

stream up: Community
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

| | Counter #1 | Counter #2 | Counter #3 | Synergy |
|---------------------|-------------|------------------|------------------|---------------------------------|
| Aatrox | Swain | Vladimir | Jax | Kayle/Zilean/Yorick |
| Ahri | Leblanc | Annie | Kassadin | Jax/Malphite/Lulu |
| Akali | Lee sin | Renekton | Garen | Amumu/Blitzcrank/Shen |
| Alistar | Lulu | Zyra | Sona | Vayne/Tristana/Graves |
| Amumu | Olaf | Cho'Gath | LeeSin | Kennen/Annie/Galio |
| Anivia | Fizz | Gragas | Leblanc/Kassadin | JarvanIV/ReeSingAh/Maokai |
| Annie | Brand | Kassadin | Orianna | Amumu/Kennen/Fiddlesticks |
| Ashe | Ezreal | Graves | Sivir | Sona/Zyra/Janna |
| Blitzcrank | Alistar | Leona | Taric | Tristana/Corki/Vayne |
| Brand | Kassadin | Fizz | Leblanc | Amumu/Kennen/Galio |
| Caitlyn | Sivir | Ezreal | Draven | Janna/Elise/Nami |
| Cassiopeia | Ziggs | Fizz | Leblanc | Singed/Amumu/Teemo |
| Cho'Gath | Warwick | Olaf | Rumble | Lulu/Alistar/Warwick |
| Corki | Ashe | Miss Fortune | Kog'Maw | Nami/Sona/Leona |
| Darius | Malphite | Jayce | Yorick | Olaf/Amumu/Draven |
| Diana | Mordekaiser | Irelia | Jax | Annie/Malphite/Riven |
| Dr. Mundo | Darius | Olaf | Tristana | JarvanIV/Darius/Olaf |
| Draven | Varus | Graves | Vayne (Mid Game) | Thresh/Leona/Janna |
| Elise | Akali | Jax | LeeSin | Ahri/Rengar/LeeSin |
| Evelynn | Lee sin | Cassiopeia | Twisted Fate | Shen/Kayle/Zilean |
| Ezreal | Draven | Graves | Miss Fortune | Lulu/Taric/Sona/Lux |
| Fiddlesticks | Alistar | Janna | Thresh | Pantheon/Galio/Kennen |
| Fiora | Yorick | Malphite | Jax | MasterYi/Morgana/Vladimir |
| Fizz | Ryze | Mordekaiser | Galio | Warwick/JarvanIV/Talon |
| Galio | Alistar | Talon | Garen | Amumu/Fiddlesticks/Kennen |
| Gangplank | Pantheon | Jarvan IV | Fiora | TwistedFate/Nocturne/Ahri |
| Garen | Teemo | Yorick | Kennen | Kennen/Sejuani/Darius |
| Gragas | Fizz | Ahri | Swain | JarvanIV/Janna/Amumu |
| Graves | Sivir | Kog'Maw | Caitlyn | Taric/Janna/Blitzcrank/Volibear |
| Hecarim | Nasus | Sejuani | Nautlius | Gangplank/Sivir/Zilean |
| Heimerdinger | Nunu | Caitlyn | Karthus | Blitzcrank/Amumu/Kennen |
| Irelia | Olaf | Udyr | Cho'Gath | Riven/LeeSin/Ahri |
| Janna | Blitzcrank | Nami | Sona | Kog'Maw/Ashe/Graves |
| Jarvan IV | Udyr | Nautilus/XinZhao | LeeSin | Anivia/Annie/Swain |
| Jax | Malphite | Elise | Singed | Zilean/Gangplank/Morgana |
| Jayce | Yorick | Teemo | Cho'Gath | Riven/Malphite/LeeSin |
| Karma | Janna | Soraka | Sona | Graves/Ezreal/Corki |
| Karthus | Leblanc | Ahri | Veigar | Soraka/Vladimir/Yorick/Kayle |
| Kassadin | Gangplank | Talon | Pantheon | Maokai/Blitzcrank/Malphite |
| Katarina | Kassadin | Leblanc | Diana | JarvanIV/Amumu/Malphite |
| Kayle | Anivia | Malzahar | Jax | Karthus/Katarina/Yorick |
| Kennen | Ryze | Malzahar | Swain | Amumu/Malphite/JarvanIV |
| Kha'Zix | Ahri | Lee Sin | Pantheon | Orianna/Rengar/Amumu |
| Kog'Maw | Varus | Caitlyn | Blitzcrank | Janna/Alistar/Nami |

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

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

Dots, Mobility, Hard CC
 Hard CC, Mobility
 Hard CC, Stealth Detect, Non-Target AoE
 Displacement, True Damage
 Counter Jungling, Displacement, Mobility

Mobility

Hard CC, Tenacity
 Mobility, Gap Closer
 Mobility, Vision
 Hard CC, Mobility
 Mobility, Strong Early Game
 Mobility
 Mobility, HP, % based dmg
 Mobility, HP
 CC, Kitability
 Hard CC, HP, Mobility
 Displacement, Mobility, Heal Reduction

Mobility, Kitability
 Mobility, Burst, Slows
 Hard CC, Stealth Detect
 Hard CC, Mobility
 Hard CC/Displacement, Healing Reduction
 CC, Kitability, High Sustain
 Hard CC, Kitability

Hard CC, Silence, Displacement, True Damage
 Equivalent Ranged Poke, Roughly same CD
 Hard CC, High Sustain, Kitability

Hard CC, Mobility

Mobility, Kitability

Counter Jungling, Health, High Sustain, Tenacity

Hard CC, Mobility,
 Displacement, HP, Strong Early Game
 Mobility
 Mobility, High Sustain, HP
 CC, Mobility
 Mobility, High Sustain, HP

Hard CC, Displacement, Silence, Burst
 Hard CC, Strong Early Game, High Sustain
 Hard CC, Displacement, Silence
 Hard CC, Gap Closers
 Displacement, High Sustain
 Hard/Soft CC, Mobility,
 Hard CC, Mobility

Role Played:

Solo/Jungle
 SoloMid
 SoloTop
 Support/Jungle
 Jungle

SoloMid

SoloMid
 RangedAD
 Support
 SoloMid
 RangedAD
 SoloMid
 SoloTop
 RangedAD
 Jungle/SoloTop
 Jungle/SoloMid
 Jungle

RangedAD
 Solo/Jungle
 Jungle/SoloMid
 RangedAD
 Jungle
 SoloTop
 SoloTop/SoloMid

SoloTop/SoloMid
 SoloTop
 SoloTop

SoloMid

RangedAD

Jungle

SoloTop
 SoloTop
 Support
 SoloTop/Jungle
 SoloTop/Jungle
 SoloTop
 Support/SoloMid

SoloMid
 SoloMid
 SoloMid
 SoloMid/Support
 SoloTop/Mid
 Jungle/SoloTop
 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, don't 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 will 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 hes ult will tear you apart.

neccesary!) 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. They 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 to 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 decieves 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 hes 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, hes 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 phenominal 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. They 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