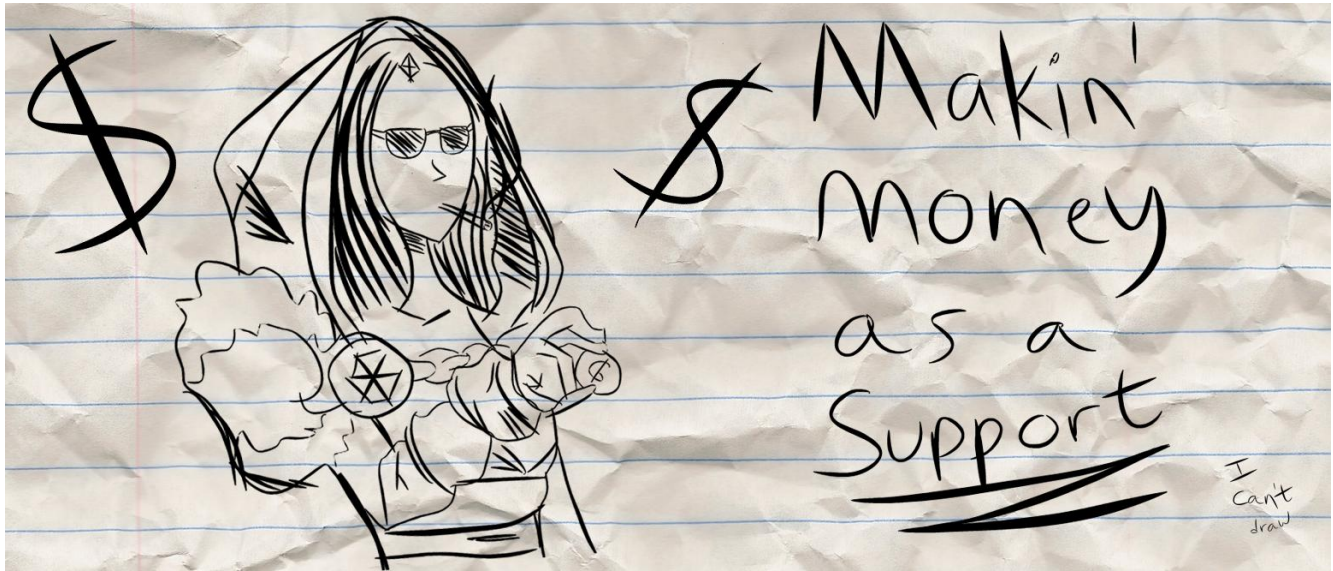


March 5, 2014

Written by: [tsunami](#)

Making Money as a Support

Were someone to ask me what role I enjoy playing the most, I'd probably say hard support. Stacking camps, massing wards, not having boots till fifteen minutes into the game? That's my *jam*. But honestly, half the reason why I like playing support is so that I don't have to rely on other people who suck at supporting to support. I don't blame them though. Savvy support play is oddly difficult to learn. There isn't much mechanics wise (besides stacking/pulling and managing creep aggro) that needs to be refined and 'practice' only takes you so far, since each supporting experience can vary wildly.

This is compounded by the fact that what makes a good support at the professional level goes largely unnoticed when you're watching the game. Everyone simultaneously climaxes in Twitch when a support nails a great stun or has a clutch save on the carry, but those aren't really the types of actions that make a strong support. **What makes a strong support is being able to have a significant impact in the game with the limited resources you're given.**

I'll take the corn cob pipe out of my mouth and stop the 'Philosophy of Dota' there and get right to it. This is not going to be an essay on how players should '*get into the right mentality*' and '*cooperate with your teammates*' and '*not suck.*' No, this is

going to be a list of various tips that are easy to remember and can make a significant difference in your cash flow when you're playing a support.

1. Don't stare at the cliff when you're warding.

Okay, this isn't so much about making money as it is not throwing your gold down the toilet. Sentry wards are expensive and I ain't always willing to throw them down all willy nilly. But if I see you whispering sweet nothings to a cliff for a few seconds? I will kill ancients as Crystal Maiden if that's what it takes to scrounge up the 200 g's to counter your ass.



Shhh, it's our little secret.

Never stand in this position when you're warding. Besides making it blatantly obvious where you're placing your ward, you're also setting yourself up for Mirana arrows, Pudge hooks, and Clock hooks. So how should you be warding? **By shift-queuing, of course. Target the ward, then shift+right click somewhere else.** This makes your warding motion practically seamless from normal movement. It seems like a small gesture, but it's surprisingly effective at masking your warding locations. If you want to step it up a notch, intentionally stare at cliffs and *don't* ward them for next level mind jukes.

2. Avoid ward wars.

It's a matter of principle, I know. Who the hell does this Lich think he is? This fool thinks he can just float over to my cliff and stake his claim? Please, 200 gold and three uphill misses aren't

gonna stop me from asserting my dominance. OY HE THINKS HE CAN DO IT AGAIN? HE THINKS I AIN'T GOT THE COMMITMENT? OH IT'S ON LIKE ABADDON.

I'm all for counterwarding, don't get it twisted. **But if you know that an area is becoming a hotly contested warding zone, stop dumping observers there.** You're not helping your team and you're not really hurting the enemy team. You and that other support are just getting into a pissing contest over who has more money to blow.

3. Buy before you die.

This advice should be heeded no matter what role you're playing, but it's especially practical on supports. On carries you're sometimes building up to big items and sometimes you're saving for a secret shop item and yeah, yeah, whatever. But you know what you'll always need as a support? TP scrolls. It's even sitting there in the corner of your screen, ready for the buying. **Unless you're feeding relentlessly, you've probably earned at least 135 unreliable gold since your past death**, so buy one or two TPs while that Viper is puking you to death.



sup?

4. Keep it as a stick.

A magic stick costs 200 gold. The recipe needed to duct tape your stick and three iron branches together Ron Weasley-style costs 150 gold. **That's ward money, yo.** If you aren't hurting for inventory space, get up and get down with the stickness. The only benefit the wand is giving, besides freeing up item slots, is you can now carry 15 charges instead of 10. There are probably only two reasons why you would ever be sitting on 15 wand charges:

1. *You're playing against some sort of Bristleback+Batrider+Venomancer trilane.*
2. *You forgot you had a wand.*

5. *Early TP scrolls pay for themselves.*

The items to buy when spawning as a 5 position support are some combination of the following: courier, observers, sentries, regen, a branch, and if you're feeling saucy, smoke. Your next item is a flying courier. **Your next item is a TP scroll.**

Many players seem baffled at the concept of using TPs early for anything besides TPing immediately back to lane after dying. You know what everybody expects? Pudge leaving mid on an even numbered minute. You know what nobody expects? A level 4 Rhasta showing up out of nowhere even though he was just in a different lane. That's a free kill. **You know what else nobody expects? TP reactions on early tower dives.** That's a free double kill.

Unless you're just straight up buttrolling your lane, having an early pair of boots first isn't going to accomplish very much. But being able to show up to another lane will almost always pay off. Early TP scrolls translate to early kills which means more money. And even if it doesn't, oh no, you bought a TP scroll! gg push mid no def.

6. *Care about last hits.*

A lot of people seem to think that playing support is license to stop caring about landing last hits. Creep going to die in around an auto attack and a half? Psh, why bother timing that last hit when I'd much rather LOOK AT IT GO.

Last hits are a precious thing, never waste them. **Get close to a creep to reduce the difficulty of trying to time long-range last hits with slow support attack projectiles, try to be the first to kill the ranged creep during a push, pay attention to landing last hits on the neutrals when you're pulling.** Don't get lazy just because you're not the dedicated farmer.

7. *Don't TP out of the fountain every time.*

When you TP to a lane early game as a carry, you're thinking, "Can I get 3 last hits that I wouldn't have gotten if I hadn't TP'd?" When you TP to a lane as a support, you need to think, ~~"GOD I AM SO FREAKING SICK OF THIS WEAVER KILLING ME I'M GOING TO HARASS THE HELL OUT OF HIM AS SOON AS I RESPAWN"~~ Will my team be safe for the next 60 seconds or will I get a kill in this lane in the next 30 seconds?" **As tempting as it can be, supports need to resist the urge to reflexively TP to a tower immediately after respawning.** Walking back to lane may take a while, but if there's no urgent need for your services, you're better off saving the gold and keeping the cooldown fresh for when you are needed somewhere else.

8. Stick around for kills.

There is a lot of confusion on how the 'assist' system works in Dota, so allow me to explain.

1. **Every allied hero within a 1300 radius of a kill will receive a portion of assist gold.**
2. The value of gold will be split evenly depending on the number of heroes in the area.
3. The scoreboard assist counter will only go up if you damaged the dead hero.
4. The scoreboard assist counter means absolutely nothing other than its uses for players to justify how much they're feeding and/or kill stealing.

When you're getting ganked and you narrowly escape, **don't run back to base immediately.** Besides the possibility that you may be able to toss out one more stun or nuke, you are awarded with reliable gold if the target dies just for standing around.

9. Don't die.

I'll qualify it, relax. **The question that should constantly be running through your head as a support is, "Am I safe?"** The only times I ever get peeved at supports for dying is if they are going rogue on me and doing stuff alone. When you're alone as a support, you're usually not safe. Are you going to ward/counterward in dangerous territory? **Ask for someone to escort you.** Are you enjoying a sweet moment of isolated farming time? **Make sure you're near a tower or near your team.** Are you going in to initiate a gank/fight? **Ensure that your team is prepared to follow up.** The easiest way to make money is to not lose it by dying.

10. A tenth thing.

I could have sworn there were ten things I wanted to discuss when I outlined this in my head. Buy... d-dagons?

That can't be right.

Images taken from Dota 2. The header image is a three-year-old's interpretation of a work by [agito666](#).

[Visit Team eHug for more articles!](#)

This document is exclusive content of Team eHug and should not be uploaded or reproduced without express consent of Team eHug.