

Tree Tag Infernal Guide V1

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Contents

Goal:.....	3
Map.....	3
Gameplay Strategy.....	4
First ~15 minutes:	4
Next ~15 minutes:.....	4
Last ~15 minutes:.....	5
The Infernals	6
Blaze.....	6
Pyra	6
Burnin.....	7
Darkness.....	8
Khale	8
Voltron	9
Buildings.....	10
Units.....	10
Items	11
Base breaking.....	11
Vision.....	12
Ent Hunting	13
Other items	13
Upgrades	14
Game modes	15
Chaos.....	15
Entbonus	16
Solo infernal	16

Goal: The purpose of this guide is to give new and somewhat experienced a decent guide for playing infernal. I will not share all my strategies because then you have nothing left to experiment with. Some of this is biased and have not fully tested all the new changes with classes and talents so changes may occur. The strategies are based on a 12-person 45min game which is ideal: usually a 60min or 4 infernal game is highly biased towards infernals. For a 60min game you can separate it into 20min blocks instead and most things apply but it could be chaotic. Some of the parts should be a reference or worth a quick read through like units, upgrades, and items. After reading through this you should probably be better than like 80% of infernals who play currently, however, team work is what wins games as an infernal so don't be a dick to your team and help them if they haven't read this guide. To be a better infernal you also need to know how to play ent well so don't stick to infernal entirely.

Map



The map above shows the most likely bases in order to be checked. Tier 1 bases are 1-2, tier 2: 3-5, tier 3: 6-10, although be careful about a double base of 8 could be monstrous especially the North entrance is easily defendable, same goes with 3. Ents can base other spots but typically can't get multiple rocks in front of a tree of life.

Gameplay Strategy

First ~15 minutes:

You are very weak and probably slow in this phase so you aren't going to win a game during this time unless the ents are just awful. Try to look for resource storages that aren't protected and check the typical base spots to prevent a large base early. Usually you want to look for some of the close obvious storage spots and wait a few min to check the main bases since it's easy for ents to jump around and not commit to a base and allow them to mass some storages that will be feed. If a base does pop up quickly, see if you can get help to take it down, much easier than solo. If not don't sweat, try not to die and feed, go find some undefended storages (there is always some). Make sure to carry around some dust of appearance or have a shade follow you in case you run into an invis tree.

The priority upgrades are movement speed and night vision so try to pool with other infernals to get them quickly, don't waste \$ on units before these. Once you get these you can get a burning archer to micro to clear trees around the middle to prepare for the later game or save up for some base breaking items if there is already a base you can't break.

The first items I get are crystal ball if you are just hunting around for storages or axe of doom and potion of invul to try to break a base. You could try pooling for gauntlets to take care of early bases, you really only need one infernal to be a base breaker (preferably Burnin or Voltron), don't try to break bases as Khale or Pyra.

You may be tempted to hunt down ents who blink away, but it's not really worth it, they will get saved either by themselves or others who might get bonus hp for their ent which makes them harder to kill later. Just focus on the feed so you don't have to worry about camping mid till later, just kill them if they are based or readily available/dumb.

Make sure to always be destroying trees, say with voidwalkers, blaze's flames of speed, lightning ward, or voltron's light wave if it's level 3. Throw a random destroy trees at a group of trees if it's off cd, you might find some buildings. Destroyed trees just improves your mobility so try to kill any nature lovers you see or hunt down those nuisance ents.

Next ~15 minutes:

This is usually where you determine if you win or lose a game, you don't want to have any unbreakable bases that will just feed and create a forest god but if there is one you can't destroy do not spend 10min harassing it and trying to take it down you are just wasting valuable time. If you can try to take out the resource storages if they are unprotected or see if you can take out non-immune infernal killers to get that feed, see the infernals section for good combos to get feed from bases.

Try to start obtaining map control, but don't buy watcher wards if they are a bunch of heroes/units running around that can kill the wards easily. Spread out units to bases and have them patrol, start camping the mid with an uredar diabolist or two, also buy magic sentry if you haven't. Perhaps swap out that regular amulet of sentry ward with the improved one and don't let it be off cd for too long. If they are already weak ents and you are kinda dominating, get some permanent wards if you have the \$ and place them in the good spots (you will know after playing a while). Priority upgrades should be skeletal forces since that will help you the best in the late game., don't send out units if they are weak and the ents are killing them.

Try to destroy trees around the mid so you can easily get to mid to help out if they send a lot of units or a dumb attempt to attack the heart. Also if they try to spam rocks in paths, you can't just move around them.

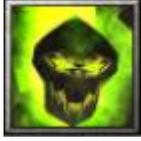
Last ~15 minutes:

If for some reason you messed up and there's some extremely well defended base, try to take out all the other ents so it's just that one left. Still get map control with wards/units then focus it down or just harass and wait till you get buffed in 4min while preventing saving. If you have the gold buy the base breaking upgrades and kill it, but 2 infernals with gauntlets and other items typically have a better shot for the same gold. Teamwork is how you win games.

In the more likely scenario of a bunch of ents running around hiding and trying to save. Obtain map control if you don't have it, get a lot of skeles around the map that are upgraded and can kill ents. Buy the watcher ward upgrade if you haven't already. Try to focus ents who are saving a lot and kill any trees of life/altars that you see. Start planting permanent wards around the map and buy the improved amulet to plant more wards, vision is key. Maintain some force of units to camp the middle, typically 2 uredar diabolists. Sell your base breaking items if you have them since they aren't much use anymore. If you have gold, buy unlimited mines and plant them around the map in common pathways to kill ents and have them be pissed off about it (sometimes in packs of 2 in case of ankh). Pool gold to buy entsight and coordinate reveals so you don't use when they're all on cd (waste of ent sight). Typically there's like 1-5 ents at the end of the game so try to team and focus one after using ent sight. Then move on to the next.

If they are decent ents they will try to collect the dbs to regrow trees, camp one or two dbs with a perma ward and an uredar. It can be annoying to deal with if they do, make sure to micro your units to kill trees around them to free them up if it happens though. Try not to waste too much time on unused spells that can destroy trees though have them up if you are going to use ent sight.

The Infernals



Blaze

1. Q: Ensnare – Casts a web on enemy units (2/3/4/6/8s) duration
 - a. The one spell that can target immune ents, perfect for chasing ents down. Try to combo with flames of speed, speed boost to chase them then cast q before they can see you to get kill them before they blink away.
2. W: Flames of Speed – Destroys trees around your infernal and increase the movement speed. (300/350/400/450/500 aoe)
 - a. To maximize destroyed trees, carve a single tree path then press it. Also very useful if you get regrowed on though don't use it against a regrow class ent who used e on you since it doesn't have the same fire effect as destroy tree.
3. R: Fire Swarm – Creates a swarm of fire beings that burn nearby enemy units and restores hit points to the infernal (30/50 fire beings)
 - a. Decent spell if you are the one who has to break bases, or nice against weak defenses say just a tree of ages or something. Good to use with gauntlets, attack, use potion and recover hp to maximize duration of attacking.
4. F: Mirror Image – Confuses the enemy by creating 3 illusions of the infernal that deal 50% damage and take 150% damage.
 - a. Can either use it to help you break a base with the additional damage but the real use is controlling the images independently to hunt down ents, basically being in 4 places at once. Although the images can only attack trees like units.
5. Blaze's role is chasing ents, he's the best for it. So you are critical in the late game, but a good combo is ensnaring an ent then dropping an inferno stone on him. Easy kills on based ents before they get a lot of items. Can do that to immune ents. Also make sure to constantly use flames of speed to clear out trees.



Pyra

1. Q: Lightning Trap – Summons a trap that will attack enemy units (30/60/90/120/150) dmg that lasts (30/40/50/60/70)s, can also attack trees.
 - a. Very useful spell that you can use to snipe ents hiding away or if you see some storages and are too lazy to clear the trees to get to them you can use this to get that nice feed, also can help clear some trees.

2. W: Fire Elemental – Summons 2 fire elementals to attack the infernal’s enemies, dmg improves per level.
 - a. It is a useful to chase down ents, can plant them in pathways to kill an ent if it runs that way. Can also help break down defenses in the beginning when your damage is low, also use them to clear storages for feed while you go chase ents.
3. R: Nuclear Explosion – Causes a huge explosion that will incinerate everything in its area. AOE and dmg increase on level
 - a. Great spell to either clear non-immune infernal killers and other defenses or destroy well protected storages. Don’t try to kill ents with this spell, it has a long casting time and visible radius.
4. F: Nether Drake – Summons a proud nether drake that has truesight and can spy on or attack ents.
 - a. Use this to help you chase ents, though it flies very slowly, but can go up walls and such. Also can attack immune ents and hideouts in bases, just be careful if he’s chilling by infernal killers because they will take him out.
5. A great spell combo is to use a lightning ward to destroy a shield generator then use nuke to clear out those once protected storages for easy feed. Could also use nether drake instead of lightning ward if you can’t reach. Could also use nuke on a very well defended base to allow your base breaker to survive longer. Try to send your fire elementals in to take dmg or help atk just don’t block the breaker from fleeing.



Burnin

1. Q: Shockwave – A wave of force that damages units in a line (150/300/450/600/750)
 - a. Great spell to kill ents or take out defenses, the last level can take out un researched infernal killers.
2. W: Demon fire – Set enemy unit on fire, causing their movement speed to be reduced by 40% and silences them (2/4/6/8/10s) duration
 - a. Perfect spell for chasing ents, ro hitting the ones based with a W-Q combo because they can’t blink away and a landed Q will kill almost all ents.
3. R: Avatar of Fire – Gives bonus armor (5/10), hit points (5k/10k), damage (150/250), along with spell immunity lasts 45s.
 - a. Your go to base breaking spell, prevents you from being stunned and rooted, combo it with some items and most bases will go down.
4. Flame attack – Gives 250 bonus damage to attack and splash to buildings, also gives splash if you attack trees with A.

- a. Just makes him a better base breaker, and you can research faster atk speed if you are fed to destroy plenty of trees quickly.
- 5. The main role of burnin is the base breaker, so get those gauntlets, potion of invul, and searing blades and wreck those pesky bases. The avatar prevents you from being stunned and just improves your dmg/armor/hp so make sure to wait for cd before going in.



Darkness

1. Q: Darkness Ward – summons a ward that slows down the attack and movement speed of nearby enemy units. (20/30/40/50/60%) Lasts (25/30/35/40/45s)
 - a. Use it to chase down ents, invis or not. Could also use it see on a cliff, basically use it as a ward (just can't see invis).
2. W: Force of Darkness – Converts an area of trees into 3-5 Voidwalkers that can also attack trees (3/4/5/6/7) tree limit.
 - a. Great for clearing out trees, checking spots up walls, or taking out storages that would take too much to get to. They do magic damage so don't try to kill immune ents with them, can still use them for vision though.
3. R: Death and Decay – Damages everything in its area of effect by a percentage (4/5%) of its base hit points per second and initial damage (160/240) in the first two seconds. Also destroys trees.
 - a. Great for weakening defenses for your base breaker (could be you if you're lvl 20), but it is a channeled spell so be careful. The initial damage is useful as it can be used to snipe ents in bases.
4. F: Sodom and Gomorrah – Turns Darkness into Sodom, his strong fighter form. Sodom can summon Gomorrah, a powerful dragon that can fly slowly and attack.
 - a. Sodom is great for taking out bases, about as good as burnin, also the Gomorrah can be used to snipe ents in bases while you attack and they focus, or just slowly chasing ents like Pyra's dragon.
5. Darkness can do a lot, make sure to spam his voidwalkers to clear out plenty of trees, and then the darkness ward is very useful for chasing fast invis ents. Also similar to Pyra you can combo either voidwalkers, inferno stone, or teammate help to take out storages with death and decay.



Khale

1. Q: Spiral of Decay – Sends a spiral of decay at enemy units, causing damage to land units. (20/40/60/80/100) initial dmg and dmg/s, lasts 10s
 - a. Great spell for clearing out storages or defenses, can also be used to kill ents (hard to see spell effect) so they might not blink away before it hits them, it also still hits them if they run away. Also can use kill wisps.
2. W: Shadowsight – Reduces a target enemy unit's armor and gives vision to all units and buildings in an AOE around the target that lasts (8/12/16/20/24s)
 - a. Amazing counter to invis ents running around so you can see them and don't have to spam reveal.
3. R: Summon Wolf – Summons (1/2) wolves to fight the infernal's enemies. Can automatically attack trees.
 - a. They can either help you take out a weak base, clear storages while you chase ents, or just destroy a lot of trees so don't keep them off cd for too long. You don't even have to micro them to kill the trees.
4. F: Psychic Outburst – Engulfs Khale in energy, causing damage to nearby enemy land units
 - a. 120s cd, 250dmg/s, drains 400mp/s
 - b. Great spell for chasing down invis ents, just need to be close to them, can also use it to devastate some storages quickly or kill some units
5. Use the spiral of decay to rip storages apart, see if you can get the shield generator destroyed from a teammate to help you get easy feed. Make sure to have your wolves attack trees if they are done killing buildings so you don't waste time. The ultimate drains a lot of mana so maybe buy a sobi mask so you can keep it up for longer and just wreck everything around you.

Voltron



1. Q: Shocking Crystal – Summons a crystal that deals (20/30/45/60/75) lightning damage to all enemy units in the targeted area that lasts (6/7/8/9/10s).
 - a. Similar to Khale's spiral of decay it can be used to take out storages, defenses, or low hp ents. The aoe starts small but if all the storages gets destroyed, it grows larger (can destroy a large aoe). Also great spell to kill wisps.
2. W: Electrical Light – Send an electrical light to a targeted point, destroying trees and granting vision on its way. That lasts (6/8/10/12/14s), only level 3+ destroys trees.
 - a. Great for clearing paths or checking spots up cliffs, makes Voltron one of the best tree destroyer because of the short cd.

- a. Great unit for camping spots/bases or to micro to destroy trees
- 4. Skeletal Mage (1 food) Price: 800g
 - a. More damage than archer but magic dmg so can't hit immune ents
- 5. Fel Stalker (2 food) Price: 2k
 - a. Has a spell to summon 3 mini fel beast than you can use it to patrol around, camp, or go check bases. Has bash
- 6. Eredar Diabolist (3 food) Price: 5k
 - a. Best unit for camping mid, try to control group them so if you see someone try to save you can throw a fireball at them to stun them and kill them. Spell immune. Also can use to take out storages near a wall.
- 7. Doom Guard (3 food) Price: 15k
 - a. Usually not worth it, just get some eredar diabolist or bolt
- 8. Bolt (5 food) Price: 25k
 - a. If you're fed and need some help hunting down those ents, good investment since it's an extra infernal basically

Items

I broke the infernal items into four categories based on their purpose.

Base breaking

1. Berserker Gauntlets Price: 5k
 - a. Active spell that last 30s then kills your infernal, cd 300s
 - b. Gives 1000 damage, 40 armor, and 200 hp/mana regen
 - c. Best item for breaking bases but good to use with teammate after you killed the rocks/trees he can clean up
2. Axe of Doom Price: 2k
 - a. 50% lifesteal (25% against buildings), 25% attack speed, and 20% critical strike (2x)
 - b. Nice relatively cheap item to enhance early base breaking
3. Searing Blade Price: 3k
 - a. 250 damage
 - b. Just extra damage to take out those stupid rocks and trees before you die
4. Arcanite Shield Price: 4.5k
 - a. 5k hit points, 10 armor, spell block every 40s
 - b. Eh for the price, it's not that great better to buy gauntlets and damage or perhaps hp/armor upgrade
5. Necklace of Immunity Price: 8k
 - a. Spell Immunity

- b. Unless you are dealing with an ent with a lot of stun towers and a hero that roots you probably best to spend gold otherwise
- 6. Ring of Superiority Price: 18k
 - a. Bonus 150 to all stats and spell immunity
 - b. Really only buy if you are fed af and need to kill some tree of GG's or something
- 7. Potion of Invulnerability Price: 400g
 - a. Invul for 15s, 45s cd (Can't stack them)
 - b. Very critical item for breaking bases, good combo with gauntlets (bring 2 so you can clean up once you revive)
- 8. Healing Wards Price: 350g for 3
 - a. Heals units in about a 500 aoe, lasts 30s no cd
 - b. Under-utilized item, can definitely let you break some bases if the infernal killers can barely hit you at the first rocks. They are easily killed but also no cd.
- 9. Talisman of Evasion Price: 800g
 - a. 25% evasion
 - b. Decent early game but rather buy a potion of invul or save for better items
- 10. Amulet of Spell Shield Price: 800g
 - a. Blocks a spell every 40s
 - b. Only get this if there is a lot of annoying illidans mana burning you
- 11. Orb of Lightning Price 1.5k
 - a. 50 bonus damage and extra 150 damage to summoned units
 - b. Honestly I see no purpose for this item

Vision

- 1. Dust of Appearance Price: 300g for 2
 - a. Reveals invisible units around hero for 20s
 - b. Critical item to always carry on your infernal in case your reveal and ward are on cd. Also nice to use for destroying that invis tree in front of bases.
- 2. Crystal Ball Price: 2k
 - a. 10s reveal with 60s cd (worse than your spell)
 - b. An item every infernal should buy though since it gives you 2 reveals in case you miss with your first one, definitely good in late game for hunting ents or when you are trying to snipe ents in bases.
- 3. Watcher Ward Price: 1k for 2
 - a. Permanent ward that sees invis
 - b. Great item for when you're trying to hunt down invis ents in the later game or camp some dragonballs
- 4. Powerful Amulet of Sentry Ward Price: 1.2k

- a. Upgrade to your basic amulet, a ward every 60s that lasts 240s opposed to a ward every 90s that last 180s
- b. Decent item to let you ward some places without buying costly watcher wards
- 5. Potion of Omniscience Price: 50k for 1 charge
 - a. See the whole map for 10s
 - b. If you have a spare 50k sure why not, if you can buy this item it's probably gg already.

Ent Hunting

1. Hunting Instinct Price: 2.4k
 - a. Good item to locate ents since it will tell you the range and direction (with an arrow) of nearby ents.
2. Infernal Stone Price: 1k
 - a. Summons an infernal at a target location that deals 50dmg and stuns for 3s. The infernal does ~55dmg and can attack trees manually.
 - b. Extremely good item for sniping ents in bases or ents that just blinked up a wall, stuns the ent if they aren't immune. One of the few ways to kill an immune ent in a base
3. Wand of Entsight Price: 4k for 2 charges
 - a. Locates 1-3 ents depending on time left and # of ents remaining
 - b. Best item when hunting those last few ents, pool for one and trade it to another infernal if it's on cd. Save your reveals for using this.
4. Cliffjumper boots Price: 3.5k
 - a. Allows you to jump down from cliffs and stuns units for 3s.
 - b. Good item for late game when chasing ents so you don't have to run all the way around when they blink in the water.
5. Goblin Land mines Price: Unlimited 6.5k, pack of 3 750g
 - a. Mines deal 1k damage right on top or proportional in an AOE
 - b. Amazingly annoying item when hunting ents, place in common walkways to kill running ents.
6. Staff of Teleportation
 - a. Teleports you to a target unit
 - b. Useful item after you spread units around and are hunting ents with entsight, also to quickly go to an infernal if they need help breaking a base.
 - c. Don't be a dick and teleport to infernals randomly or to steal feed, since it locks their hero basically unless they ask don't target an actual infernal.

Other items

1. Staff of fire Price: 750g for 4 charges
 - a. Destroys trees in an AOE similar to lvl 2 destroy trees
 - b. Buy if you wanna wreck a lot of trees, short cd, or hunt regrowing ents

2. Heart of Recall Price: 1.8k
 - a. Teleports 4 of your units to you, infinite charges 60s cd
 - b. If you want to micro a lot buy it, but meh in my opinion
3. Scroll of Resurrection Price: 500g
 - a. Brings 6 units back to life
 - b. Useful if you have a bunch of units in mid that you want to revive I suppose, with the ankhs it's tricky.
4. Sobi Mask Price: 1650g
 - a. Increases mana regen by 75% and mana capacity by 1500
 - b. Only buy if you're khale after you got your ultimate
5. Tome of Retraining Price: 300g
 - a. Relearns all your hero's ability
 - b. I guess if you fucked up it's only 300g, not too bad

Upgrades

Basis of each upgrade and whether or not to buy them based on how the game is going, the () is the number of charges for each.

1. Movement Speed Price: 1.5k (1)
 - a. Best upgrade, get before basically anything else even items
2. Night Vision Price: 1k (1)
 - a. 2nd best, get quickly before wasting \$ on crystal ball or something
3. Magic Sentry Price: 2k (1)
 - a. Reveals invisible units around infernal heart
 - b. Get in the early-mid game depending on how often ents are saving and whether you want to camp, but get at some point
4. Skeletal force Price: 5k (5)
 - a. Upgrades the warriors, archers, mages, and shades
 - b. Very useful because upgraded once skeles can 1 hit unboosted ents, and fully upgraded ones can kill those even buffer ents late game.
5. Watcher Wards Price: 3k (3)
 - a. Spawns permanent wards around the map, in the 4 corners, at the 4 shops, then at N/S/W/E
 - b. Definitely want to get if you are chasing invis ents around but don't get too early else they can be killed and you have to waste gold if you want the vision back (which you do)
6. Attack Speed Price: 4k (5)
 - a. 25% atk speed upgrade

- b. Good to combo with gauntlets/invul pot for base breaking and helps you attack trees but items are better than these upgrades. Also if you have a lvl 20 burnin you can upgrade this to clear trees easily with the splash.
- 7. Armor Price: 2.5 (5)
 - a. Increases armor by 4 for each upgrade
 - b. Buy if they massed infernal killers and you can't get rid of them easily but think you can break their base with just a bit more time, perhaps with hp upgrades
- 8. Hp Price: 4k (5)
 - a. 2.5k hp and 20% hp regen per upgrade
 - b. If you are dying to quickly when attacking bases, consider getting but usually just some invul pots, dmg items, and teamwork work better.
- 9. Attack Damage Price: 5k (5)
 - a. 90 dmg per upgrade
 - b. If you are rich and need to destroy some tree of gg, buy it I guess if you run out of item space; you can sell items back you can't sell upgrades so consider before getting.
- 10. Attack Tree Speed Price: 15k (2)
 - a. Increases your attack tree speed
 - b. If you just destroyed a base and are really fed, the ents are hiding around and you got some time left you can go the destroy all tree route, though some staffs of fire probably work about the same.
- 11. Deforestation Price: 12.5 (1)
 - a. Destroys all the trees around the infernal heart
 - b. If you don't know what to spend \$ and they are regrowing those trees I suppose to get but don't waste gold on this early

Game modes

Chaos

Ask for this mode if you have like a leaver infernal or you are playing with noobs and the ents want a challenge. Really swings the game towards infernals though, do not beg for it if you are doing bad early game, there is plenty of time left to get fed and start killing ents. It will spawn random units that patrol around, dragons that attack, land mines will spawn around, and each ent will get an ent hunter that is a flying drake with true sight that will hunt them down. Gotta be pretty bad to lose as an infernal with chaos mode on.

Entbonus

You can give all the ents a bonus with -entbonus, all infernals have to type it. It gives them all 100 bonus hp, 250g/500w, better sentinel ability, and researched backpack (3 slots). Only use if you are a team of pro infernals against noob ents.

Solo infernal

If for some reason you are playing a solo, less than 6 players total usually, you get a free bolt to control around to help you destroy trees and hunt ents. Unless you are trying to prove you can win solo or you can't get enough people there isn't much reason for this.