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Erlang shen smite guide

02-25-2018, 18:42 #1 Hi! I need help. I fall in love with Erlang Shen, but I have little problems. Of course, I've had a few games with nice scores like 20/3 or so. I also had bad games like 3/20. Her matchmaking. The S5 is my first in this game. Can you give me advice on this God? Tips against other heroes, how to build... Tips based on your interest. Maybe it's because of my skill still, my agleness. Maybe it's because of a bad physique. My recklessness. If I'm building my Erlang Shen as a tank, then I can't do any serious damage. It's unmedable. I have to learn how to balance my items. But still, I want to know what you think of this character and how you play. Good day/night everyone! And sorry for my bad English. 03-05-2018, 07:09 #2 Erlang is a decent ATM, but nothing I would choose unless I'm bored and want to go troll full at clash. Erlang needs to be built tanky as it will outdug most of the 1v1 figures by simply being to tanky. He's a squashed killer but can be decent against tanks, keeping them occupied. Your job is to root out enemy squid or control enemy tanks by being angry with them all the time. 04-10-2018, 09:46 #3 depends on game mode, but usually start with defenses (he's a fighter so you need defenses somewhere). If you want to be part of dps though go attacking quick boots into phys protection (you can delay phys protection until you place the next item for ichaival, sell it later for your last item). Next up is page magic. From here you can get creative, you have enough defenses to make it late without feeding and attacking quick boots will help your one shine without relying on your mink so you can utilize the shield from your turtle form to engage and escape. Next I recommend masamune if additional protections are required or stone/pig cutting if not. Next is quins sais (with this attacking boots your speed and one needs to destroy any crushed) the latter is a tool but you will likely need protection. Look towards the mantle of controversy that will save you from being a CC bound out of existence and stun nearby enemies. If you don't need protection than grab some kind of pen or wingblade to deal with the slowing down. It's worth noting that the erlang's kit was balanced around an item that no longer exists, so its early game suffers, especially conquest. Blessing warriors helps but I feel like you want to bring the pain and for that I recommend blessing hunters because it goes so well with your one and quins sais. If you're looking to run over people with cars you might like a better bakasura that has a similar ability to one erlang's but it does real damage. If you just like to face checking people out with fighters that also try bellona, it literally gains speed of movement and protections for beating people. Remember he's a fighter so he's destined to be tanks and attend a late game. The third season of SMITE threw the battlefield of the gods into chaos, a greedy dragon crawling under a mountain. Storm after storm Onto the field. Cold winds blowing from the north. This is a dangerous time in desperate need of a hero. Fortunately, the illustrious Sage answered the call. Getting into a fight as quickly as a river flows, and with all the power of a great typhoon, it may have the power of raging fire, but how to play it can be as mysterious as the dark side of the moon. While a reckless game can end your legend early, follow us and call - we'll make a sage out of you. Engaging the enemy with Erlang Shanlang Shen, the third entry of the Chinese Pantheon into the warrior, is a strong front with two main modes of play. When built offensively, Erlang Shen has the ability to quickly lock and destroy any target he encounters - although without survival the other Chinese forwards (Guan Yu and Sun Wukong) hold. When built defensively, Erlang Shen becomes a powerful tank set up, unlocking individual targets and allowing your mages and powerful hunters to land their critical skillshots, while soaking up a large amount of damage before having to retreat. When many fighters can also perform well in each of the positions, most of them have the line between the two, and find themselves somewhere in between. The illustrious Sage, however, must be fairly committed to one role or another (offensive or defensive) to do the job he has chosen. Erlang Shen is a strong choice in any capacity, but it will take more heroics to make the most of it. He's a soldier and a sage, and playing the hero of the jade empire right will take a lot of thought and a lot of practice with the abilities we cover below. Abilities Every time Erlang Shen hits the enemy with a basic attack, his dog also hits 15% of his basic attacking force. This option can run items for basic attacks in 15% of their normal damage and can be a critical hit. While the underlying damage of Erlang Shen is actually a little on the low side, his faithful howling celestial dog helps him more than make up for it in a late game, adding not only 15% of his underlying attacking damage, but also adding more opportunities to proc basic attack triggers, like the executioner, Keane's Sais, or Frostbund Hammer. This helps Erlang Shen keep slowing down and other debuffs applied to enemies when he is on the front line locking down a situation, and quickly shred any target when he is taken on the offensive. Erlang Shen opens his third eye and analyzes the strengths and weaknesses of the enemy. When activated, Erlang Shen receives additional physical damage in each attack, ignoring punishments for basic offensive movement for the duration. While in Cooldown, successful basic attacks reduce the cooling of this capability. Damage: 25/40/55/70/85 (+15% of your physical strength) Cost: 60/65/70/75/80 Mana Cooldown: Duration of 14 seconds: 5 seconds One of the best abilities to stick to the goal. A weak spot is a 5-second long upgrade on Fatalis Hashbaz - allowing Erlang Shen to continually attack an enemy without arrears from a basic attacking movement penalty. With Frostbund Hammer (a core item for any structure of Erlang Shen), spot weakness forces the enemy to have an escape ability in ready - or endure a three-pronged spear of sage for some time. While smarter's are more defensively likely to pick up one point in this ability by level 4 and leave it up to last, a more aggressive serenity often levels a second weak spot for free and further damage on their basic attacks. Erlang Shen launches a spear that his enemies in a collision. Enemies at the dead center of influence when it lands are crippled and rooted in place. Damage: 85/130/175/220/265 (+45% of your physical strength) Cost: 50/55/60/65/70 Mana Cooldown: Duration 12 seconds: 1.15/1.3/1.4/1.6/1.75 seconds Pin is undoubtedly one of the most powerful crowd control capabilities currently available at SMITE. Sporting relatively high damage (equivalent with Sun Wukong's magic Cudgel), the pin is a long-range, fast moving projectile that keeps the enemy king nowhere - disabling normal movement with root as well as movement abilities with a cripple. While the actual travel time varies with distance (spears launched closer will land faster than those thrown at maximum distance), Erlang Shen is pretty quick to Pin down a target no matter where they are - and when it takes either purification or control the ultimate vaccinated crowd to break through, a lot of enemies are going to stay pinned down. Defensive end Erlang Shen maximizes Finn first and foremost, with increasing damage early and the length of time ensuring more kills for the team. The soldier side of the illustrious sage tends to take one point on four for the service and potentially combined, then leave the pin to the end as it offers the least advantage to your gross damage output when building damage. Erlang Shen turns into a mink or turtle and swoops forward. Mink: Hits all enemies, stopping on first God hit and increasing attack speed for 6s. Turtle: Knocks out all enemies on the way and wins a health shield for 12s. Mink damage: 90/150/210/270/330 (+85% of physical force) Turtle damage: 75/125/175/225/275 (+40% of physical force) Mink Attack speed: 15/20/25/30/35% Turtle Health Shield 70/110/145/180/215 Cost: 65/70/75/80/85 Mana Kuldun: 18/17/16/15/14 Seconds Fans of Monkey King Sun Walkong will certainly recognize Erlang Shen's third ability, 72 transformations. While the story goes that Shen matched every form Wukong took, the people's champion only saw fit to bring his two best forwards on the battlefield of SMITE - an absurdly aggressive mink, and the integrated, crowd-control turtle. The mink is pretty close to the tiger - it moves quickly forward, turns harder than usual, and it will stop on the first enemy hit. However, when Tiger offered a brief shock, Mink offers an enormous attacking speed enthusiast (and healthy damage), making him the main (and level-up) choice for offensively prone Erlang Schnass. Turtle, changing the bread and butter to arlang's keep One goal sits in one place until the end of days combined, he's strong (although a little silly-looking) from stand-in for the Ox Shape of the Monkey King. The turtle will cruise together (just as quickly as any other change), knocking each enemy in Shen's path and giving him a shield of moderate damage for his troubles. A defensive shen would do well for level 72 second transformations and get very comfortable in Turtling - its health shield and ability to disrupt all enemy engagements (as well as pin down one enemy) is a powerful tool for any fighter trying to control the flow of battle. Like 72 other transformations in the running game, your cursor position chooses which shape Erlang Shen will take when the ability is activated - place the cursor further away from your god to become a mink, and closer to a mighty tortoise. It's worth noting that despite the Torah, the glorious Sage doesn't win her head against the Monkey King in this particular battle, when a bull and a turtle collide, it's the shelling Sage sent to fly. Erlang Shen taunts the gods of the nearby enemy, causing damage reduction for the next 4 seconds. Then, if Erlang Shen is still alive, he is cured for a flat amount plus 20% of his maximum health. Heal: 150/240/330/420/510 (+20% of maximum health) Harm reduction: 10/11.25/12.5/13.75/15% Duration of snout: 8/ 9/1/1.1/1.25 sec Cost: 80/85/90/95/100 Mana Koldun: 85 seconds 9 turns greeting is, As a defensive player, a fantastic way to track a charge turtle through the fascinating enemy line - the stench will direct the damage (and enemy vision) away from your team to your high defenses, then cover it with solid healing to keep you in the fight. As an offensive player, it's a great way to keep all the goals that didn't die from your initial break within reach, allowing you to apply more costly basic attacks to the enemy's face before they have a chance to escape. 9 turns to Greeting, anyway, is a powerful cone of crowd control, a great tool to sustain and location for Erlang Shen, combining with his two other CC abilities to lock up sage as one of the smartest in the world when it comes to keeping an enemy yet. Shen GameplayErlang Items is a shining example of a warrior role in SMITE - control and disrupt. A natural leader in engagements, Sage wants to find the center of each battle and control enemy position with a pin and 9 turns to a blessing, allowing your stronger occult to land their otherwise unreliable haymaker spells - at which point your team is sure to win. Alternatively, in smaller engagements, Erlang Shen also has 72 ways to prevent one enemy from doing much of anything, or going anywhere. Engaging the enemy not in a position with 72 transformations (turtle), eliminating the form once the enemy is pregnant, then turning around and landing a pin allows Erlang Shen to deal with massive damage unchallenged in time altogether Enemy Escape - Ensuring quick kills for yourself or teammates. Unfortunately, Erlang Shen's dual nature as a soldier and scholar is his greatest strength - but also his greatest weakness. While less decisive warrior choices are much better to tread on the middle ground, dealing damage here and septic damage there, Shen will always be big in a bit of a fighter - but a little unrelentless on the other side. The offensive construction covered below will certainly shred almost every single target (including tanks), but leaves Shen more than a little vulnerable to the massive damage output of a carrier in SMITE Season 3. Tankier Builder can certainly handle the storm with a turtle, 9 turns a blessing, and fairly high defenses, but don't come close to damage for a single, quick kills until the game is very late. In each game, try to identify how to best disrupt the enemy and control the flow of engagements. If the enemy composition has a strong high-priority target and not much to peel off, an offensive structure can quickly pin them down and made their short work before a turtle forms back through enemy lines. However, if your team's game plan is more of a strategy to protect the Queen, where exfoliating damage and aria is more relevant than even Shen's estranged ability to carry, then a tankier approach (and using a pin to save allies rather than doom enemies) is much more likely to yield victory. If you are more about tranquility as a defensive plan forest, then pick up either a scout's gift or a sign of the striker, then Ninja Tabi (to apply to hit effects even more frequently and keep your enemies Frostbound), Frostbound Hammer, Steel Mail Item (sovereignty if your team doesn't have one, Mystical or Midgardian Mail if it does), a silver talisman item (for a Heartwardward mascot if your team is missing, Bulwark's hope if not, and a potential epidemic against enemy healers), Runeforged Hammer to increase your team's overall damage on frostbound(or other slow) infected targets, and Cain's Sais (selling the starter item) to give you at least some throwing damage on enemies, or a chest of heroism to add little armor and allow you fine and tortoise more often if your team has DPS covered. On the other hand, those who are on fire inside will be better off to purchase the toll of death and an early tabby warrior, follow them with a Frostbound hammer to keep targets within attacking range, catch a massive damage spike with Cain's Sais, then keep the defense to shred and damage increases coming with Ichaival, a stone cutting sword, and a liner or Bloodforge. Here's TL;DR: Attack: Tavi Warrior &t; Frost Hammer &t; Cain Sais 'gt; Ichaival &t; Stone Cutting Sword &t; Hangman / Bloodforge / Defensive Flex Slot: Ninja Tabby &t; Prussab Hammer &t; Steel Mail Layer 3 &t; Silver Talisman Layer 3 &t; Runeforged Fetish &t; Cain's Sais / Chest of Valor / Flex Slot Eventually your decisions will make or break your games with Erlange Shen, so be sure to mitigate the bravery of this soldier More than a little scholarly wisdom. While sage is strong enough that only mashed buttons may land you a kill, it will more often lead to defeat, death, and a long wait at the respawn fountain. Mink or Turtle, death worker or protector - these choices may take Erlang time and more than a few mistakes to control, but if you believe you're a shen, you're halfway there. So let's get to work. Now that you've learned how to soldier a sage scholarly warrior, go ahead and conquer! But don't forget to come back and tell us how you became a legend in the third season of SMITE with Erlang Shen, the acclaimed sage. Sage.