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## Support invoker guide

This guide is based on Quas Exort Summoner's gameplay method, meaning you'll be abusing a cold snap + forgery spirit. But everyone should know that Cold Snap + Forge Spirit doesn't deal with much damage late in the game or even in the middle of team games. It's only good for 1v1 or 2v2. So this guide suggests that after reaching the level of Pier 4 and max exort, you should start lvling up wex and start using other spells once your Wicks level is high. This adapts you to a much better late game than a cold snap + forgivy spirit alone. Starting with Courier + Tangos + Branches basic game items early your choice of shoes + 2 Bracers mid game basic item heart Tarrasque. With the cold attraction + combination of the false spirit, you have to deal with damage like madness, and you will be among the first targets in team fighting. Make your choice, download the caller or caller support for the late game: carry the damage material summoner + defense elements support ing aghanim + mana regen item (BloodStone or lizard) start a game buy courier, some tango, and a set of iron branches to start. You have exort cases to hit the past and the docks cases to heal yourself, in theory, you don't need anything. We hope that your allies will let you go in the middle. The Caller is a very weak early game, with literally only 1 spell at a time and will not be able to handle Gank's attempts on the side lanes. Level 1 - 6 in my build, I hope to call up level 4, so I could have another better hit game early. If the enemy is an aggressive early game, you may have to take a skill call early so you can do something to save yourself or fight again (cold snap, ice wall, forging spirit, sunstrike). Remember to always have active exort instances when you don't need to heal, so you can hit the past and deny as much as possible. Leave your lane to gank unless the Allies want/need you gank. Because you only have 1 spell to cast, ganking yourself is definitely not an option. When doing gank early, do this with an ally, and use a cold snap + plain attack. During this time, you should be able to finish 2 bracers and some parts of power. Why 2 bracers when we have a piet to earn str? If you look at the building, you'll see that I leave the sidewalks after it reaches level 4 (I explain this later). 12 str of 2 bracers can go a long way in protecting you from death and scare enemies, and it's cheap dirty. Level 7 skill call lv12 immediately. With this, you have access to a cold snap + soul power + a normal attack (with exort) combination. This is one of the best damage handling kits in the entire game. Even if you plan to play game support late, stick with the mix. It's the best way to generate gold for any item you need for the late game. That's when you start roaming and ganking with allies. With a cold snap and a spirit of strength, several times I've fought 2v1 battles and won. If you roam with allies, there should be no problem adding kills and helps under your belt. After completing 2 bracers and tread power, start A heart. Your damage output is already very high, what you need now is the ability to survive to deal with the damage for as long as you can. Level 10 - 13 This time you must have lv14 docks, lv14 exort, and call lv12. This allows you to call two lives at some point. Each Forge Spirit deals 56 damage in lvl 4, and 3 exort cases give you 36 additional damage + your normal damage (which should be about 70) per attack. To give you 218 damage per attack + 30 cool sudden damage. You will be

treated with 250 damages per second that you must get through the middle of the game and also late in the game. Keep building your heart from Tarrasque and keep lvling until it becomes more harmful for you and forge spirits. You must max out exort by lvl 13 level 14 - end of the game to carry the caller focus on lvling wex during this period. You must end your heart during this period. Forge Spirits will gradually lose their ability to handle the damage, and your enemies start getting tankier, so you need another source of damage. Choose a large item handling damage (mkb, daedalus, desolator, etc.) and start building it. Once you're done, switch to having active wex instances instead of active exort instances. Start using Alacrity skill to add attack speed to your damage. The 80% of IAS Alacrity and 42% IAS cases of Wicks work beautifully with a large item handling damage, and production will make damage to a great extent godlike. Dinner Fast Attack Plain + Cold Snap you should have a primary damage combo handling. You will be the main source of damage in your team, so be sure to build defensive elements after your main damage element. I prefer BKB + demonic briefly of oppression (no stupor + huge life of massive damage). Don't forget to call your spirits, they still work very well. Level 14 - End the game for support caller focus on lvling up wex during this period. With Wex instances available for use, you can start using other bouts of Invoker, such as meteor or EMP. You should end your heart early during this period. Get (gnom) as fast as you can after getting Aghanim, leveling up the call must be your priority, and then finish the wex/quas. Start calling other skills (too many skills that can be included). During team battles, once the second skill is on the quietest, call a new one immediately. If you do not know what to call because of the heat of the situation, call one random. All of them are useful in team battles, except for ghost walking, which should be used wisely. Don't forget to use your normal attack too, with Exort running. Our guide today is about one of the hardest, respectable, and iconic heroes of Dota 2 - Caller. Players who prefer to play this hero are considered to be very skilled, as the hero has 10 spells in total, which you have to call during battles, but back in DotA 1 days, the caller had little more spells ... 27. We hope our guide is going to help you learn the hero better and understand his weaknesses and For an easier time choosing the right capabilities and items, be sure to subscribe to GOSU. Artificial Intelligence in the game guide: Exort InvokerWex InvokerTable contents role in the game abilities allied gameplay elements and role counters in gameThanks for many different spells, the caller is actually a very versatile hero. His main role is midlaner, but he has also played as roaming or even as a hard support. The purpose of the caller in the game can vary depending on the skills required for him. Exort's job is to provide damage, while the Exex caller is more focused on ganking and disabling his opponents. Screenshots are based on screenshots of qua shots. The cold snap freezes the enemy on the cast and then every time you deal no harm on the target. Freezing a cooling period reduces with levels of docks, which may help you prevent enemy heroes from using defensive spells, such as Blink.E.M.P. Based on Wex. The talisman burns mana from the enemy's heroes and returns half of it to the summoner. The more points you have in Wicks, the more mana you're going to drain. The Sun Strike is based on Exort. The ability deals pure damage in small AoE and works globally. This helps Invoker to secure kills throughout the map. Sun Strike can be improved by a scepter Aghanim and transformed into another capability - catastrophic. Disastrous throws two sun blows on all enemy heroes around the map. Ghost Walking is based on Wicks Quay. The ability gives the caller additional motion speed and slows down all the targets around Invoker. The slow enemy is based on the pavements, while the self-reward is based on lex. The talisman is good defensively and offensively. If you play Wix Caller, you may start using this spell very early in the game to move around the map faster. The tornado is based on wicks and piers. The ability creates a tornado, which moves in one direction, lifting and handling damage on all targets. This is the main ability of the caller, as it allows him to set up combinations with many other spells. Forge Spirit is based on Exort and Quas. It calls a unit, which handles decent damage and reduces the perjury of the attacking unit by 1 with each injury. Spirit Forge is very good to secure a very important early hits during the laning phase. The ice wall is based on the piers and the exorted. The talisman creates a wall in front of the caller. The wall applies crazy slow debow, while also damaging the targets that have been affected. Alacrity is based on Wicks wax. It gives a bonus of attack speed and damage. It works on allied heroes and units. The talisman is good to ensure another strikes in the lane and make early kills. You can use it on the creeping siege or Necronomicon units to significantly increase the potential push of your team. Meteor Chaos is based on Wicks Exort. Skill deals a lot of magic damage in a decent AoE. The talisman works best in combination with cold and deaf snap. Deafening Blast/Deafening (QWE) is based on all three aspects of the caller. It disarms all opponents on its way and deals with a decent amount of damage to them. You can improve this ability with Level 25 talent. Invoker ExortInvoker WexItemsBuilding item of the caller varies based on its own skill build. However, start-up elements remain the same. Just like any other ranged intelligence hero, the summoner must get himself Circlet, two mantle of intelligence, iron branch, and fire ferry. Make sure to ask your teammates to share two tangos with you. Early in the game most of the items you should get are the same for both builds. Both Exort and Wex Invokers must buy nut and magic wand. These items help to improve stats and survive. The difference is that Exort Invoker must go for Power Treads, while Wex is best called using Boots Stage. The logic behind it is that Exort the caller lacks the speed of attack, which is why he finds the Power Treads more attractive. Both builders need to buy items, which will improve their survival and improve the potential for killing. Exort The Summoner should get himself the Black Ripper and The Black King Bar, while The Wex Summoner will benefit more from having a soul ship, a medal of courage and strength Staff. In late in the game, Exort Invoker Bloodthorn must end up and follow him with Octarin Kor, Vyse's scythe and keras assault, with Guard Shiva being a good substitute. Wex Caller needs to finish the solar crest and follow it up with a scythe from Vesey and Ners Shiva. Normally, by the time you get these game items is going to be finished. ExortInvoker WexGameplayEven though Exort and Weiss builds very different, the playstyle of both builds actually is very similar. Exort Caller is definitely stronger in the lane but requires more time to come online. Wex Caller, on the other hand, may start a relatively ganking early in the game. Let's break everyone who builds one by one. So as we mentioned, Exort The Summoner is a powerful lunatic in the corridor. With the help of the spirit of Forge and Lacity later, he is able to ensure a lot of post hits and denials. His greatest strength is that he is able to help his colleagues around the map with the help of the Sun Strike while staying in his lane at the same time. In the lane, once you get level 2, aim to use the spirit of forge as often as possible to ease the process of creeping hitting the past. Pay attention to the thumbnail and help your teammates secure killings with Sun Strike. Aim to use the sun strike for the last blow of the enemy hero. Since the sun strike costs a lot of mana, it may not be profitable for the caller to use it more often, especially if he can't get any kills out of it. Level 6 is your first high energy. In level 6 you should get a point in Wicks and open the opportunity to throw meteor chaos and Dead. With a simple combination of Tornado, meteor chaos, and cold snap you can potentially lock an easy kill on the middle of the enemy. Play around the timing of siege creeps. Use Alacrity to crawl the siege to take down enemy towers quickly. Be active. Gone are the days of passive agriculture called. Even with Exort build, the hero is capable Play very strongly and provide a lot of influence in early and mid-game battles. The Wix Caller, vs. Exort, is not strong in the lane. He lacks damage, which can lead to the loss of the match-up in the lane. The other downside of The WikiLeaks is its inability to farm quickly. The hero is very dependent on making Gank successful. But once the hero gets many counts on the shadows jar, he may become absolutely unstoppable. Thanks to Ghost Walking, The Caller is very mobile. He can move around the map quickly and create a lot of space for the rest of his colleagues. Tornado is your main ability to build wicks. Start using this spell actively from the beginning of the networking phase to ensure another hits from ranged creeps. Once you get three points at Wicks you can start using it in combination with E.M.P. to burn mana from your opponent. Don't sit in the corridor too long. Starting with Level 7 start actively moving around the map. Your goal is to create as much space as possible for your teammates. Be as annoying as possible, giving priority to the main enemy heroes ganking. A tornado in E.M.P. in a cold snap is your easiest and yet stronger combination. Ghost Walk is the fourth priority mascot, allowing you to move quickly around the map and escape in critical situations. Allies and countersExort caller is very good in combination with heroes, who can secure opponents to sunlight or catastrophic. Heroes, such as Beastmaster, Voidless, Ban and many others with the ability to keep a goal in a place that works well perfectly with Invoker.Wex Invoker is the space creator. It works best with a strong late game carries, which can use space to grow up to late in the game with many items. Ghost, Medusa and chemist are great examples of such carries. The best counters to Invoker is Voidless, where Time Dilation may completely destroy the gameplay Invoker.GOSU.AI

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