



1st Place

QUOTE

Hero Name: **Khoralis**

Hero Title: Arcanist Dragon



Affiliation: Sentinel

Theme: Arcane

Play type: Support / Nuke

Main Stat: intelligence

Strength: 15+1.6

Agility: 16+2

Intelligence: 23+2.4

Armor: 2.2 (0 base + 2.2 from 16 agi)

Base Damage: 26-32(after 23 int 49-55)

Initial Health: 235 (with 15 str 515)

Initial Mana: 45 (with 23 int 344)

Movement Speed: 300

Attack range: 575 (ranged)

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Ability 1

Mana Missiles



Type: nuke/channeling

Description: Khoralis targets a foe and fires mana missiles on it every 2 seconds. Channels up to 6 seconds.

Level 1:90 mana/50 damage each missile

Level 2:110 mana / 60 damage each missile

Level 3:130 mana/ 70 damage each missile

Level 4:150 mana/ 80 damage each missile

cooldown: 18 seconds

Other info: The channeling of this skill works just like mana/life drain, if the target flees from a given max range of the skill (800 units) , the channeling is canceled. Khoralis can't move while channeling.

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Ability 2 Mystical Essence



Type: passive

Description: Khoralis' mystical nature provides both self preservation and offensive attacks, allowing her to perform attacks without even spending mana.

Level 1: 3% chance of firing a mana missile when attacking/5% chance of firing a arcane missile when being attacked

Level 2: 5% chance of firing a mana missile when attacking/10% chance of firing a arcane missile when being attacked

Level 3: 7% chance of firing a mana missile when attacking/15% chance of firing a arcane missile when being attacked

Level 4: 9% chance of firing a mana missile when attacking/20% chance of firing a arcane missile when being attacked

Other info: the missiles fired by this skill has the same damage from the missiles performed in the 1st skill. In case of not having picked the first skill no missiles are fired.

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Ability 3 Prismatic Prison



Type: Active/AoE/ stun

Description: Khoralis uses her arcane powers to set a prison in a specific area (400 AoE) . All foes inside the target area will be stunned for 0.5 seconds and receive a buff. Every unit buffed by this skill that walks more than 600 units away get stunned for extra 2 seconds .

Level 1: buff lasts 2 seconds/130 mana

Level 2: buff lasts 3 seconds/140 mana

Level 3: buff lasts 4 seconds/150 mana

Level 4: buff lasts 5 seconds/160 mana

cooldown: 22 seconds

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Ability 4 - Ultimate

Wisdom of the Arcanist



Type: passive

Description: Khoralis combines her magical nature with a great wisdom allowing her to improve her own spells. By mastering this wisdom her magic missiles get able to hit additional times in a chain.

Every level of this skill

-reduces 1st skill's cooldown by 2 seconds and raises the missiles damage by 20

-raises the chance of firing a missile by 2% when attacking and 2% when being hit

-reduces the 3rd skill's mana cost by 15

Level 1: Gives 20% chance of mana missiles jumping once

Level 2: Gives 20% chance of mana missiles jumping twice

Level 3: Gives 20% chance of mana missiles jumping three times

Aghanim's Scepter: Gives 30% chance of mana missiles jumping *number of times according to the ultimate's level + 1*

Other info: every bonus provided from this skill works just like Ogre Magi's multicast bonus or Krobelus' witchcraft bonus.

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Synergies and Strategies

The hero is both good for soloing and group engagement which is something that DotA is currently lacking of. The basic strategy with this hero would be cast the prison and start channeling missiles.

The 2nd skill is particularly great against ganks and also good for farming specially when combined to the ultimate.

against ganks: be the first to stun and unleash as much damage as you can

against melee pursuer: if the opponent hasn't a mkb you can still hold a battle but if he has, maybe stunning and wait for your team mates arrival is the best option

against multiple enemies: this one should be no problem at late game, especially if you have

an Aghanim, the jumping chain will do most of the job for you.

with friendly AoE users: make good use of your jumping missiles and your area prison, this will help heroes like Leshrac, Jakiro, Sand King, etc... on maximizing their damage.

with friendly stunners: they help you on assuring that your channeling works properly, dealing a good amount of damage both in early and late game.

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Item Builds

the most useful items for the hero would be:



-Aghanim for improving the ultimate



-radiance to improve farming skills and countering ganks



-slowing orbs for enabling more hits



-armor items and healing items since Khoralis hasn't much

life nor armor



-bloodstone for quick revival and more mana/life regeneration



-attack speed improving items to raise the number of missiles fired when

attacking.

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Counters and Weaknesses

+good for farming/countering ganks

+good for solo and team play

+decent nuke

+reasonable amount of mana

+ has a good range

-low life/armor

-not so good for pursuing

-cannot use it's true power on a 1x1