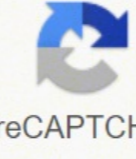
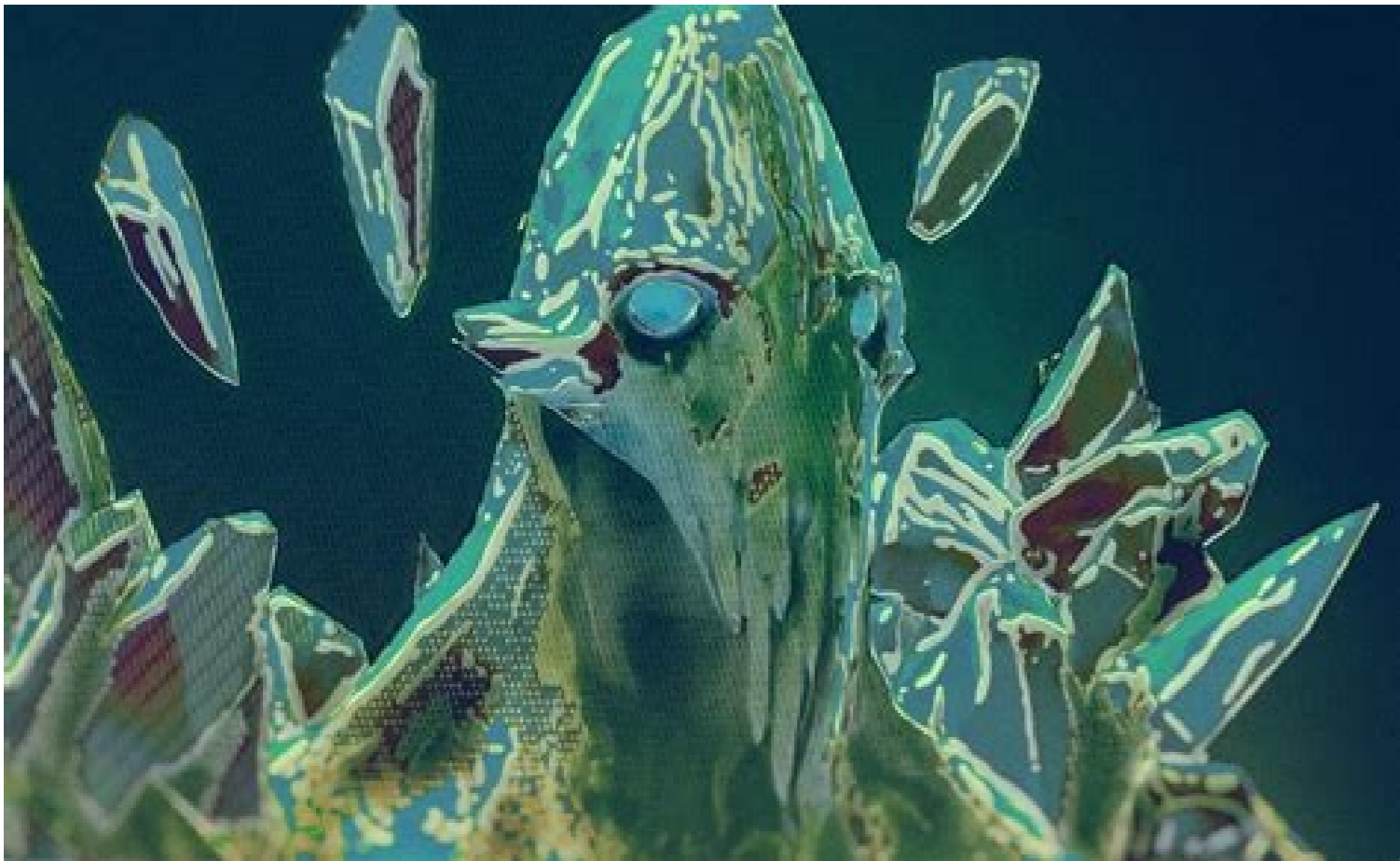


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Dota ancient apparition guide



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Remember that Ice Blast debuff prevents all health gain, including healing spells, natural health regeneration, lifesteal, health gained indirectly such as from activating an Armllet of Mordiggian, and even bonus health gained from Morphling's Attribute Shift strength gain and the strength obtained by leveling up under its effects (however, there ARE a few exceptions, namely abilities that directly manipulate health such as Sunder or Supernova). Ice Blast is a multi-purpose spell that can be cast to anywhere on the map. He can sort of zone an opponent in a 1v1 situation with Cold Feet, as either they will cancel it and perhaps miss a last hit or two while doing so, or they will get stunned by it in which case you can hit them (with buffed up right-clicks) a couple of times. All de-buffed opponents lose the ability to regenerate health and can shutter if their health is below 12/13/14%, based on the level of the ability. ItemsThe item build for Ancient Apparition is mostly straight forward. On your starting gold, you should purchase 6 Tangoes, Healing Salve, Faerie Fire, 2 Enchanted Mangoes, Clarity, Iron Branch, and Faerie Fire. Its ability will make ganking easier, while it can also be used to heal allies. However, Ancient Apparition is not a beginner friendly support as his abilities requires precise timing and judgement to execute. If you already used Chilling Touch and you're too fragile to get near a team fight to use Cold Feet, you should at least stay behind and spam Ice Vortex. Glimmer Cape grants magic resistance and invisibility to help Ancient Apparition and allies escape or initiate without being seen. Start with Chilling Touch to harass. AA is very dependent on having good levels in the game. Its ability slows down enemies and damages them in a large radius, making it perfect in teamfights where you are the first priority target. Use it to scout Roshan, to give vision of the high ground, to reveal common juking spots etc. Rod of Atos can do the same while maintaining the damage over time, though unlike Eul's, it can be disjointed. Hey boys and girls! We haven't spoken about any supports in a long time, have we? Landing this spell on the enemy team at the start of a team fight will put heroes that rely on survivability such as Huskar, Necrophos, or Death Prophet into dangerous situation. All of Ancient Apparition's spells have good range. He is not very good at split pushing, can't initiate fights, can't escape ganks. You can activate its ability on an enemy after casting Cold Feet and the opposing hero will be stunned and frozen most of the time. It can be used to help teammates as well. Wait for one of your teammates to set up a killing attempt with disables, and only then follow it up with your ultimate. Allies and countersAncient Apparition works best with teammates, who have AoE disables. The cooldown starts running upon launching the initial tracer, so it already starts cooling down before the actual blast even released. Tango grants health restoration, which is very important for a fragile hero. Aim to go to the offlane for the Bounty Rune fight to ensure that your team takes two out of four. In the lane, your goal is to use your high attack range to constantly harass enemy heroes. A value point in Ice Vortex helps with vision and movement speed slow. It is possible to keep an enemy always under the effect of Cold Feet, either the stun or the damage. Use Chilling Touch to harass and slow enemies in the laning stage from a safe distance. Scythe of Vyse is a very strong late-game item that gives a great attribute increase, all the mana regeneration you'll ever need, and an amazing disable. The greater the distance is, the larger AoE the blast is going to have. The two best items you can get are Glimmer Cape and Force Staff. Your two core items for the late-game are Scythe of Vyse, Aeon Disk, and Refresher Orb. GameplayThe worst part about AA is that he has very little possibilities in the game. Early game: Urn of Shadows gives some overall attributes and good mana regeneration. He has a good attack animation and fair base damage. Mid game: Arcane Boots provide Ancient Apparition and his allies with much-needed mana sustain, as well as increase Ancient Apparition's own mana pool. You can also hit them from the low-ground with the vision provided by Ice Vortex. This is a powerful harassing tool, which may be very annoying in the early stages of the game once it's on the max level. Ice Blast launches blast towards a location, dealing damage and de-buffing all enemies that are inside of the blast. Ask your teammates to ward or do it yourself whenever possible. In spite of his ability to solo, Ancient Apparition is still potent in a dual or tri lane. Similarly, an enemy Weaver will not care much for either Ice Vortex or Cold Feet, but he will think twice about getting a last hit if you're ready to hit him with Chilling Touch, synergize well with Cold Feet and Ice Vortex; results in extensive magical damage and disables duration. Compare to other supports alike, Ancient Apparition scales well with levels, thus making Hand of Midas good on him. With enough mana and regeneration, it could be made to fully replace Ancient Apparition's default attacks. Rod of Atos grants a decent amount of overall stats, padding out Ancient Apparition's anemic health pool and bolstering his mana. Do not worry about using your ultimate sparingly, it has only a 60/50/40 second cooldown and therefore can be used even for harassment or as a deterrent for pushing. Cold Feet functions well as a follow-up to an ally's stun, and Ice Vortex lowers enemy magic resistance so allies can nuke them down. More tips needed. The damage part is dispellable by any dispel, so don't waste your mana against a hero that will shrug it off with a low-cooldown spell (such as Abaddon with Aphotic Shield and Legion Commander with Press the Attack). In the later stages of a game, once you have enough mana, spam it. 1234567891011121314151617182025 1234567891011121314151617182025 Ancient Apparition's spells, although spamable, are very mana-expensive. Mekansm is a great utility item which will make you and your team much harder to kill. Ancient Apparition can solo mid in the early game, as he has all the necessary tools to control his lane. Ancient Apparition has little potential to roam like Lion, and limited capacity to react to ganks like Dazzle since Cold Feet's stun is unreliable, so he usually babysits the carry in lane. In an enemy line-up that is weak against magical damage, spamable Chilling Touch could turn out to be quite useful. Use Chilling Touch to ensure last-hits of ranged creeps in case your carry is not able to do so. Pull as often as you can to deny farm from enemy heroes and get yourself necessary experience. Squishy and sluggish. Heroes who rely on regenerating rapidly during teamfight with abilities such as Alchemist and Abaddon or those who wield healing items like Mekansm will be rendered useless under the effect of Ice Blast, thus placing them on disadvantages during the encounters. Use its ability to heal you and nearby friendly heroes at the cost of some mana, while buffing everyone at the same time. Starting items: Iron Branch gives cheap bonus attributes which is helpful for laning and can be built into Magic Wand. A high amount of consumables is going to allow you to trade your health effectively with enemy offlaner and roamer. In the early game, you need to make Arcane Boots and Magic Wand. If the enemy stays in the initial cast point he is going to get stunned for the duration of the ability. Ice Vortex slows nearby targets, while also decreasing their magic resistance. At level 4, Cold Feet's cooldown is only 9 seconds while the stun lasts for seconds and it takes 4 seconds to trigger it. Good at harassing and zoning. Its only downside is its hefty price. Clarity is needed because Ancient Apparition is very mana dependent in the early game. An allied Zeus will care only for the magic resistance reduction of Ice Vortex, as well the vision it provides to keep spamming Arc Lightning. Observer Ward not only helps your team out by providing vision, but help you out, too, by scouting low-HP enemies to Ice Blast. Long range scouting abilities. His ultimate, Ice Blast, damages and freezes his foes' health regeneration, placing them on disadvantages during every team fight, thus making him scale well into the game. Ice Vortex's cast range is huge. Do not rush to use this spell. Late game: Force Staff is an extremely useful item which can be picked up as an escape mechanism or a chasing item. It can be later upgraded into Guardian Greaves. The only ability in the game that prevents healing, making it a direct counter to a plethora of heroes. Spirit Vessel is a natural upgrade to Urn of Shadows, and the percentage-based damage synergizes nicely with Ice Blast. Counter to heal. Although becoming spell immune prior to getting hit by the blast can negate the impact damage, the freezing debuff pierces through immunity and cannot be dispelled. Be active with your suggestions, seek any opportunity to get kills. Make sure to hit your opponents with the Ice Blast, it is the only job you have during fights. Octarine Core is good on most spell-casters and Ancient Apparition is no exception. Boots of Speed are needed for the movement speed bonus. Be mindful of your mana consumption. Refresher Orb could theoretically prevent any kind of healing for 20/22/24 seconds with a double Ice Blast, an ultimate late game item. AA has no way of stopping them. GOSU. AI Ancient Apparition is a spellcaster hero whose abilities can empower, disable, and destroy with the power of ice. It also allows you to land a short-range Ice Blast in quick succession. AA is a great answer to heroes like Huskar, Alchemist, Timbersaw or Morphling. Ancient Apparition is usually played in the hard support position. Ghost Scepter makes Ancient Apparition immune to physical attacks, allowing him to survive when enemy carries are coming for him. Luna won't help you trigger Cold Feet, so don't level it, but she will gladly chase enemies slowed by Ice Vortex with Luminant Beam. Healing Salve also restores health to you and allies. Chilling Touch's slow may keep enemies within radius of Cold Feet or Ice Vortex. AA is not very dependent on having Arcanes, so you can consider going for Tranquil Boots and two Bracers instead. In the mid-game, your goal is to get yourself items, which can improve your mobility and defensiveness. Any heroes that possess reliable stun/slowers such as Wraith King/Lion/Shadow Demon etc. Tiny's Toss counts as distance travelled, and will therefore remove Cold Feet's debuff, even when the target is tossed straight up. Once your carry has enough farm to either push towers or farm the jungle, you should take the lane for yourself for a while, to catch up on experience and get level 6 to help your team's pushes with long-ranged Ice Blasts. Require good precision and judgement to make use of his abilities—especially his ultimate. This week we want to talk about the best counter to heroes with HP regen mechanics - Ancient Apparition. To have an easier time selecting correct abilities and items, make sure to subscribe to GOSU. AI in-game guide Table of contents Role in the game Abilities Items Gameplay Allies and counters Role in the game The main purpose of Ancient Apparition is to counter heroes with imbalanced healing mechanics. You do not have an escape mechanism, so having vision of your opponents is crucial for you to survive. However, he is one of the very few supports, who can provide tons of magical damage during fights. Ancient Apparition has a good attack range, but can't provide much during the Bounty Rune fight. However, he is also commonly used as a roamer, midlaner, or even offlaner. Abilities Cold Feet is a single-target spell, which deals damage over time. Eul's Scepter of Divinity gives plenty of mana regeneration, some mana, and some movement speed. Pair with a partner with disables to guarantee Cold Feet. Vortex gives vision over the area, so you can use it to ward cliffs. Chilling Touch deals magical damage and slows the target for 0.5 seconds. Slightly level dependent. Use Cold Feet to harass in the early game, but mind your mana pool. Use it to aid your allies in ganks, initiate team battles, finish off low-HP heroes, and clear large creep waves. You may level Cold Feet if the enemies lack mobility, or your allies have disables to guarantee the stun. Try to avoid close combat when possible. Ice Vortex's magic resistance reduction works well with every one of Ancient Apparition's abilities as they all deal magical damage. Ice Vortex can slow enemies when chasing or being chased, as well as reducing their magic resistance. These potions will make spamming Cold Feet possible. Ancient Apparition makes a decent mid-laner. Aghanim's Scepter gives Ancient Apparition a much needed improvement to his attributes. Ice Vortex's cooldown is only 7/6/5/4 seconds. Its root combines very well with Cold Feet, Ice Vortex, and Ice Blast. Ice Blast's tracer gives vision, allowing you to use it for global scouting with free harassment on the side if it hits. He is great in combination with Faceless Void, Sand King, and Earthshaker. The best counters to AA are mobile heroes, such as Storm Spirit, Queen of Pain, Ember Spirit, Void Spirit. He will look to start ganking as soon as possible and use the early Ice Blasts to his team's advantage. Pros Cons Strong team fight ultimate. Since you're such a bully in a 1v1 scenario, there are high chances that the enemy will choose to simply push the lane with any AoE ability, something that you lack as well. As for items, an early Dagon will definitely help you reach the enemies' shatter threshold. Adapt the ability build depending on the allies and enemies. Eul's Scepter of Divinity in combination with Cold Feet can almost always guarantee a stun (though at the cost of Cold Feet's damage over time). Tranquil Boots can be chosen over Arcane Boots to sustain Ancient Apparition's health, as his high Intelligence growth and low mana costs make mana less of an issue. Kaya boosts Ancient Apparition's damage output, making Ice Blast in particular more dangerous, at a cheap cost. Shiva's Guard gives a lot of intelligence and armor. He is also quite fragile as he does not really possesses any reliable or instant escape and disable abilities. It can be upgraded into Kaya and Sange for a much needed boost to durability. And once you reach level 6, you can gank the side lanes without moving with Ice Blast. But it's extremely expensive and should never be considered as the first major item on Ancient Apparition. Situational items: Hand of Midas can be a good item choice when Ancient Apparition has an above-average early game, sustaining him with a steady gold and experience gain. For the same reason, you should aim to take either a mid or safe lane from one of your cores to get to level 6 as soon as possible. Once you get ultimate start focusing on getting kills around the map. Magic Wand helps with sustaining both your health and mana. You can smoke together with teammates or simply help them make kills from the other side of the map. He can secure last hits and harass with Chilling Touch. There are only four abilities that can help you regain life while frostitbitten: Terrorblade's Sunder, Weaver's Time Lapse, Undying's Decay, and Phoenix's Supernova. Firing it out to Roshan's pit at an inopportune moment can be particularly lethal. Ancient Apparition's abilities require a certain amount of skill and teamwork to make the best out of him; although primarily played as a lane support hero, a good early game allows Ancient Apparition to snowball and possessing a Aghanim's Scepter allows him to scale well into late game. The thing you will struggle the most with is enemy ganks, since you have no defence or mobility whatsoever.

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