

Stream up. Coming up to hit gold 1 tonight and plat tomorrow	Email suggestions to ThisIsMyBFG@gmail.com	Golem/Lizard 5:00, Dragon	managed by ThisIsMyBFG	Playing this champ, these are champions that have good synergy in lane, or as a team
	<b>Counter #1</b>	<b>Counter #2</b>	<b>Counter #3</b>	<b>Synergy</b>
<b>Aatrox</b>	Swain	Vladimir	Jax	Kayle/Zilean/Yorick
<b>Ahri</b>	Leblanc	Annie	Kassadin	Jax/Malphite/Lulu
<b>Akali</b>	Lee sin	Renekton	Garen	Amumu/Blitzcrank/Shen
<b>Alistar</b>	Lulu	Zyra	Sona	Vayne/Tristana/Graves
<b>Amumu</b>	Olaf	Cho'Gath	LeeSin	Kennen/Annie/Galio
<b>Anivia</b>	Fizz	Gragas	Leblanc/Kassadin	JarvanIV/ReeSingAh/Maokai
<b>Annie</b>	Brand	Kassadin	Orianna	Amumu/Kennen/Fiddlesticks
<b>Ashe</b>	Ezreal	Graves	Sivir	Sona/Zyra/Janna
<b>Blitzcrank</b>	Alistar	Leona	Taric	Tristana/Corki/Vayne
<b>Brand</b>	Kassadin	Fizz	Leblanc	Amumu/Kennen/Galio
<b>Caitlyn</b>	Sivir	Ezreal	Draven	Janna/Elise/Nami
<b>Cassiopeia</b>	Ziggs	Fizz	Leblanc	Singed/Amumu/Teemo
<b>Cho'Gath</b>	Warwick	Olaf	Rumble	Lulu/Alistar/Warwick
<b>Corki</b>	Ashe	Miss Fortune	Kog'Maw	Nami/Sona/Leona
<b>Darius</b>	Malphite	Jayce	Yorick	Olaf/Amumu/Draven
<b>Diana</b>	Mordekaiser	Irelia	Jax	Annie/Malphite/Riven
<b>Dr. Mundo</b>	Darius	Olaf	Tristana	JarvanIV/Darius/Olaf
<b>Draven</b>	Varus	Graves	Vayne (Mid Game)	Thresh/Leona/Janna
<b>Elise</b>	Akali	Jax	LeeSin	Ahri/Rengar/LeeSin
<b>Evelynn</b>	Lee sin	Cassiopeia	Twisted Fate	Shen/Kayle/Zilean
<b>Ezreal</b>	Draven	Graves	Miss Fortune	Lulu/Taric/Sona/Lux
<b>Fiddlesticks</b>	Alistar	Janna	Thresh	Pantheon/Galio/Kennen
<b>Fiora</b>	Yorick	Malphite	Jax	MasterYi/Morgana/Vladimir
<b>Fizz</b>	Ryze	Mordekaiser	Galio	Warwick/JarvanIV/Talon
<b>Galio</b>	Alistar	Talon	Garen	Amumu/Fiddlesticks/Kennen
<b>Gangplank</b>	Pantheon	Jarvan IV	Fiora	TwistedFate/Nocturne/Ahri
<b>Garen</b>	Teemo	Yorick	Kennen	Kennen/Sejuani/Darius
<b>Gragas</b>	Fizz	Ahri	Swain	JarvanIV/Janna/Amumu
<b>Graves</b>	Sivir	Kog'Maw	Caitlyn	Taric/Janna/Blitzcrank/Volare
<b>Hecarim</b>	Nasus	Sejuani	Nautlius	Gangplank/Sivir/Zilean
<b>Heimerdinger</b>	Nunu	Caitlyn	Karthus	Blitzcrank/Amumu/Kennen
<b>Irelia</b>	Olaf	Udyr	Cho'Gath	Riven/LeeSin/Ahri
<b>Janna</b>	Blitzcrank	Nami	Sona	Kog'Maw/Ashe/Graves
<b>Jarvan IV</b>	Udyr	Nautlius/XinZhao	LeeSin	Anivia/Annie/Swain
<b>Jax</b>	Malphite	Elise	Singed	Zilean/Gangplank/Morgana
<b>Jayce</b>	Yorick	Teemo	Cho'Gath	Riven/Malphite/LeeSin
<b>Karma</b>	Janna	Soraka	Sona	Graves/Ezreal/Corki
<b>Karthus</b>	Leblanc	Ahri	Veigar	Soraka/Vladimir/Yorick/Kayle
<b>Kassadin</b>	Gangplank	Talon	Pantheon	Maokai/Blitzcrank/Malphite
<b>Katarina</b>	Kassadin	Leblanc	Diana	JarvanIV/Amumu/Malphite
<b>Kayle</b>	Anivia	Malzahar	Jax	Karthus/Katarina/Yorick
<b>Kennen</b>	Ryze	Malzahar	Swain	Amumu/Malphite/JarvanIV
<b>Kha'Zix</b>	Ahri	Lee Sin	Pantheon	Orianna/Rengar/Amumu
<b>Kog'Maw</b>	Varus	Caitlyn	Blitzcrank	Janna/Alistar/Nami

<b>LeBlanc</b>	Sion	Morgana	Kassadin	Udyr/Nautilus/Warwick
<b>Lee Sin</b>	Trundle	Udyr	Jax	Warwick/Udyr/Riven
<b>Leona</b>	Janna	Taric	Alistar	Graves/Corki/Ezreal
<b>Lissandra</b>	Diana	Lux	Leblanc	Trundle/Sejuani/Ashe
<b>Lulu</b>	Soraka	Sona	Blitzcrank	Caitlyn/Ezreal/Ashe
<b>Lux</b>	Ahri	Leblanc	Katarina	Ashe/Caitlyn/Varus
<b>Malphite</b>	Yorick	Vladimir	Cho'Gath	Ahri/Gragas/Orianna
<b>Malzahar</b>	Gangplank	Leblanc	Galio	Warwick/Nocturne/Maokai
<b>Maokai</b>	Cho'gath	Nautilus	LeeSin	Malzahar/Ryze/Swain
<b>Master Yi</b>	Warwick	Skarner	Rammus	Malphite/Ahri/Morgana
<b>Miss Fortune</b>	Caitlyn	Tristana	Varus	Thresh/Sona/Nami
<b>Mordekaiser</b>	Yorick	Malzahar	Swain	Yorick/Fiddlesticks/Malphite
<b>Morgana</b>	Mordekaiser	Pantheon	Fizz	Amumu/Galio/Malphite
<b>Nami</b>	Thresh	Blitzcrank	Leona	Graves/Ezreal/Caitlyn
<b>Nasus</b>	Sivir	Renekton	Garen	Pantheon/Udyr/Nautilus
<b>Nautilus</b>	Sejuani	Hecarim	Olaf	Ashe/Ahri/Singed
<b>Nidalee</b>	Pantheon	Irelia	Akali	Lulu/Alistar/Warwick
<b>Nocturne</b>	Trundle	Lee sin	Amumu	TwistedFate/Pantheon/Shen
<b>Nunu</b>	Lulu	Janna	Sona	Kog'Maw/Vayne/Varus
<b>Olaf</b>	Teemo	Yorick	Jayce	Ahri/Warwick/Skarner
<b>Orianna</b>	Kassadin	Ahri	Diana	Amumu/JarvanIV/Malphite
<b>Pantheon</b>	Yorick	Malphite	Cho'Gath	Yorick/Kayle/Amumu
<b>Poppy</b>	Olaf	Kennen	Teemo	Vayne/Anivia/Alistar
<b>Quinn</b>	Caitlyn	Varus	Miss Fortune	Nami/Leona/Lulu
<b>Rammus</b>	Trundle	Cho'Gath	Shyvana	Annie/Ahri/Xerath
<b>Renekton</b>	Elise	Garen	Jayce	Pantheon/LeeSin/Udyr
<b>Rengar</b>	Lee Sin	Jax	Riven	Shen/Evelynn,Zilean
<b>Riven</b>	Olaf	Teemo	Garen	Alistar/Nautilus/Amumu
<b>Rumble</b>		Renekton	Olaf	Amumu/Morgana/Malphite
<b>Ryze</b>	Orianna	Brand	Cassiopeia	Maokai/Udyr/LeeSin
<b>Sejuani</b>	Dr. Mundo	Trundle	LeeSin	Ashe/Rumble/Renekton
<b>Shaco</b>	Lee sin	Shyvana	Rammus	Shen/Alistar/Blitzcrank
<b>Shen</b>	Elise	Warwick	Olaf	TwistedFate/Nocturne/Ahri
<b>Shyvana</b>	Nautilus (Yes Really)	Udyr	Olaf	Udyr/LeeSin/Maokai
<b>Singed</b>	Teemo	Elise	Jayce	Nautilus/Cassiopeia/Nunu/Cassiopeia
<b>Sion</b>	Vladimir	Ryze	Ziggs	Udyr/Taric/Maokai
<b>Sivir</b>	Corki	Vayne	Kog'Maw	Nami/Janna/Alistar
<b>Skarner</b>	Olaf	Gangplank	Teemo	Sivir/Malphite/Lulu
<b>Sona</b>	Thresh	Blitzcrank	Leona	Ashe/Ezreal/Graves
<b>Soraka</b>	Leona	Blitzcrank	Nami	Ashe/Sivir/Urgot
<b>Swain</b>	Cassiopeia	Fizz	Galio	JarvanIV/Maokai/Vladimir
<b>Syndra</b>	Fizz	Ahri	Cassiopeia	Maokai/Udyr/LeeSin
<b>Talon</b>	Malphite	Darius	Riven	Fizz/Swain/Sion
<b>Taric</b>	Nunu	Zyra	Nami	Graves/Caitlyn/Sivir
<b>Teemo</b>	Yorick	Pantheon	Rumble	LeeSin/Cassiopeia/Volibear
<b>Thresh</b>	Lulu	Alistar	Nunu	Draven/MissFortune/Caitlyn
<b>Tristana</b>	Corki	Sivir	Ezreal	Leona/Alistar/Nami
<b>Trundle</b>	Warwick	Gangplank	Jayce	Anivia/Annie/JarvanIV

<b>Tryndamere</b>	Teemo	Jax	Malphite	Kayle/Zilean/Yorick
<b>Twisted Fate</b>	Fizz	Ahri	Kassadin	Kennen/Sejuain/Morgana
<b>Twitch</b>	Corki	Graves	Kog'Maw	Lulu/Nami/Leona
<b>Udyr</b>	Trundle	Olaf	Teemo	Sion/Ryze/Leesin
<b>Urgot</b>	Soraka	Sivir	Janna	Soraka/Thresh/Taric/Leona
<b>Varus</b>	Sivir	Graves	Ezreal	Nami/Sona/Zyra
<b>Vayne</b>	Graves	Caitlyn	Corki	Lulu/Nami/Nunu
<b>Veigar</b>	Leblanc	Ryze	Kassadin	Jax/Malphite/Amumu
<b>Vi</b>	Jax	Irelia	Darius/Riven	Orianna/Nautilus/Jayce
<b>Viktor</b>	Veigar	Mordekaiser	Diana	Amumu/Malphite/JarvanIV
<b>Vladimir</b>	Swain	Malzahar	Ryze	Swain/Karthus/Kennen
<b>Volibear</b>	Fizz	Teemo	Darius	Singed/Blitzcrank/Nautilus
<b>Warwick</b>	Kayle	Yorick	Olaf	Malzahar/Leesin/Ahri
<b>Wukong</b>	LeeSin	Darius	Garen	Kennen/Amumu/Malphite
<b>Xerath</b>	Ahri	Leblanc/Kassadin	Fizz	Varus/Rammus/JarvanIV
<b>Xin Zhao</b>	Malphite	Jax	Pantheon	Alistar/Blitzcrank/Nautilus
<b>Yorick</b>	Cho'Gath	Trundle	Nunu	Pantheon/Tryndamere/Vayne
<b>Zac</b>	Vi	Elise	Cho'Gath	
<b>Zed</b>	Irelia	Jax	Darius	Shen/Kayle/Zilean
<b>Ziggs</b>	Fizz	Ahri	Kassadin	Amumu/Malphite/JarvanIV
<b>Zilean</b>	Sion	Master Yi	Morgana	Yorick/Tryndamere/Hecarim
<b>Zyra</b>	Janna	Blitzcrank	Soraka	Amumu/Nautilus/JarvanIV

Everyone should buy Wards not just Support // Control  
**Dragon and Baron // Never chase like a madman //**  
**First blood=-= gg // Minimap, take a peek to assess**

## Counter Mechanics:

	Role Played:
Dots, Mobility, Hard CC	Solo/Jungle
Hard CC, Mobility	SoloMid
Hard CC, Stealth Detect, Non-Target AoE	SoloTop
Displacement, True Damage	Support/Jungle
Counter Jungling, Displacement, Mobility	Jungle
 Mobility	 SoloMid
Hard CC, Tenacity	SoloMid
Mobility, Gap Closer	RangedAD
Mobility, Vision	Support
Hard CC, Mobility	SoloMid
Mobility, Strong Early Game	RangedAD
Mobility	SoloMid
Mobility, HP, % based dmg	SoloTop
Mobility, HP	RangedAD
CC. Kitability	Jungle/SoloTop
Hard CC, HP, Mobility	Jungle/SoloMid
Displacement, Mobility, Heal Reduction	Jungle
 Mobility, Kitability	 RangedAD
Mobility, Burst, Slows	Solo/Jungle
Hard CC, Stealth Detect	Jungle/SoloMid
Hard CC, Mobility	RangedAD
Hard CC/Displacement, Healing Reduction	Jungle
CC, Kitability, High Sustain	SoloTop
Hard CC, Kitability	SoloTop/SoloMid
 Hard CC, Silence, Displacement, True Damage	 SoloTop/SoloMid
Equivalent Ranged Poke, Roughly same CD	SoloTop
Hard CC, High Sustain, Kitability	SoloTop
 Hard CC, Mobility	 SoloMid
Mobility, Kitability	RangedAD
Counter Jungling, Health, High Sustain, Tenacity	Jungle
 Hard CC, Mobility,	 SoloTop
Displacement, HP, Strong Early Game	SoloTop
Mobility	Support
Mobility, High Sustain, HP	SoloTop/Jungle
CC, Mobility	SoloTop/Jungle
Mobility, High Sustain, HP	SoloTop
	Support/SoloMid
 Hard CC, Displacement, Silence, Burst	 SoloMid
Hard CC, Strong Early Game, High Sustain	SoloMid
Hard CC, Displacement, Silence	SoloMid
Hard CC, Gap Closers	SoloMid/Support
Displacement, High Sustain	SoloTop/Mid
Hard/Soft CC, Mobility,	Jungle/SoloTop
Hard CC, Mobility	RangedAD

Hard CC, Mobility, Strong Early	SoloMid
Hard CC, Mobility	Jungle/SoloTop
Displacement, Tenacity, True Damage, Mobility	Support
Silence, Tenacity, Mobility	
Hard CC, Mobility	Support/SoloMid
Mobility, Kitability	SoloMid/Support
Kitability, Mobility, High Sustain	Jungle/SoloTop
Hard CC, Silence, Mobility, Displacement	SoloMid
Counter Jungling	Jungle
Hard CC, Heal Reduction	Jungle/SoloMid
Range, Mobility	RangedAD
Hard CC, Kitability, High Sustain	SoloTop/Mid
Displacement, Kitability, Mobility	SoloMid
Hard CC, Silence, Mobility	Support
Strong Early Game, Kitability, Tenacity	SoloTop
Hard CC/Displacement, Mobility, Kitability, Tenacity	Jungle/Support
Hard CC, Mobility	Solo/Support
CC, Mobility	Jungle
Hard CC/Displacement	Jungle/Support/SoloTop
HP, Kitability, Mobility, High Sustain	Jungle/SoloTop
Hard CC, Mobility, HP	SoloMid
Hard CC, Strong Early Game, High Sustain	SoloTop/SoloMid
Hard CC, True Damage, Kitability	SoloTop
Hard CC, Lane Bullies/Ranged Harrass	RangedAD
Hard CC, Counter Jungling, True Damage	Jungle
Strong Early Game, Mobility	SoloTop
Stealth Detect, Mobility	Jungle/SoloTop
Hard CC, HP, Kitability	Jungle/SoloTop
Hard CC, High Sustain, Kitability, Mobility	SoloTop
Hard CC, Kitability	SoloMid
Tenacity, Counter Jungling	Jungle
Stealth Detect, Mobility	Jungle
Hard CC, True Damage, Kitability	Jungle/SoloTop
Kitability	Jungle/SoloTop
CC, Kitability	SoloTop
Hard CC, Heal Reduction	SoloMid
Mobility	RangedAD
Hard CC/Displacement	Jungle
Hard CC/Displacement	Support
Hard CC, Heal Reduction	Support
Mobility, Heal Reduction	SoloMid
Hard CC, Mobility	SoloMid
Hard CC, Stealth Detect, HP, High Sustain	SoloTop/Mid
Tenacity	Support
Hard CC, Kitability	SoloTop
AP based harass, Hard CC, Displacement	Support
Hard CC	RangedAD
True Damage, Mobility	Jungle

Hard CC/Displacement, Kitability	SoloTop
Hard CC, Mobility	SoloMid
CC, Stealth Detect	RangedAD/Jungle
Silence, Kitability	Jungle/SoloTop
Hard CC, Mobility, High Sustain	RangedAD
Hard CC, Mobility	RangedAD
Hard CC, Mobility, High Sustain	RangedAD
CC, Mobility, Not being an AP	SoloMid
CC, Mobility, Displacement	Solo
Hard CC, Kitability	SoloMid
Hard CC, Kitability	SoloTop/Mid
High Sustain, Kitability	Jungle/SoloTop
Hard CC/Displacement, Kitability	SoloTop
Hard CC, Harass, High Sustain	SoloTop
Hard CC, Mobility	SoloMid
Hard CC, Kitability	Jungle/SoloTop
Hard CC, Sustain, Mobility	Jungle/Solo
Hard CC, % Based Damage, Grievous Wounds, AOE	Jungle/Solo
Hard CC, Mobility, Range	Solo/Jungle
Hard CC, Mobility	SoloMid
Hard CC, Sustain, Kitability	SoloMid
Hard CC, HP	SoloMid/Support

## Tips & Tricks

Skillshot heavy hero, just put on your skillshot dodging pants and don't get baited by her ult  
minions cut her off. // She gains a ult stack on all kills & Assists.

Watch out for lvl 1 gank, watch out for that infamous "bush to cliff knockback-knockup combo"  
most likely going to ult, CC, get out or knock him away!

Run towards her to the side instead of away, when she tries to land her Q, makes it a lot harder to land and time. // 95% of cases don't tower  
dive her. gives easy opportunity to stun. kite and kill you. // Steal "her" blue at 7:15

Many annies Flashes in and drops her whole combo on you at level 6, dont let it happen. stay max xp range or go back before 6 for full health.  
and watch out for her Stun-buff its above 2 there is a potential of stun on next combo

A good Ashe ult to initiate or wait till team engages so just be aware of that fact.

Banshee's is pretty much the best counter to blitz

up in fights or her ult will tear you apart.

necessary!) from her ult! // She can jump walls with her Net

expect ult, turn away for a second so it doesn't stun!(think medusa)

Dont fight Cho'gath with less than 300/475/650+0.7AP hp, Feast has a low cooldown

Pretty squishy easily bursted down, will usually use his escape skill towards his teammates so don't get baited

Make sure you keep your distance as much as possible.. If he has full stacks on his passive he can ult you at 30-50% hp ez

She has the potential to dish out a lot of damage within about 5 seconds, make sure you use plenty of CC on her in teamfights.

Stay behind minions to avoid as many cleavers as possible and use your ranged spells to harass him whenever possible.

goes to catch his baton. On a more serious note... I would like to once again note the importance of not allowing his steroid to refresh  
especially in trades.

If she has no other target to hop to just stand in the center and wait for her to come back down.

which side you're on and in mid lane just pink the center.

escape mechanic other than flash is now on a generous cooldown... counter attacks are key.

Warding fiddles ult spots, and countering his blue, since he is blue dependent, and remember his ganks are usually timed to his ult cd

If you have a champ with decent mobility just bait her into using her E, dodge her then run in for some dps and dip out.

Get to know the distance of his trick.

The key to countering Galio is having an on hit-effect that applies a CC. Champions such as Udyr, Xin Zhao, and Garen are great for this  
cause once they get to Galio and hit him, the ult stops channeling, or good ol' ranged displacement

Gangplank's biggest weakness is someone who has a low cd poke of equivalent range, and, when possible, a re applicable cc  
feeding him he should fall off pretty hard

When Gragas takes a drink from his flask is a great time to harass him, as he can't move while doing it. Placement is key with Gragas'  
ultimate, moving yourself ever so slightly can be the difference between him knocking you towards or away from him.

Graves has high burst potential, and his passive stacks armor and mr with each hit. His only mobility is on a long cooldown so wait until he  
uses it foolishly so you can burn his flash.

A well timed hard CC can shut down Hecarim's charge. He stacks MS as his charge continues, also at the end of his charge he has a  
knockback. Burning flash to get on the other side of him may cause him to push you in the proper direction.

Chasing Heimer with his turrets around, even with ally creeps is dangerous because his ult will mow down the creeps before you know it and  
will be hitting you. His rockets hit the three closest targets, try to put 3 creeps between you and him at all times.  
easier to manage.

Always..... be..... JANNA. <http://www.youtube.com/watch?v=FrsTE1vpoXM>

Flash or use an ability to get out of his ult, sidestep his knockup combo.

scale him into a late game monster.

beware of his percent based damage when in melee mode.

Smash face repeatedly against keyboard with mouse hovering over Karma. Proceed to laugh.

KARTH PRESS R! Then I Zhonya's and everything was k

Kass is a really good ganker from mid and can burst quite quickly, be wary

Exhaust lowers ult damage

When she is near 1/4 hp you can almost guarantee she will pop her ult, try to save your cooldowns until her ult has finished.

His bread and butter is his ult which probably follows after a flash, good warding and positioning is key

to. His dueling potential is greatly decreased if he doesn't get his procs on Q

Hes pretty squishy so try to burst him down fast before he can get any damage off

HER. She falls off hard after 20 mins or so if she isn't fed.

Be all like,,, AH SHIT IT'S LEE SIN HE GONNA BE NEAR ME SOON then you dodge his Q and proceed to laugh.

Also being Lulu makes you win at life..... FOREVER

deny her ultimate from saving someone.

Dodge skillshots/lazerbeam

He's there for his ult, watch for it

Exhaust lowers ult damage, quicksilver if hes "doin' dirt"

OH NO MAOKAI IS ADVANCING ALL TWISTED LIKE, but then I flashed back to my tower and laughed as he follows the whole way there.

If you see a Master Yi picked just build your team around Hard CC. He's very easy to shutdown.

more damage on the second hit and if she doesn't have that ability off cooldown it's a good time to get some harrass in. Don't waste heal spells/pots when her impure shots is on you

Try to get harass off in between creep waves when he doesn't have as many minions to gain shield. DoTs make him cry .

Dodge those skillshots, expect shields

Ehhh, just dodge her skill shot. This champ relies too heavily on the ADC to be effective. Also try not to stay bunched up as her heal bounces.

Nasus relies heavily on farming up his Q use that to your advantage

Dodge the hook and depending on your positioning you may want to consider flashing backwards if his ultimate is coming towards you.

Don't chase a nid as they like to say

Warding the places he will ult from, figure out the distance and ward accordingly

Exhaust lowers ult damage, any hard CC cancels the channel of his ult but the damage will still apply.

Gank Olaf before he hits 6 to shut him down early. He becomes much harder to kill post 6 as CC is essentially useless.

because she needs to get in closer to make it go behind you.

Same as all the other globals, if you are low it will come and kill you

yourself where you're in between her and a wall

well rounded but overall it's kinda bad imo. Her valor proc is random and her gap closer isn't really a gap closer at all. She's definitely not a hyper carry as her skillset relies too much on poor positioning.

Use your escape summoner wisely, if done properly you can easily kite a rammus gank.

creeps. His early game damage is very strong but he starts falling off pretty hard later on.

lane, just stay away from the bushes so he can't hop out at you. His sustain isn't as high after the ap rengar nerf. Just try to trade him as much as possible and if you are scared going in lane just stack pots and buy an elixir.

Riven has really high mobility so being able to kite and/or being mobile gives an advantage. The key to beating her is trying to trade with her before she uses her shield dash. If you can get some dps in before then just back off then rinse/repeat.

Tight spots are rumbles best friends, so don't be in one

Try not the be in range of his snare unless need be, His Q is longer range than his snare

With the addition of Liandrys Torment Sejuani sucks slightly less.

Ward the spots he usually deceives from, honestly if your team can survive 15 minutes without feeding him once, you're most likely gonna win.

Remember that guy that was gonna die but then shen ults and the tables turn? yea, gotta learn from it

DRAGON MODE AND FLY AWAY. Then Nautilus is like, AW HELL NAW YOU GET BACK HERE. Long story short, his dredge line if used properly makes her ultimate's dash essentially useless.

Early gank from your jungler help, just ask for one, a little lead on singed will do loads

Most Sion's are AP mid and will get boots of mobility, care for his ganks that will come after he's pushed the lane

You really only have to worry about her skilshot

Being out of position = food for Skarner

Her main usage is ult, so care

Just expect getting silenced or cc her down

Exhaust lowers the ult damage->Heal

the game at level 6.

Don't get caught by yourself with a Talon MIA

Taric stun is usually followed up by another cc from another hero, play your lanes safe

There are mushrooms everywhere....

creep wave as he is likely picking up souls.

She CAN burst you down be wary, shes in the back one second, the next she blast you in the face up front

Try not to get in tight spots where his pillar is just godly

Always keep in mind his ult, try to time it if you can (will get ult cd's later), but don't forget about the other 4 heroes

The Quilted Quicker Picker Upper, TF he WILL come for the cleanups, be wary

Pink wards, he's really squishy and can be caught off guard with the ward, just try to make sure no one sees you putting it down  
me wrong, Udyr is a phenomenal counter jungler and his clear times are amazing. His biggest flaw is his whole kit is melee and he relies too much on his laner while ganking. Perhaps if they added tenacity into his passive since he lost the dodge aspect it would make him more viable late game. Regardless, the key to beating Udyr is never letting him get to you. HE HAS NO DASHES. In lane, his sustain is very good and he team fights to avoid his dreaded Ultimate

Having a spell shield is a great way to reduce incoming damage

LET THAT HAPPEN

ring than to take his w too.

Armor shredder? MOAR HP PLOX

he doesn't negate the damage. The key to trading is hitting him first. Also his stun is a fucking asshole move and he should get punched in the face. Don't get caught in a position where he removes your potential escape.

Channeling spells work even when he is pool'd

Someone with dots and good mobility makes Voli a sad sad bear

CC when he ults

When you expect him to use his Decoy try to run so that you block off as many possible exits.

Interrupt him mid combo, if he is smart casting it is possible for him to get his full combo off in 1.5 seconds so BE QUICK

Keep your distance and don't let him knock you up.

The KING of top is a hard lane indeed, his list of counters is very slim and his sustain is just shy of FUCKING RETARDED. Good sustain and mobility are your best friend. Honestly.... just be Cho'Gath. Also his minions don't follow you if you run into bushes, stay near them

you. Go ham on him while he's on his 20 odd second cool down so he has to consider burning flash. Trading with him is really easy as long as you can dodge his skill shots.

throw his bouncer past them. Dodge sideways rather than back to front;

Bait his ult.... DO NOT ATTACK WHOEVER HAS THE ULT ON THEM.... wait..... WAIT..... YOLO SWAG KILL THAT FOOL

so if you still have good hp after the initial damage and you think you can live just suck it up and let her knock you up. Otherwise flash as soon as you see the animation begin, as far as I know you have some slight breathing room before the damage procs.

VS AD CASTER MID AS A MAGE: It is much EASY LANE VS AD CASTER: Just pick a bruiser

Just thought I'd note when you're playing ranked and you have