

# Mid Lane Workshop

5 common mistakes  
and their solutions

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## WORKSHOP GOAL

# To help you understand **IMPORTANT** midlane concepts

1. Using **problem statements**, we'll first identify common midlane scenarios.
2. Next, we'll discuss the problem statements and **understand its outcomes**.
3. Then, we'll **identify the solutions** and observe examples from matches.

*We'll brainstorm and reason decision-making*  
until we have mapped out a clear understanding of midlane decisions.



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# Creep Aggro



Creep aggro is an **EXTREMELY important** laning mechanic. However, it is often used for the **wrong reasons** in lane.

What is the problem?



**Defensive aggroing even when urgent creeps are identified** for set + spell opportunity based on health of creeps and spell kill threshold

What happens due to this problem?



**Potential harass against the enemy and aggressive space is given up** as a result of pulling creeps away (defensive aggro) from favorable situations

How can we solve this problem?



**Avoid defensive aggro when creeps are near spell kill threshold**, instead actively set creeps + spell to maximize harass against the enemy and not give up space

(melee heroes need to defensively aggro more to bait ranged heroes in for punish)



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# Sustain Consistency 🍌🍇

Sustain consistency is of **HIGH importance and value**.  
Yet, health and mana in lane is **often overlooked**.

What is the problem?



**Not sending consumables (regen/sustain) or sending too late** because of inability to assess urgency of recovering health and mana based on state of lane

What happens due to this problem?



**Unable to push advantage** or continue optimal harass against opponent in lane

**AND**

**Possibility of getting zoned out** from lane creeps after taking a few bad trades

How can we solve this problem?



**Send out consumables beforehand** as safety net based on anticipation of harass and trading performed in lane to maintain >80% health and >50% mana

**(consider rune timer for bottle heroes)**

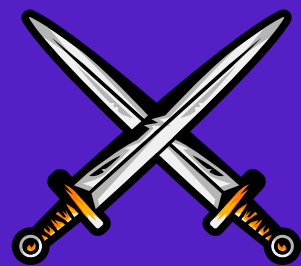


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# Trading / Contesting

(Spell Usage)



Trading efficiently and contesting creeps properly is **KEY**.  
Many players often **fail to trade and contest** correctly.

What is the problem?



**Not using spells properly** to contest last hits and trade effectively.

What happens due to this problem?



**Creep score might be poor** due to missed last hits or enemies denying creeps

AND

**Subpar trading and harassing** in lane due to random and incorrect spell casting

How can we solve this problem?



**Consistently set creeps + use spell** to contest last hits and trade effectively with proper spell usage

**(both melee & ranged creeps)**



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# Tower Diving

(Tower Aggro)



The ability to tower dive decides if you can **STOMP LANES**.  
Fear of tower dives **hinders many** from excelling in lane.

What is the problem?



Not identifying opening to tower dive /  
harass enemy under tower to push them  
out of lane

What happens due to this problem?



Provides time for enemy to send out  
**regen / call for ganks** and miss out on  
the opportunity to dive the enemy, kill  
them and break their tower

How can we solve this problem?



Dive enemy under tower and push them  
**out early** by identifying windows of  
opportunities & favorable criteria  
  
(enemy is low health and mana, low level)



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# Rune Control



Controlling runes **SIGNIFICANTLY PUSHES** your advantage in lane.  
But, there are times where leaving for runes is the **wrong play**.

What is the problem?



Leaving for rune and not **contesting / punishing enemy** despite being stronger than them

What happens due to this problem?



It allows the opponents to get the runes even when they are not allowed to (weaker)

AND

It allows the opponents time to **recover** by sending out regen when you leave to rune

How can we solve this problem?



Contest and punish the enemy by **mirroring their movements** to prevent them from going to runes or recovering when you are in a stronger position

(resources available, level higher)







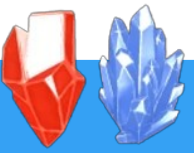





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# Conclusion

Now that we've mapped out a clear picture of important Midlane concepts, let's **summarize** them.



 1. Creep Aggro	 2. Sustain Consistency	 3. Trading/Contesting	 4. Tower Diving	 5. Rune Control
Don't defensive aggro when strong	Send regen early based on lane harass	Identify urgent creeps for set + spell steps	Dive enemy under tower when stronger	Don't leave to rune when stronger
Utilize aggressive space	Maintain >80% HP and >50% Mana at all times	Use spells to contest creeps	Learn to abuse tower aggro to harass under tower	Contest enemy for rune when stronger
				



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# THANK YOU



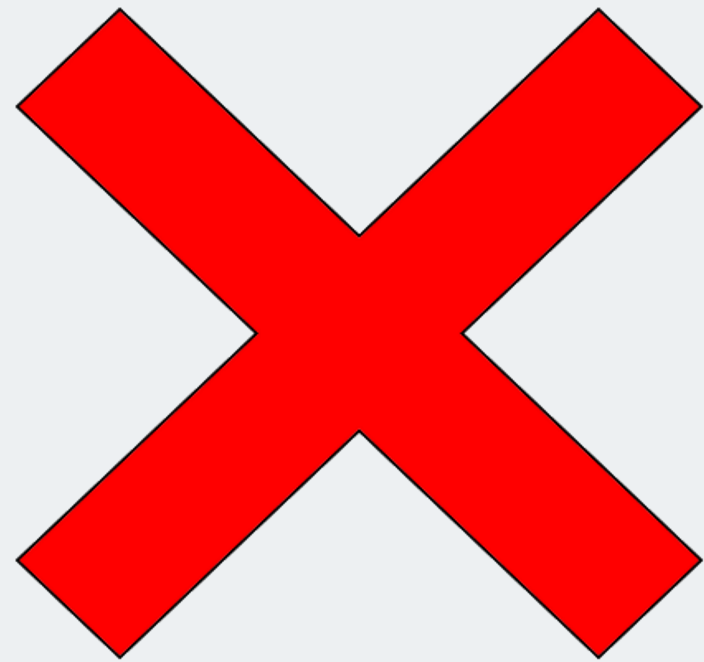
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# MID CONCEPT

## CONCEPT EXPLANATION

What is the problem?



**PROBLEM SEEN**

What happens due to this problem?



**PROBLEM OUTCOME**

How can we solve this problem?



**PROBLEM SOLUTION**



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