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*This is the official Darius-matchup & KEY-IMPROVE spreadsheet and  
the only one made by me EUWXYZ.  
Every matchup in here will be described in detail & tips and tricks on how  
to improve on Darius.  
and ill try to keep it updated as much as i can.*



\*\*

Since i put a lot of effort into this id gladly appreciate a Follow on my socials

(EVERDAY LIVE ON **TWITCH** SINCE 149+ DAYS)

 Twitch: <https://www.twitch.tv/EUWXYZ>

 YouTube: <https://www.youtube.com/@euwXYZ>

 Twitter: <https://twitter.com/EUWXYZ1>

 Tiktok: [https://www.tiktok.com/@twtv\\_euwxyz?lang=de-DE](https://www.tiktok.com/@twtv_euwxyz?lang=de-DE)

 Insta: <https://www.instagram.com/euwxyz77/>

YouTube DunkHub: [https://www.youtube.com/channel/UCQ2md7RIm7YY\\_zbRK1earrw](https://www.youtube.com/channel/UCQ2md7RIm7YY_zbRK1earrw)

Also, as i am making this doc im doing a educational unranked to masters series where we go through every elo and detaily explain all know-hows on Darius.

and if u wanna improve and ure looking for a discord where there are only nice and cool people make sure to join the discord

Discord: <https://discord.gg/G7mq6nZr>

Lets get right into it.

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Let me introduce myself first, Im EUWXYZ aka XYZ a EUW Challenger Darius player who has been Challenger since S11(Every Season Challenger, but most consistently High Grandmaster/Low Challenger)

Im 21 years old and im from Austria.

my highest peak was 1096lp with Darius only most likely, (93% OTP rate)

Im also streaming (as mentioned) everyday on Twitch, trying my hardest to grow a cool community, so if u wanna be a part of it u know what to do

as also mentioned in the prev. sheetsection ill include tips&tricks on how to get better on the Darius Champion.

I really love what i am doing when it comes to League of Legends, majorly im doing this guide because i wanna give back to my community and because i overall just wanna help people since i know a lot of people are struggling with a lot of stuff ill explain in detail in this guide.

My goal is to create a community which is not just a community as i am not only a Streamer as well for the bros in it. I want to make something really great out of all of this so if u wanna be a part of this great journey make sure to drop a follow on the twitch.



<https://www.twitch.tv/EUWXYZ>





Also, a few proof pics that im not a Noober.



**Season 13**  
Peak recorded

 **Challenger**  
1022 LP  
145/109 (57%)  
23/03

**Season 12**  
Peak recorded

 **Challenger**  
990 LP  
189/117 (62%)  
13/11

End of season

 **Challenger**  
990 LP  
189/117 (62%)  
14/11

**Season 11**  
Peak recorded

 **Grand Master**  
711 LP  
426/384 (53%)  
21/08

| Solo-Rangliste                                                                                                      |                                |             |              |
|---------------------------------------------------------------------------------------------------------------------|--------------------------------|-------------|--------------|
|                                 | <b>Challenger</b><br>974 LP    | 188S 117N   | Win Rate 62% |
| Ranked Flex                                                                                                         |                                | Unranked    |              |
| S2022 Alles                                                                                                         | Solo-Rangliste                 | Ranked Flex |              |
|  <b>Darius</b><br>CS 174.8 (6.8) | 2.69:1 KDA<br>6.7 / 3.9 / 3.9  | 63%         | 222 Gespielt |
|  <b>Sion</b><br>CS 178.7 (7)     | 2.84:1 KDA<br>2.5 / 3.4 / 7.1  | 61%         | 61 Gespielt  |
|  <b>Gnar</b><br>CS 193.9 (6.3)   | 3.72:1 KDA<br>12.0 / 5.8 / 9.4 | 50%         | 8 Gespielt   |
|  <b>Yasuo</b><br>CS 192.3 (7.2)  | 2.03:1 KDA<br>3.7 / 4.6 / 5.6  | 71%         | 7 Gespielt   |
|  <b>Amumu</b><br>CS 30 (1.1)     | 3.38:1 KDA<br>2.2 / 5.7 / 17.0 | 83%         | 6 Gespielt   |
|  <b>Shen</b><br>CS 101.7 (4.6)   | 3.25:1 KDA<br>1.7 / 2.7 / 7.0  | 33%         | 3 Gespielt   |
|  <b>Yone</b><br>CS 190.5 (8)     | 7.67:1 KDA<br>14.0 / 3.0 / 9.0 | 100%        | 2 Gespielt   |

**XYZ**

Favoriten

Ranglistenplatz **4,553** (Top 0.1203%)

Updated

Tier Graph

Letzte Aktualisierung: vor ein paar Sekunden

Zusammenfassung

Champions

Ligen

Live Game

Solo-Rangliste  
**Diamond 1**  
 42 LP / 188S 47N  
 Siegerrate 80%  
 Flizz Orakel

Flex 5:5 Rank  
**Bronze 1**  
 100LP / 22S 4N  
 Win Rate 85%

| S2020 Gesamt                                 | Solo-Rangliste                 | Ranked Flex 5v5 |
|----------------------------------------------|--------------------------------|-----------------|
| <b>Darius</b>                                | <b>5.77:1 KDA</b> <b>82%</b>   |                 |
| CS 200.4 (7.9) 12.0 / 2.8 / 4.1 154 Gespielt |                                |                 |
| <b>Yasuo</b>                                 | <b>8.01:1 KDA</b> <b>96%</b>   |                 |
| CS 198.8 (9.0) 16.1 / 2.6 / 4.5 47 Gespielt  |                                |                 |
| <b>Evelynn</b>                               | <b>5.17:1 KDA</b> <b>67%</b>   |                 |
| CS 156.2 (5.7) 15.0 / 4.3 / 7.4 12 Gespielt  |                                |                 |
| <b>KhaZix</b>                                | <b>3.77:1 KDA</b> <b>63%</b>   |                 |
| CS 174.9 (5.6) 11.5 / 5.5 / 9.3 8 Gespielt   |                                |                 |
| <b>Kassadin</b>                              | <b>31.67:1 KDA</b> <b>100%</b> |                 |
| CS 179.4 (8.1) 14.2 / 0.6 / 4.8 5 Gespielt   |                                |                 |
| <b>Katarina</b>                              | <b>12.33:1 KDA</b> <b>100%</b> |                 |
| CS 164.6 (7.7) 17.6 / 1.8 / 4.6 5 Gespielt   |                                |                 |
| <b>Syndra</b>                                | <b>3.35:1 KDA</b> <b>50%</b>   |                 |

Gesamt

Solo-Rangliste

Ranked Flex

Warteschlangentyp

Suche einen Champ

10G 8S 2N

80%

8.6 / 4.5 / 5.7  
 3.18:1 (46%)

**Darius**  
 78% (7S 2N) **3.52 KDA**

**LeBlanc**  
 100% (1S 0N) **2.25 KDA**

Not found Champion

Preferred Position (Rank)  

Top
 

100% | Siegerrate 78%

Use OP Score to get a more accurate breakdown of your skill level.

| Solo Rangl... | vor einer Minute     | 12 / 6 / 7 | 3.17:1 KDA | Stufe16 | 207 (6.5) CS | C/Kill 68% | Tier Average | Diamond 1 | Control Ward 2 | XYZ | Seo Pen | NieUfam... | Volmer | KacperDa... | ItsOnlySt... | Montorras |
|---------------|----------------------|------------|------------|---------|--------------|------------|--------------|-----------|----------------|-----|---------|------------|--------|-------------|--------------|-----------|
| <b>Darius</b> | <b>Zweifachötung</b> | <b>ACE</b> |            |         |              |            |              |           |                |     |         |            |        |             |              |           |

| Solo Rangl... | vor einer Stunde     | 13 / 4 / 7 | 5.00:1 KDA | Stufe15 | 163 (5.2) CS | C/Kill 77% | Tier Average | Diamond 2 | Control Ward 1 | XYZ | MENTAL ... | NOOB faker | Seo Pen | TCG Kenshi | La P Pom... |
|---------------|----------------------|------------|------------|---------|--------------|------------|--------------|-----------|----------------|-----|------------|------------|---------|------------|-------------|
| <b>Darius</b> | <b>Zweifachötung</b> |            |            |         |              |            |              |           |                |     |            |            |         |            |             |

| Solo Rangl... | vor einer Stunde     | 9 / 3 / 6  | 5.00:1 KDA | Stufe15 | 205 (7.8) CS | C/Kill 63% | Tier Average | Diamond 2 | Control Ward 3 | XYZ | Seo Pen | Flamc | DEKO | 200 years... | NerfBring... | ZemlyaP... |
|---------------|----------------------|------------|------------|---------|--------------|------------|--------------|-----------|----------------|-----|---------|-------|------|--------------|--------------|------------|
| <b>Darius</b> | <b>Zweifachötung</b> | <b>MVP</b> |            |         |              |            |              |           |                |     |         |       |      |              |              |            |

| Solo Rangl... | vor 2 Stunden | 3 / 2 / 4 | 3.50:1 KDA | Stufe12 | 154 (7.6) CS | C/Kill 33% | Tier Average | Diamond 2 | Control Ward 1 | XYZ | Seo Pen | icy wrists | im Out of ... | F1421283... | Carry Jeans | MrJames |
|---------------|---------------|-----------|------------|---------|--------------|------------|--------------|-----------|----------------|-----|---------|------------|---------------|-------------|-------------|---------|
| <b>Darius</b> |               |           |            |         |              |            |              |           |                |     |         |            |               |             |             |         |

**XYZ**

Favoriten

Ranglistenplatz **3,174** (Top 0.0945%)

Aktualisiere Daten

Tier Graph

Letzte Aktualisierung: vor einer Stunde

Zusammenfassung

Champions

Ligen

Live Game

Solo-Rangliste  
**Diamond 1**  
 100 LP / 100S 33N  
 Siegerrate 75%  
 Aktuell in den Promotion Spielen  
 Tristanas Greifen

Flex 5:5 Rank  
**Bronze 1**  
 55LP / 14S 2N  
 Win Rate 88%

| S2020 Gesamt                                 | Solo-Rangliste               | Ranked Flex 5v5 |
|----------------------------------------------|------------------------------|-----------------|
| <b>Darius</b>                                | <b>5.11:1 KDA</b> <b>77%</b> |                 |
| CS 202.5 (8.0) 10.8 / 2.8 / 3.3 108 Gespielt |                              |                 |

Gesamt

Solo-Rangliste

Ranked Flex

Warte

10G 8S 2N

80%

7.3 / 3.2 / 7.8  
 4.72:1 (48%)

Use OP Score to get a more accurate breakdown of you

| Solo Rangl... | vor einer Stunde     | 8 / 1 / 5 | 13.00:1 KDA | Stufe16 | 207 (6.5) CS | C/Kill 68% | Tier Average | Diamond 1 | Control Ward 2 | XYZ | Seo Pen | NieUfam... | Volmer | KacperDa... | ItsOnlySt... | Montorras |
|---------------|----------------------|-----------|-------------|---------|--------------|------------|--------------|-----------|----------------|-----|---------|------------|--------|-------------|--------------|-----------|
| <b>Darius</b> | <b>Zweifachötung</b> |           |             |         |              |            |              |           |                |     |         |            |        |             |              |           |

ACCOUNTS

LIVE GAME

ALTERNATE ATTX

**XYZ**

Austria

Top

Global **236**  
 Top **47**  
 Austria **5**  
 Top in Austria **1**

**Current Elo**  

**Challenger**  
 990 LP  
 189/117 (62%)  
 14/11

**Peak Elo**  

**Challenger**  
 990 LP  
 189/117 (62%)  
 13/11

**Summoner Names**

|               |          |
|---------------|----------|
| PERMAPAINVEIN | 21/10/22 |
| TwTv EUWXYZ   | 30/09/22 |

**VICTORY**  
 Ranked Solo/Duo • W:192 - L:159 • 27:40

PROGRESSION

SCOREBOARD

**LEVEL UP**  
 LEVEL

**+24 LP**  
**CHALLENGER**  
 1020 LP

**+908 PTS**  
 MASTERY 7  
 1272109

## Tips and tricks on Darius

Lets start with a few tips on Darius which u can almost instantly apply and ull see success



### 1.) 'Summonerspellawarness'

One of the most important parts on Darius is that u keep ur summonerspells for important fights aka objective-teamfights or overall teamfights/when you group, simple thing u can do to make urself be able to execute this perfectly is that u always try to think one step ahead

EXAMPLE; its min 22 in the game, 3rd drake is about to spawn in 1:45 ur team already has 2 drakes and ure starting to walk 1 more time to lane to shove the wave for topside prio so u gain a tempo advantage but u see ur enemy walking up to close to u and it would provide killpressure for u in that moment, in a moment like this if u already thought ahead ull not take the all in if u need to ghost/burn ur flash or burn ur R since ud decrease ur chances of winning the 'more' important teamfight on Drake.

- u saved ur Flash/Ghost/R and automatically increased ur chances of getting that 'Dream' teamfight on Darius.

### 2.) 'Godcomplex'

is something i call a 'sickness' which most Darius players sadly have, what i mean by that is that u feel the need of hardtrading whenever ur enemy gets close u automatically dont care that much about spacing which might end up causing a lot of harm in the trades and overall in ur lane also it will make u play too aggressive in most spots where u for example all u would need to do is play the wave correct and ud for example automatically win lane due to that but due to the 'godcomplex' u might think like 'YOO how is he allowed to walk up here' and u might throw a q in the trade which will make the wave slowpush back towards the player u dont want it to slowpush towards you know? its really important that u always have a clear mind, clear ideas, and a clear gameplan to ur darius gameplay.

### 3.) Itemization

Darius itself can build a lot of different items in my opinion, tbf i tried a lot on the champ and i do believe that every Darius player needs to find the correct itembuild for himself there is a lot of variety when it comes to that and also what u need to know is that every Darius player has their OWN unique playstyle, what i mean by that is that there are Darius players who tend to overgroup also there are ones which are more team oriented and there are also Darius players who play really selfefficient. Also every Darius player has their strengths and weaknesses what i mean by that is that some are really good at laning phase, some are really good at teamfighting and so on, whats important is is that u also utilize ur itemization around that

EXAMPLE; (MYSELF) for me i play Darius with a Trinity&Steraks type of itemization since i know my limits really well on that champion and i do believe that my strength is in teamfighting since i have really good teamfightingunderstanding on that champion and im also really good at the Darius 'R' reset mechanic. Even in moments where stridebreaker would be better technically i trust my feeling and still rock the trinity since i know what i am capable of doing, also i would say im more of a teamoriented darius player what i mean by that is that i most likely try to put my lead into my team EXAMPLE; i tend to overgroup so my team is save, i tend to drop sidewaves so im there for any play which will be taken and also i look for botlane tempotations WHEN ahead EXAMPLE; i get a lead i proxy 1 wave inbetween T1&T2 (if ahead far enough and i know where enemy jgl is) and then i take a tempo reset timer on that proxy wave and i roam botlane, which could result into enemy toplaner beeing able to bounce back but i just want to be able to provide for my team so they dont fall further behind/could end up in a mess teamfight where it would put us even more behind eventually.

### 4.) GENERAL TIP FOCUS ON URSELF

This is not a Darius based tip, its in general a toplane tip which will help u improve a lot as well mentally and ingame also.

Sometimes it can happen that ur botlane goes 0/15 min 15 or that ur jungler will weakside u and u might get outnumbered on topside because of that it can happen to any role as u do as well sometimes lose lane.

Whats the most important is that u keep focus on urself, even in the games ur botlane ran it down or ur jungler made mistakes u make mistakes in that game also and be smart enough to see those as well, dont let things like that impact ur gameplay, if ur botlane ruins ur game dont let it impact ur game, u can still be a deciding factor since sometimes better bot lane can lose as well.

HELP; What helped me a lot in the past months to escape the 'looking at others syndrome' is that i just think that every game is full with NPCS, EVERY game is a made up game with non-real people and every game where for example i have people which dont have their best game i just gaslight myself into thinking its a part of the game and it is just 1 level higher to the difficulty. this helped me out a lot recently since i myself still have a lot to improve on mentally also.

5.) **GENERAL TIP League of Legends is a marathon, not a sprint.**

What i mean by that is that in order to improve or get better at League u gotta make urself small goals at the start, always look forward to improve something per day, small steps since its not a sprint, also losses only count as such if u let them be those u can always learn out of the games u lose especially the ones where u felt like u couldnt do a lot get urself someone who has a brighter view on the game (bestcase a coach or a friend who is higher elo than u with decent game understanding) also u gotta be willing to put a lot of effort and time into this game if u really wanna become good and u gotta know urself how much ure willing to give, since League is one of the most time consuming games out there since there are 168+ Champions and around 840+ abilities in this game.

6.) **JUNGLE TRACKING**

On Darius if u have really good jungle tracking u can really make good use of it what i mean by that is that Darius is one of the only Toplanechamps which can actually benefit of enemy jungle pathing towards u, either if u play a good wavecrash into invade or for example if u can take a extended 1v2 u most likely win out on 99% of those if u play it correct (always depending on enemy top/jg champ and also on enemy top/jg summoner spells since as soon as there is a ignite in a skirmish like that u will most likely lose out on it since darius really depends on his Q)

there is a lot more to give when it comes to tips, but this should help the majority of the people who end up reading this doc, if ure interested into coaching lmk

discord: xyz9531



## ITEMGUIDE:

**TLDR;** As mentioned prev. every Darius player has their OWN unique playstyle, what i mean by that is some do pref. Stridebreaker and others pref. Trinity. For ur own sake u should try out all of those items do find the best for URSELF. Just because i for example prefer Trinity majorly doesnt mean that it will fit u as good as it fits me, every Darius player is UNIQUE keep that in mind.

### TRINITY

Trinity do be one of the best items on darius by far, it has the most damage output if there are enough melee characters in ur game, since if there are almost only ranged champions in ur game u wont be able to utilize trinity as much as stridebreaker for example and then Stridebreaker would be the better option and its the same way around, but for lower division of elo id recommend u to go trinity since people dont kite that well around Darius and ull be most likely getting a reset everyfight.



### STRIDEBREAKER

Stridebreaker in my personal opinion the 2nd best Coreitem on Darius, its best used in options where u for example cant utilize Trinity damage as much but also it is kinda like a Matchup-cheater, in a lot of times where u would struggle in the isolated matchup with Trinity for example Stridebreaker would make ur life a lot, the matchups where Stridebreaker is a lot more efficient or overall teamdrafts are such as Jax (Champion), overall ranged matchups like Vayne,Quinn,Kennen and also Jayce. for when to build what exactly there will be certain Item-recommendations in the Matchups. same goes for Trinity. For higher divisions of play id recommend u to go more stridebreaker, since its more consistent in those.



## SUNDERED SKY

Sundered Sky is a really good addition to Darius especially because of the heal and the crit, it lowkey works like old Divine and can also be used in such games where the old Divine was good. ill also give an 'draft' example where this item can be good since its a bit harder to realize when its good since the its not as good as trinity in the most spots. **EXAMPLE; enemy team has a really melee based draft and u face ornn as a matchup and also ull be almost 100% sure that ull proc it on multiple targets in a fight for this the Draft would need to look like this for enemy team: Top-Ornn | Jgl-XinZhao | Mid: Syndra (since meta will always be a range mage mid) | Adc: Samira | Supp: Rell , now its also a angle to go Trinity first and then sundered sky u need to find it for urself what works best for u, for me ull most likely never see me build Sundered Sky alone or first since i think in every angle where the WOULD be a sundered sky angle there is also a trinity angle and i know my limits till the max on trinity so i just know ill be doing better if i go trinity first. with that beeing said i do believe there are certain itembuilds which are good with sundered sky for example if enemy team is HEAVY AD/AP and u just go sundered sky into steraks into fulltank to become unkillable, in order to do so enemy team still needs to be insanely melee.**



## OVERALL ITEM COMBOS/BUILDS

Lets get more into business now since many people always reach out to me what is the best Darius build in the current meta i would say personally the BEST itembuild for Darius in ANY ELO on ANY Darius player would be this one.



Why i think this is the best Darius build for EVERY ELO on EVERY DARIUS player with ANY DARIUS PLAYSTYLE? - simple

This build gives u anything u need, stridebreaker for mobility and also tabis vs heavy ad/auto attack champs mcrs into cc, steraks on 2 so u have no damagelack also u can decide if enemy team draft is heavy ad so u can just decide if u want the dmp on 3 or the rookern if they are heavy AP and also the GA as last item so u can be the frontline ur team needs GA can also be swapped out for another Armor/Mr item if ud not need that factor of beeing frontline but from my experience in SZN14 i do recognize that most of drafts lack frontline and u might be only CC tool most of the drafts or only frontline so GA will give u the power u need in order to be as much of a frontliner as u can. Also stridebreaker makes u be able to play midgame pretty much flawless, it can also be used as a 'Matchupcheater' as prev. mentioned since it makes a lot of matchups a lot easier.

THIS IS REALLY THE IDEAL MOST CHILL DARIUS ITEMBUILD FOR EVERY PLAYER ANY ELO. trust me. and this is how id also itemize on Stridebreakerpath. Id still let this one not only go as the BEST darius build for ANY elo, id also name this the one ud usually go on Stridebreaker.

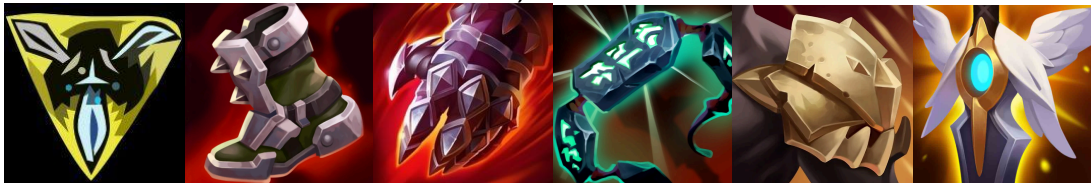


## TRINITY EMPRESS DOMINANCE

Trinity in my opinion is the hardest mythic to execute on Darius, ull need to relearn ALL damage patterns, trading patterns, when u are strong in lane and when ure actually strong out of lane, mid game will be a lot harder since u need to utilize the item a lot more different than stridebreaker so even as i said that trinity is more of a 'low elo stomper' item id still say its more difficult to execute than any other item so with that beeing said id say trinity is high risk high reward, but once uve mastered its limits ull become gods soldier.

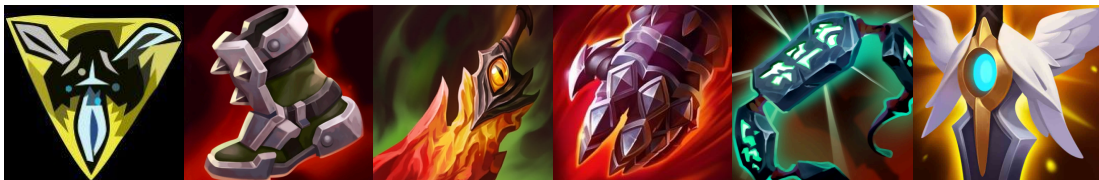
There are 2 Types of ways i always went for on Trinity.

1.)



This itembuild gives u once again everything u need, u can also swap the buy order depending on how u need it, its the same as the stridebreaker one kinda but its just from my perspective the best, u can also swap out the rookern/dmp with a anathemas if needed or if the situation is better for it.

2.)



This itembuild was combined with trinity and i was the only player playing it since i was the only thinking it was good, for me if i snowball SUPER hard and enemy team does not have champs with can utilize liandrys for example this was my TO GO build since i was always sure enough ill get my Reset and that would lead to insane snowballing potential with deathsdance on 2, i still do believe that deathsdance is a really good item on Darius but most likely into non heavy dps drafts atleast thats how i feel about it those days. This is a extreme high skill build since ull be majority of the early/mid game on really low hp and u cant really function as a frontline keep that in mind

## SUNDERED SKYKINGDOM

As mentioned before, Sundered Sky is a really situational item, depending on  
matchup & draft heavily.

I still do believe that this item has the exact same potential as old Divine since in  
many spot u could just build a sort of 'Frontline Darius' build and just function as  
frontline with still a shit ton of DPS.

the build for which would be following;

2 following Options

1.)

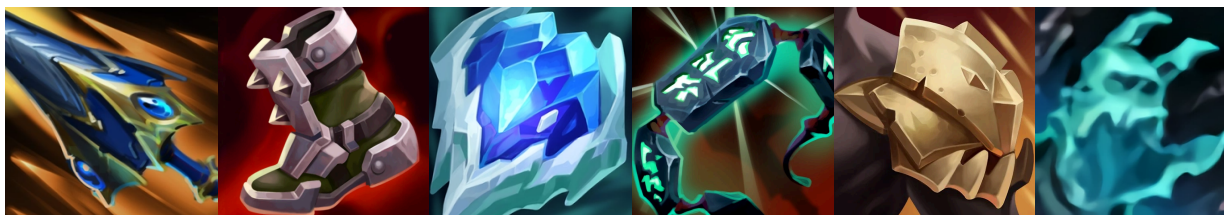


This first build would be more of a Carry Option if ud say so, Frozen heart super  
situational tho depends on ur matchup or their draft overall if they have enough  
AA(AutoAttack)-Dps champions and depends on ur matchup also (Best case AA  
champ on top)

**!!IMPORTANT!**

ill in Detail explain situational items in the next pages when the itembuilds are done,  
so incase ure already questioning a few items in the certain builds just stick around  
ill explain them for the bros:)

2.)



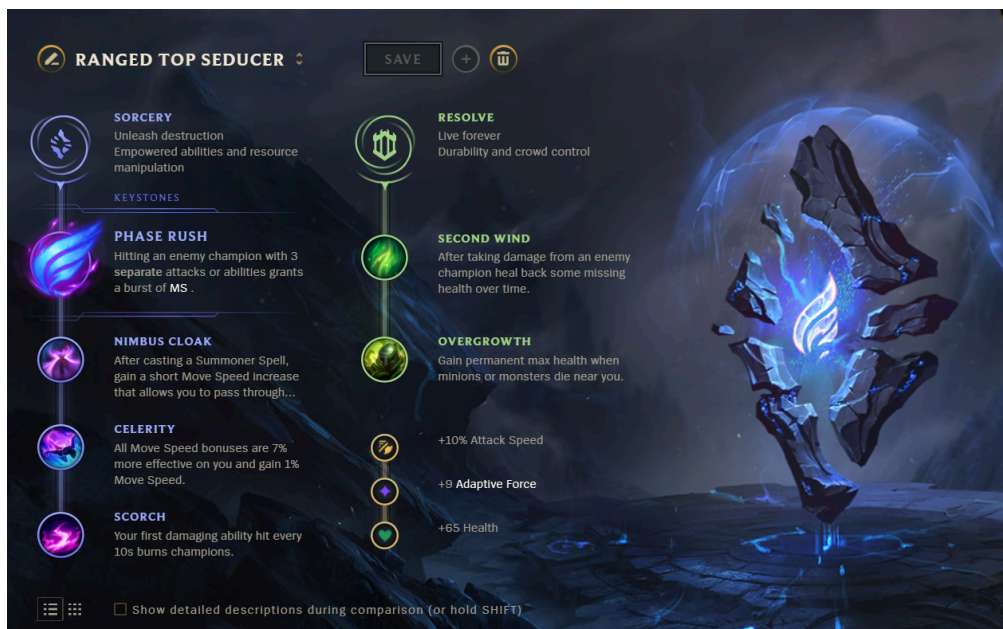
As mentioned prev. times item order can be swapped up on  
whenever/whatever/however u need to build against certain champions (what are  
there carrysources for example if they have a lot of ap dmg u might miss out on the  
frozen heart and try to sneak in rookern asap) but yeah i feel like this is the best  
'SUNDERED SKY Frontline Ascension' u can have.

## TH,, RANGED TOP SEDUCERXD

this is a XYZ secret ill share with u... its really special.... it will make enemy ranged toplaner be SEDUCED,,,, so here we go...



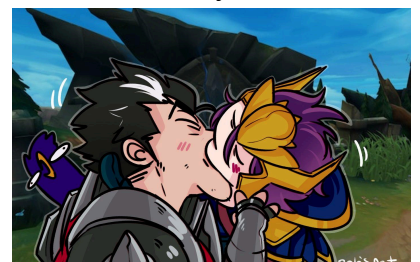
whats really important to know is TH,, secret to this juice is the forbidden RUNE.



this will make u be able to pay back all of those ranged tops (vayne,quinn,tf,kennen) the suffering they put u through.

Jokes aside this is really good into ranged top matchups and also once where u need to kite a bit for example i can imagine this beeing good into jax/olaf also if u can play it correctly. overall this build/runepath will provide u with a lot of power since ur mid/late game will be a lot easier to play due to the insane movementspeed ull gain, it gets really funny as well if u get cloud drakes since ure gonna be so insanely fast so dont miss out on it:)

POV: what ull make them do,,, 🤪 ➡️



## OVERALL THOUGHTS ON CERTAIN ITEMS AND WHY I BUILD THEM/NOT BUILD THEM

this will be the last section when it comes to items, since im pretty sure many of u are probably thinking why i dont mention this or that item or why i prefer this and that item over this and that item, here is why.

lets start off with one of the items i didnt mention as much

### ANATHEMAS

I do believe that Anathemas can be a really good situational item on Darius, there were times i used to build it a lot when enemy team had a clear wincon, for example now i truly believe that ADC meta will return with the changes on AD items (PATCH 14.6) so i think it can make a really good comeback since its a really powerful item and really good on itemslot 3-4. i really like HP on darius as well so this can be a good addition to the champ.

### DEATHSDANCE

As i mentioned earlier, this is one of the harder to execute items on Darius, the tip i can give u on deathsdance is that u should build it when enemy team does really not have that good amount of DPS or like burnchamps if u know what i mean, if enemy team has a Hwei or a Brand or a Karthus its an auto-sign that u should not rock deathsdance. But Especially into really melee slow-fight drafts deathsdance really shines. Also its really good if u have an Enchanter like Ivern, Soraka, Sona, Taric stuff like that works really well with it too.

### KAENIC ROOKERN

You for sure asked urself, why does this guy always prefer rookern over Force of Nature OR Spirit visage or even abyssal mask??..

Its pretty simple, in this meta u dont really get to Q that much as Darius in fights, too much mobility is the reason due to that and also AP kaisa is back,, 

And yeah overall mages with a lot of HIGH range poke are back as well and most likely ull be the only frontliner so rookern has everything u need in that case.

Also its not that expensive and i really like the build path of it, the passive is TOTALLY unbalanced and shouldnt even be in the game.



## SPIRIT VISAGE

I thought ill add it since ill explain u why and when it is good if it is any good in some situations. I do believe that nothing can keep up with Rookern rn but in the rare cases u do have an enchanter and u face a really melee draft Spirit Visage could be the deal sealer since ull be able to get insane profit from the extra healing and also the HP&MR aspect. But other than that i do not think this item has any spot in the current meta even as much as i like it but it sadly is what it is.

## FORCE OF NATURE

After they nerfed Force of Nature in SZN13 i most likely never builded that item again, i do believe it can be good in certain spots but it just takes way too long to get stacked up i dont think there are any more cases where u can actually build it since the value of rookern would be 20x, so please do not build it its total bait item in my opinion.

## GUARDIAN ANGEL

You for sure asked urself why does this guy always build/implement GA so much into his itembuilds?? The answer is once again pretty simple as mentioned before i think GA is a really good Item especially on 5-6 itemslot. Since as mentioned earlier there will be a lot of comps where ull be ur only CC/Frontline tool and in order to play ud need to get GA majority of the times in my opinion, also GA can be a really good tool if u play against certain 'Reset' Champs like Kata,Viego,Pyke stuff like that to deny enemy champion that certain reset or atleast make his life a bit harder since u probably know urself how frustrating it is also to play against a Zilean,Kayle or in general champs with certain passives which allow u not to reset (Zac,Anivia) EVEN THO Darius is brutally when it comes to resets a Kata or a Viego for example can still get the reset and stuff after they fail R.

## DEADMANSPLATE

I do believe this item is made to be a Darius item, although i must say that i do miss out on it building it here and there since i believe Steraks is just 20x on 2nd itemslot, but as mentioned in certain situations against certain drafts u must go dmp 2nd due to the movementspeed passive and all the stats u gain from it.

## STERAKS

Steraks in my opinion 98% of the time the best 2nd item on Darius, it really works super well in majority of the drafts and it works so good with Darius. i really love this item with all my heart and all of the stats it gives its a MUST.



In S12/S13 i used to build Maw a lot before the nerfs it has gotten since it was turbo Op. those days Maw/Hexdrinker is only good when u face a champion like Rumble for example. it must be rushed incase to be able to play the matchup other than that this item is pretty much worthless since u need to be more of a frontline as Darius than a low hp axemonster.

Since Darius has a lot of Armor Pen in his E, i do not think he relies on an item like bc, BUT there are drafts where enemy team has a Malph, maybe a braum or a nautilus on Supp and then also maybe a Seju and in those cases u COULD get BC on 3. but only also if u have a Viego for example or someone u want to shred the armor for.



Mercurial Scimitar can be good in spots against Malzahar for example, but still ud only get the QSS for 1,3k and then ud sit on it since the item is pretty inefficient and really weird to build.



Hullbreaker can be used into Champions/Drafts where u know that u wont be able to win teamfights or/where u cant teamfight & u have a matchup like Ornn,Sion, or any type of bruiser where ud win sidelane after 9-11 (level). since u could just pull multiple people on side and make ur team be able to play objectives due to ur sidelane pressure. IMPORTANT NOTE. Hullbreaker on a sidelanechamp like Darius only works IF enemy team does not have champions like Eve,Noc or like in general which could just catch u out fast prior and objective so be sure when to go for it and when u can go for it.



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jokes aside, i do not think its a good item on Darius and i wouldnt even know when to  
fit it in maybe in certain spots where ud face a lot of melees but still unsure with this  
one i must say..



## JAK'SHO

Jak'Sho is a really good item on Darius in situations where u need both armor & mr, its a really good item when u have an enchanter as well since it takes some time to proc and its really good for long term fights. overall i do build it on 3 most of the time if i do so after trinity,steraks -> Jak'Sho.

## TITANIC HYDRA

In start of SZN14 when they reworked the Hydra and gave it back the aa-reset mechanic i even went for hydra first since it felt so disgustingly good when u combo'd it up on Darius for fast stacks combo. I do believe that Hydra is one of the best items on/for Darius, sadly its not that good into a lot of matchups since the moment u get it ull start shoving every wave perma really hard even tho u shouldnt in a lot of moments since Darius really benefits from slowpushes towards him since enemy laner needs to walk up in that case. So i do believe if meta changes this item could make a return as a first slot pick up.

## THORNMAIL

One of my fav items on Darius when it comes to antiheal or like overall i just love the build tree as well Bramble is such a SEXY fucking item holy,,, its really good if u rush bramble into matchups like Fiora since she wont be able to win out on short-trades anymore and also if u get a thornmail on 2-3 vs really low dps drafts ull just be unkillable. overall a really great item

## CHEMPUNK CHAINWORD

Worse than Thornmail 10000%, but there are cases where its better vs Aatrox for example its a lot better to get the Executioners and then later on fully finish the item since bramble/thornmail is only good against champions which actually auto attack u to apply the dmg&the antiheal. so yeah it can be good in certain situations or even better in some.

## UNENDING DESPAIR

I personally didnt do a lot of experiencing with this Item but i do believe that this has to be insanely good on Darius especially combo'd up with a few other items this has to be pretty good but as i said i didnt do any experiencing since i still have some other projects going on but i do believe that this can be really good in certain situations.

## RANDUINS OMEN

Im a Lover of this item since of the passive, the build path and overall the stats u gain from this item i love it so much. Its really good into Drafts where they have up to 2+ 'Attack damage carries' which will build Crit. this is where this item shines TURBO.

## FROZEN HEART

Can be really good in a lot of spots even on slot 1 or 2 or later on. majority of the time i do believe randuins is better on Darius tho.

## ICEBORN GAUNTLET

I didnt do a lot of testing with this item yet, but i do believe in certain spots it could be pretty good for example into yasuo/yone toplane forexample i could see this work insanely crazy with frozenheart/randuins and tabis.

!!IMPORTANT!

Keep in mind, this is only my personal opinion and my personal experience i have gathered along the years on Darius, ive been playing Darius since S5 and i have 100,000,000,000,000,000 Games on this mfker

## BOOTS

### PLATED STEELCAPS



incase u didnt know before, we the OG SZN players still say tabis since they were original tabis and THEY STILL ARE,,, jokes aside, i do build tabis a lot of the time since i think in almost every draft u face a aa-depending champion and also in lane its really important in the majority of the matchups that u get tabis (EXAMPLE; Jax,Yone,Camille, AA-depending champs) and also u sometimes face double AA-depending MU on top&jg for example; Jax top and Viego jg, in those cases Tabis is so disgustingly op its not even describable. And also i always run tenacity in runes so i can most likely always go tabis.

### MERCURYS TREADS



MerCs are really good when enemy team has a lot of CC for example, Leona,Anivia,Ahri stuff like that where MerCs shine (not draft wise but naming these champs just overall) since it will reduce CC (as u probably know) the MR is really good as well and in some matchups u do really be needing the tenacity in the early MR for example into kennen,gragas merCs are really essential in order to have a chance to win the matchup.

### BOOTS OF SWIFTNESS



Since the meta changed a lot in the past patches swiftness are really essential into vayne,akshan, and also kayle and many others since they will be most likely getting these and the moment enemy toplaner gets swiftness boots and u dont have them will be the moment ure basically outscaled as stupid as it sounds but there is no absolute NO counterplay to it so yeah. and overall it can be really good addition to non tenacity heavy drafts and also non heavy aa drafts where u can go for them or/and overall drafts where enemy team hard outranges u.

ALL the other boots are non/unplayable for Darius do not pick them up, even tho the mobys look like really nice Jordans, u still dont want to build them ok.

## STARTERITEMS ON DARIUS

### DORANS BLADE



Dorans Blade can be really good into Fiora, Camille if u know how to trade with it, overall decent to start with. And also u most likely play boneplating if u play D-blade start. Sometimes u cant cheese with D-blade tho since there are champions which outsustain u level 1

### DORANS SHIELD



I would say Dorans Shield is atm the best thing to on Darius, since u face really many weird matchups atm and sustain just too good with 2nd wind and overall is just a really great starter item. Dorans Shield is also really good into matchups where u just wanna scale and where enemy Champion has some sort of poke tools (Ornn, Pantheon, Illaoi, stuff like that)

### LONG SWORD



I dont think there are a lot of moments where u can/should go Longsword start so i totally dont recommend u doing it.

### CULL



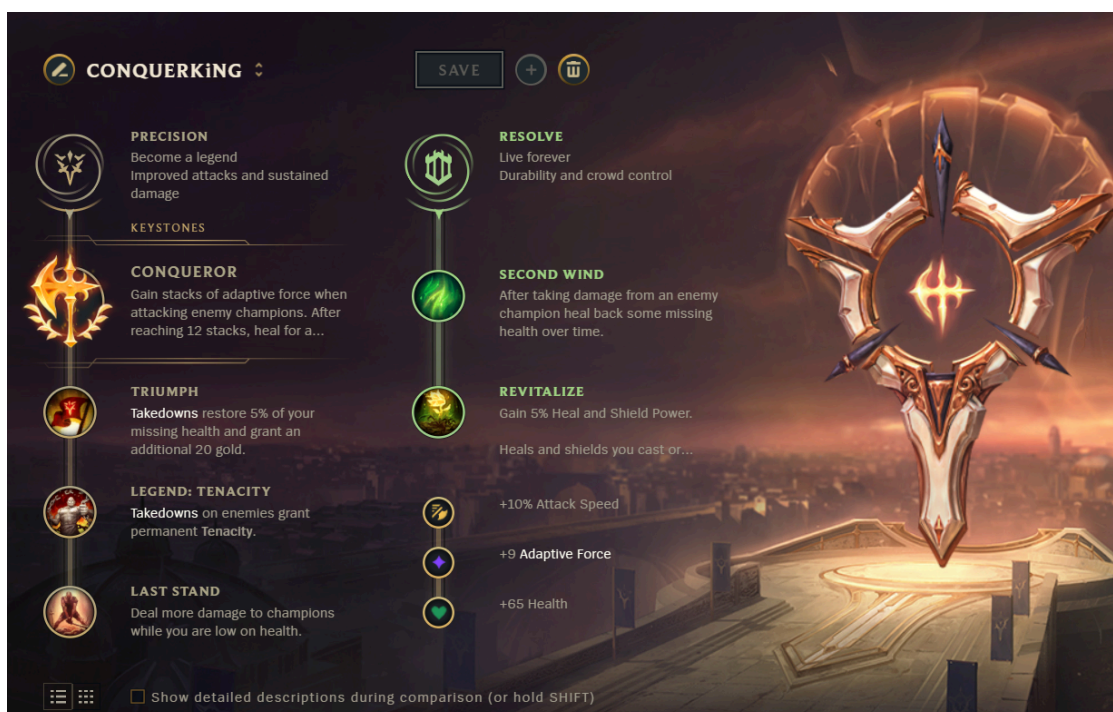
Cull is almost never a good option on Darius since even into the scaling matchups u gotta utilize ur early as much as u can and thats why i do think that Cull is a complete waste on Darius.

## RUNES ON DARIUS

Lets get to one of the last capitals of this before we get to the matchups, RUNES on darius. I often get the questions when do i go this when do i go that so lets find answers to all of ur questions:)

### CONQUERKiNG

At the moment i run a lot of 'CONQUERKiNG' its just a simple lineup which always works 98% of the time. starting off with Conqueror into Triumph for the needed comebackpotential, Tenacity to make up for my steelcaps addiction and Last stand also for turbo comeback rejuice potential. For the 2nd tree we have the resolve tree with second wind since it matches super good up with Darius itself and dorans shield. Lately i have discover revitalize it is so fucking op on darius i cant believe i run it every game its so nice. combo that up with AA speed, adaptive force and +65 insta health and u have the best autopilot page on darius which will always work into every matchup most likely





## TURBOSPEEDSTER DARIUS

Recently i discovered also that Phaserush is just way too good into certain melee & also ranged matchups, it really makes u be able to blindlessly snowball thru midgame stages like it was nothing.

i did a lot of testing lately into rumble/gragas and other melee matchups. this is really good and i pref it most of the time over conq since it just feels so flawless to play (will still do a lot of testing on it to give u guys the best feedback possible)

|                                                                      |                                               |                                                               |                                                               |                                                                                       |                                                                              |                      |
|----------------------------------------------------------------------|-----------------------------------------------|---------------------------------------------------------------|---------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------|----------------------|
| <b>Ranked Solo</b><br>an hour ago<br><br><b>Victory</b><br>29m 23s   | <br>18<br><br><b>16 / 0 / 1</b><br>Perfect    | <b>P/Kill 53%</b><br>Control Ward 0<br>CS 237 (8.1)<br>Master | <b>P/Kill 53%</b><br>Control Ward 0<br>CS 237 (8.1)<br>Master | <b>TwTv EU...</b><br><br>It is happ...<br><br>DRZ Maxi...<br><br>skyless7<br><br>Nyle | <b>NogB</b><br><br>Goloragabi<br><br>PHKT<br><br>IkoPs<br><br>Chestbic...    | <br><br><br><br><br> |
| <b>Ranked Solo</b><br>a day ago<br><br><b>Victory</b><br>27m 54s     | <br>17<br><br><b>14 / 5 / 3</b><br>3.40:1 KDA | <b>P/Kill 46%</b><br>Control Ward 0<br>CS 237 (8.5)<br>Master | <b>P/Kill 46%</b><br>Control Ward 0<br>CS 237 (8.5)<br>Master | <b>Allessi</b><br><br>SLT C ES...<br><br>shao la int<br><br>Merlin<br><br>Rydan       | <b>TwTv EU...</b><br><br>Adon<br><br>Tappi<br><br>Wataru E...<br><br>Tomara  | <br><br><br><br><br> |
| <b>Ranked Solo</b><br>2 minutes ago<br><br><b>Victory</b><br>29m 38s | <br>18<br><br><b>9 / 2 / 3</b><br>6.00:1 KDA  | <b>P/Kill 35%</b><br>Control Ward 0<br>CS 270 (9.1)<br>Master | <b>P/Kill 35%</b><br>Control Ward 0<br>CS 270 (9.1)<br>Master | <b>sorcki</b><br><br>Xavoov<br><br>Cuttlefish...<br><br>Magic Pa...<br><br>Qnoxs      | <b>TwTv EU...</b><br><br>Rico<br><br>foksi<br><br>KAITANIA<br><br>DB4649T... | <br><br><br><br><br> |

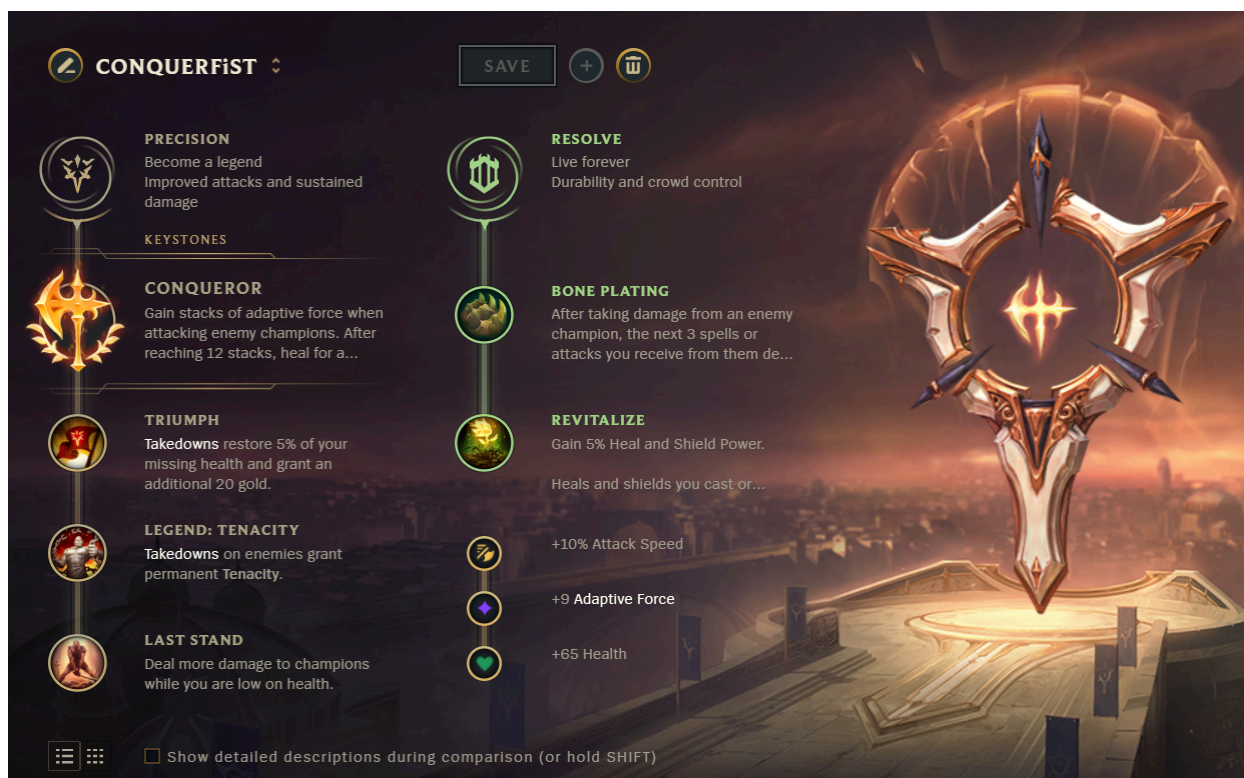


# CONQUERFIST

'CONQUERFIST' is a runepage u should use against heavy all in champions or champions which can 1 all in u and get either an insane winning trade over it or even killpressure in that moment stuff like Jax,Pant,Fiora & Riven for example.

the adjustment to this is just boneplating instead of second wind.

What u need to learn about this is just ur trading patterns with the boneplating cooldown, its pretty simple but sometimes u tend to take trades offboneplating which will result into an immense amount of HP loss.



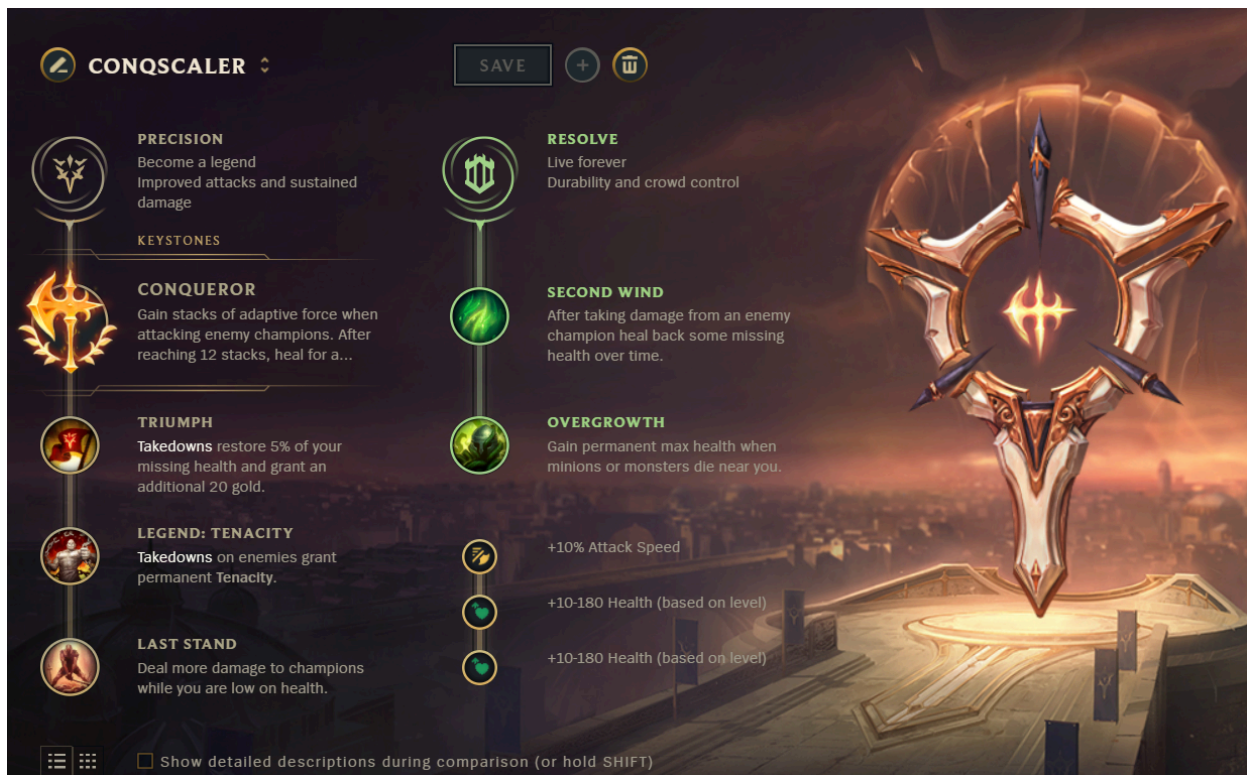
## CONQSCALER

'CONQSCALER' as the name already says is a Conq page with a lot of scaling potential pref. used in matchups like ornn,malph,sion where u can scale for free.

With this page ull scale like an insane monster and ull have tons of HP really good to take this one also into drafts where enemy team doesnt have a lot of dps (aka low dps drafts with for example TOP TO BOT; Ornn,Viego,Sylas,Ezreal,Janna)

They wont ever be able to deal with u believe me.

What also changes in this is the boneplating to the Second wind part once again but u can decide what u prefer and also revitalize changes to overgrowth and the adaptive force changes to scaling hp and the insta +65 hp changes to insta hp also.





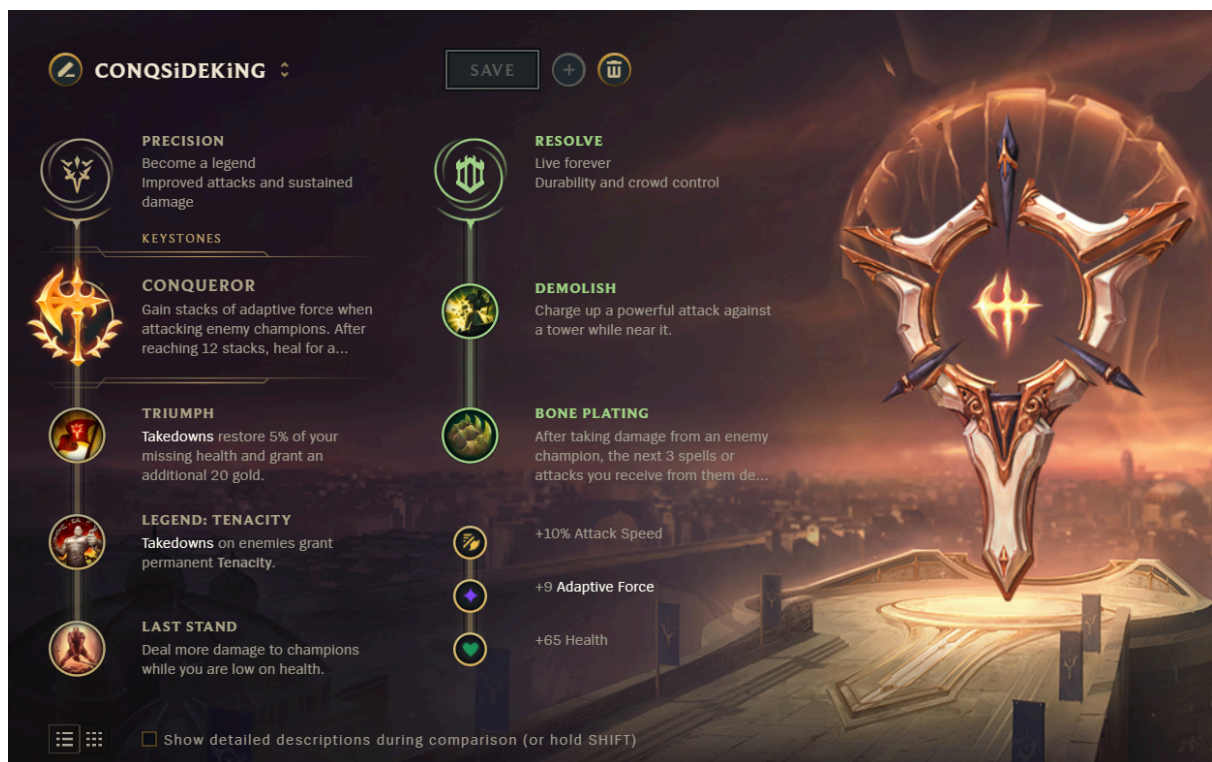
## CONQSiDEKiNG

‘CONQSiDEKiNG’ as the name already says this is a Conq page tree with sidelaning tools, this will be taken in most cases where u know ull get a tempolead/kill which will result into u beeing able to utilize demolish a lot of the times.

With that runepage u also wanna have hullbreaker most likely added to ur build to unleash ur true sidelaning potential.

As mentioned demolish gets added for overgrowth for example and demolish gets chosen over it and boneplating/2nd wind as u need it in that game/matchup.

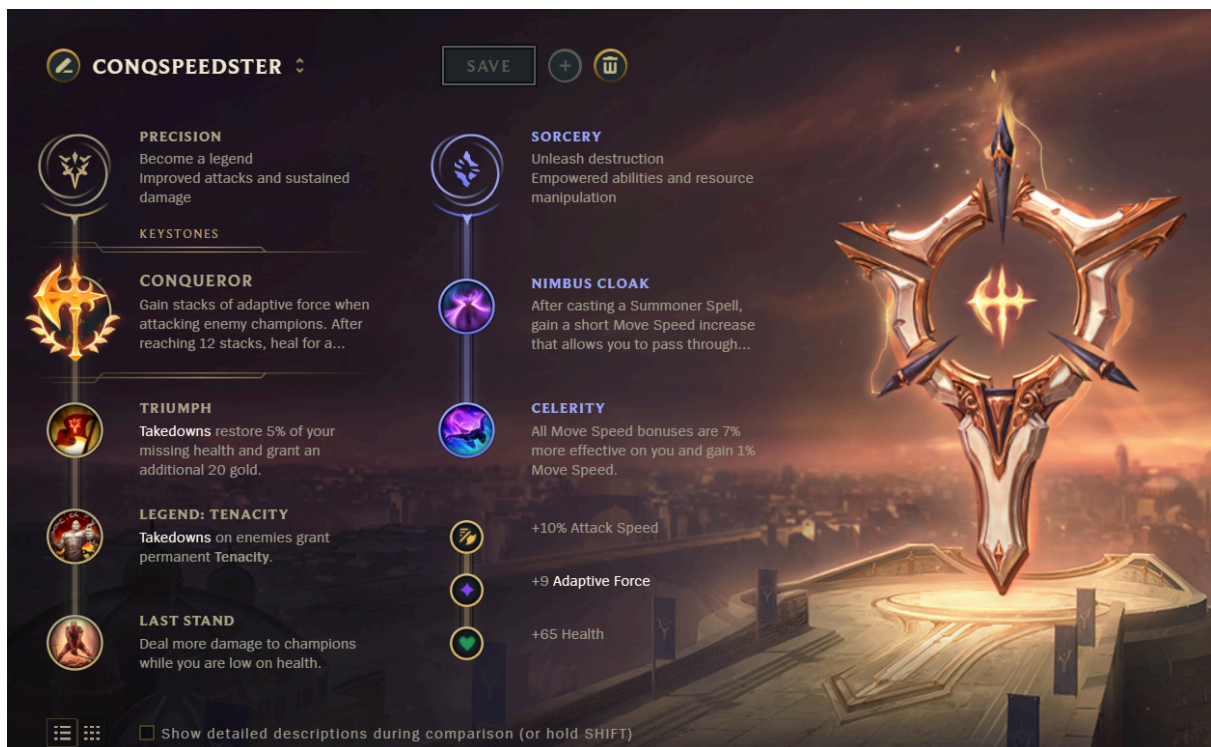
Other than that adaptive and insta HP has to get added since u wanna apply the most kill pressure on ur enemy and scaling most likey wont be an option for u as much as early kill pressure



## CONQSPEEDSTER

'CONQSPEEDSTER' is a Runepage combod up with a really spicy 2nd tree which will make u be able to feel the amount of speed like ure in a fucking LAMBOXD.

i can only recommend this when u absolutely know ur gonna smash ur competition on the topside and snowball out of control, otherwise this runepage can get u into really bad situations where ud take a trade w boneplating for example but since u dont have it u end up deadge or like almost dead and u have to reset due to not having resolve tree 2nd.

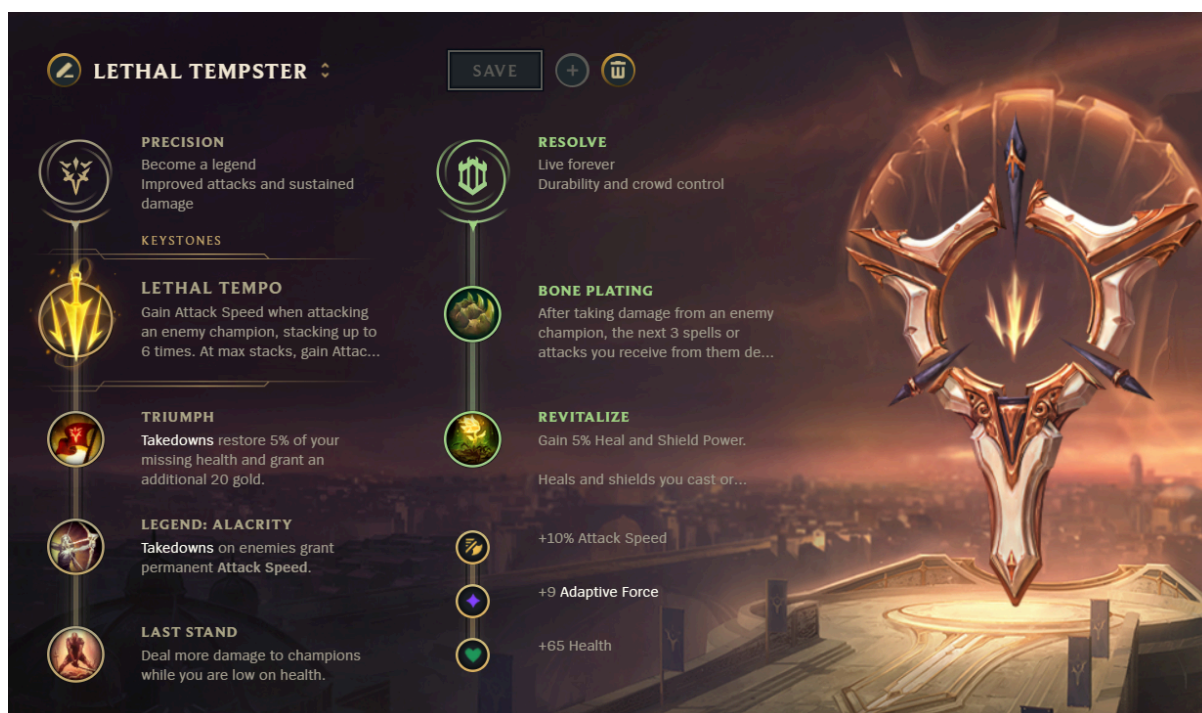


## LETHAL TEMPSTER

'LETHAL TEMPSTER' as the name doesn't keep a secret from u is just a simple Lethal Tempo rune page with resolve tree in 2nd tree.

This rune page can be pretty good if u struggle against certain champions like Yasuo, Yone, Irelia, Renekton, Morde.

I DO recommend u to learn those matchups with conq tho because it will one day catchup that u need to learn them with correct rune pages due to the conq loss in teamfights. if u dont know what i mean know ull know one day what i mean.





## DEMON JUICER DARIUS

'DEMON JUICER DARIUS' is a runepage u need to take against the demons of toplane.

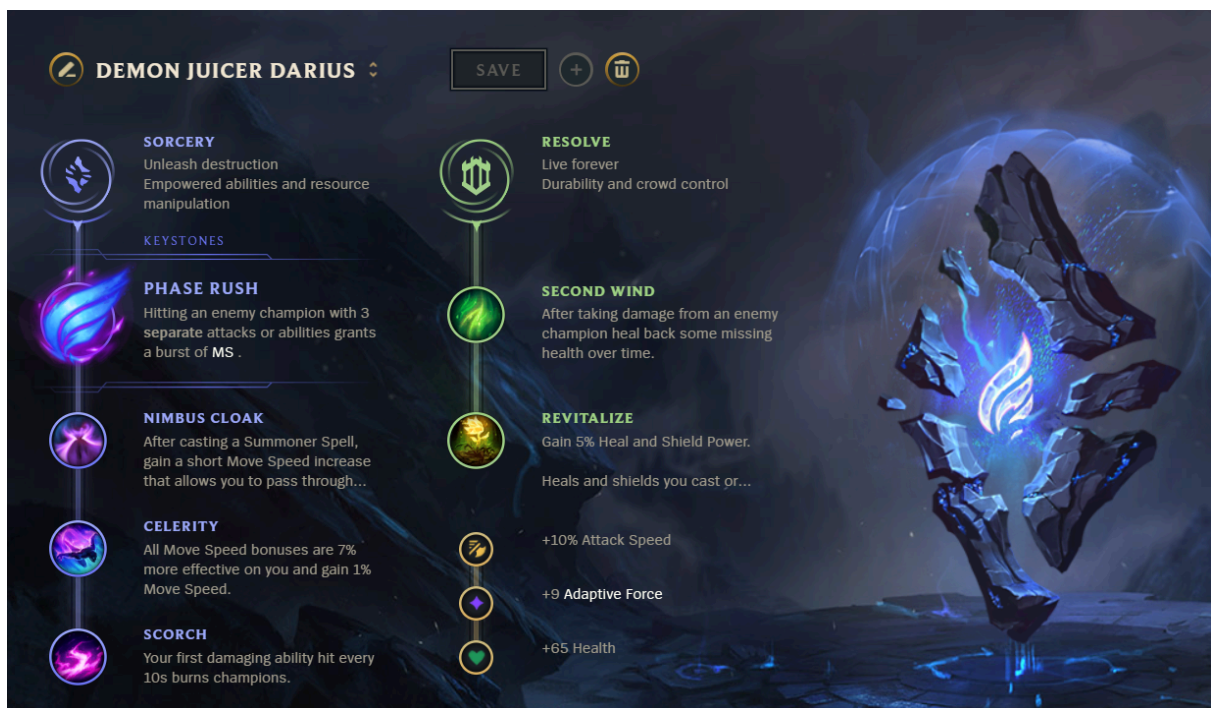
U havent face the demons yet on top? Well.. im happy for u UNLIKE u I HAVE FACED THE DEMONS. THE DEMONS ARE VAYNE,QUINN,TF,VARUS TOP THOSE DEMONS THOSE ARE THE DEMONS IM SPEAKING ABOUT AND IN ORDER TO CONQUER THOSE DEMONIC CREATURES U,, NEED TO BECOME THE DEMON JUICER URSELF. WITH THAT BEEING OUT OF THE WAY THIS IS THE DEMON JUICER DARIUS.



ADJUST IT.  
MAKE URSELF BE THE DEMON.



art by: shinda292



## *DARIUS MATCHUP GUIDE*

Since we got majority of the Darius things out of the way, now its time for the big part of this document.

In this part ill explain every matchup in very close detail and also add tips and tricks to them when it comes to itemization.

This is only my opinion about the matchups and how i think that its the only way how they should get played and yeah im basically only talking about my experiences in those kind of matchups in the time i have gathered as a Darius OTP.

If there are any Champions missing which u want to have added let me know on my discord since i really want to get all of them into this document.

Its also really important to add that there are matchups where i personally struggle harder than maybe u or other Darius players, since i have a really different playstyle from the majority of Darius players so yeah.

The matchups go from HARDEST (Start) to Easiest (END)

With those things beeing out of the way, lets get straight into it.



## EXTREME

### VAYNE

Vayne is one of the most extreme matchups on Darius and one of the highest skill ceiling ones. one of the most major tips i can give u is that u play around the bushes since those are essential for u to be able to play this lane out correctly and also to not get poked out too much on lane TRICK;



This pink ward will result into enemy not having vision onto u and not being able to facecheck bushes anymore, u wanna get a pink on one of ur first resets so u can play the bushes it is really important that u do so. Another tip i'd give u is in general try to get swiftness on first base as well as fast as u can, combo it up with a preset of phaserush runes prior that and ure good to go tbh. Another massive tip into vayne is also that u try to always think 1 step ahead, what i mean by that is simply just try to understand the vayne player when he wants to tumble forward for an extra AA, so u basically 'studder walk' back and then u predictively walk towards her again and catch her dirty handed with ur E. Also into Vayne its really good to try and get trades with AA-W first and maybe even Q before u use ur E, u dont wanna use ur E only as a initiator in most cases with phaserush u can, but if u dont run phaserush getting an insta E onto her is most likely not the best case it still works out majority of the times but the moment u phase a really good vayne player will be the moment ull exactly know what i mean. Other than that against Vayne it can be really nice to get Stridebreaker first into deadmans into Edge of night (IF THE VALUE IS GOOD IN THAT GAME FOR EXAMPLE VS MULTIPLE ABILITIES WHICH U WANNA DODGE IN THE SAME WAY). IMPORTANT NOTE: u can not play trinity into vayne its absolutely impossible to do so. Another good tip has to be that when she starts kiting u that u sometimes dont play for ur ultimate reset u just press ur R to keep stacks on her since sometimes she spaces/kites u so well that ull lose ur stacks.

## TEEMO

Teemo in my opinion is unplayable, there is no moment u can win lane against this demonic creature. It is indeed my most hated champion of all time due to this Alan234 guy since majority of the time if i face a teemo i need to face that guy and its fucking disturbing. Jokes aside i do truly believe that if the Teemo player is same good as the Darius player there is simple no world u can ever match the power of Teemo as Darius. I must say i havent tried Phaserush into Teemo yet and ill try it as soon as i face this demonic champion again so i can update this matchup the moment i face it again with the Phaserush seducer. Technically i would still say this its really important u keep ur E to hold grip onto Teemo as in all ranged matchups and that u gotta be really careful with ur W's since if Teemo has good timing on his blind ull lose ur W and wont even get the slow/dmg/stacks off. so be really careful when u time ur W. Swifts are really good into Teemo too and overall Stridebreaker item path for sure benefits for u in this lane so make sure to pick those 2 up. on 2nd item slot a dmp will for sure be good also or maybe even a rookern/steraks. I do think mercs can be fine also due to blind cc duration but swifts might be a must the moment the Teemo builds them himself.

## Varus

Varus top became meta in late S13 start of S14 due to a player or lets say a streamer called 'kerberos' he made an invention where Varus gets played as a toplanebruiser sort of style with PTA barrier, this is the definition of a Darius counter since prior 6 he wins due to pta and barrier if spaces it correctly and after 6 Varus wins due to his ultimate and his W which deals a lot of %hp dmg. I do believe that there are spots where u win for example if u flash his Q after he got those W stacks onto u or u cancel his Q with ur E both extreme hard mechanics tho since u are basically melee while u fight him and his Q is basically out instantly since ure rly close range so u would need to flash/or have good E usage predictively. Other than that id say what can be good against Varus tho would be a more sidelane oriented playstyle with a Hullbreaker on 2, still i only would recommend u to maybe -5 (dodge) this matchup since this is really horrible to play against and also another tip would be to play around bushes like u do against vayne (explained in the vayne example) but overall its just a lot harder to play than against vayne (PERSONAL OPINION)



## QUINN

Quinn one of my most hated matchups by far, really disgusting to play against she can also before her E in ur W animation and ur W will get canceled. Other than that quinn always runs fleet which is really really rough to play against. A good tip against quinn tho is if u hook her u insta walk behind her so if she would E you (the jump thingy) she would jump into ur turrets direction. Its almost impossible to cancel Quinn E since the reactiontime window is really small. Other than that bush prio is as important as in the vayne/teemo one and yeah for runes into quinn id take phaserush tree. good spacing also will make u see some good profit. (Stridebreaker also a must in this matchup & DMP)

## KENNEN

Kennen one of the most extreme matchups as well for Darius since this matchup is insanely space-depending means u have to have good spacing as the Kennen player but also good spacing as the Darius player. this matchup either shows u that u already have good spacing or it will HUMBLE u. Basically once again Phaserush is a must, also same goes for Stridebreaker DMP can be build into kennen but most likely u need to look for some MR item inbetween either instead of swiftiness boots(mercs for example) OR rookern on 2 if they have a lot of APs. Coming to the Matchup itself, its really important that u start trades with AA+W or W+Q, u can start trades as well with E+ AA+W !RISK that u get stunned if he got a Q before onto u so u wont get W thru and he will just E out himself. overall its just important that u dont get poked too much as per usual in those ranged matchups so u basically once again forfeit € of minions and u play for the xp of the majority of them. sometimes u can buffer ur E before he stuns u also its pretty skill reliant tho. (DO NOT RECOMMEND IF NOT PRACTISED)

## TWISTED FATE

Twisted fate is one of the hardest matchups also, since he scales insanely well and he can basically match ur ghost/flash due to his lvl 6. What makes Twisted Fate so frustrating to play against as well is that he can basically run fleet,swiftiness and run nimbus cloak on 2nd tree also and he will most likely always be ahead of u in tempo which sucks since u wont be able to match his lvl 6 spike/roams most of the time and that will lead to tf beeing able to play the map on a crash and u wont be able to really adjust to that. What u can do tho is that u can buffer ur E onto his goldcard throw so u basically make him not be able to AA u while ur cc'd and also u can stay sticky. In this matchup i recommend u to take phaserush, build stridebreaker & also go DMP on 2. for boots as per usual into those we love our swiftiness ones.



## RUMBLE

Rumble is one of the hardest Darius melee matchups by far he wins almost every trade prior 6 and after 6 he basically wins all ins as well on which he overheats. I would say Rumble's biggest weakness is when he overheats or when he doesn't have Ignite up, those should be the moments you're aiming for when it comes to all ins since those are hardwinning for you. Overall it seems like Phaserrush does better into Rumble but there is still a lot of testing I need to do myself on that. Since it's a completely different playstyle overall (PHASERRUSH&CONQ). Other than that just play the lane like a Mundo lane so you don't get poked too much by Rumble's E's. Technically itemization-wise I'd recommend you to rush Hexdrinker maybe Swiftseeker if you think you can execute it well enough other than that Mercs if enemy draft allows you to and also for mythic I do believe Trinity is better melee, but I have done a lot of testings lately and I must say Stridebreaker is on top.

## LUCIAN

Lucian is one of the most secret counters to Darius if played correctly since if you grab him you basically lose since you give him a free R rotation and that will end up being the death of you. Other than that I'd recommend you to go Phaserrush since it gives you the utility you need in order to be sticky on him. Other than that try to keep your E as long as possible because of the previous mentionings. Also bushprio is a big thing since otherwise you will be really vulnerable. Other than that Stridebreaker DMP combo really good here and yeah that's kinda about it.

## HEIMERDINGER

Heimerdinger is a matchup in which you will never get prio, it is really hard to kill him as well due to his turrets and his E ability. The biggest tip I can give you though is when you send the all in that you flash his E prior 6 also, you will automatically win it/or it will cause him to insta flash. Other than that I would say trying to grab him while he is poking you under your turret is really really good as well since most Heimerdinger players don't utilize the movement speed of their turrets.

## RENEKTON

Renekton in my opinion used to be a skillmatchup, but those days its a fake skillmatchup if the renekton player has good E usage and plays ignite/pta. He wins out massively on the short trades so basically he works like a riven but in easier to play which makes it even more frustrating to play against. Important things against Renekton are for example that u keep ur E as long as u can so u dont start trades with E basically a good trade against Renekton looks like that: u cheese in a bush and get to trade him with AA+W for example and then if he trades back u can basically try to cancel his 2nd E or even his first one to be sticky. Overall i would say if Renekton plays Ignite its really hard to find a killangle or lets say killpressure in general since he can really just decide if he wants to take the short trades or the long trades. important to know as well is that Stridebreaker itself is better into Renekton than Trinity. ALSO against Renekton u should not play for Reset, u should technically fit in the R anytime u can for maximum amount of dmg as fast as possible when in killrange almost with R since otherwise he might get another Q.

## RIVEN

Riven is a skillmatchup in my opinion, it do be Riven fav i would say but there are tips and tricks on how u can win it. 1st of all its important to notice the runes riven is running and summoner spells IF Riven runs Flash Ignite she has really really good kill pressure onto u even in the early game. (LVL1-6). In order to win trades against Riven ur E+Q usage is ur A&O its really important to have a good E and Q usage in that matchup since Riven as u know has a lot of dashes. What i mean by good Q usage for example is taking the 100% Q's for example if she used all of her Q's and her E u most likely have a 100% Q which is needed in order to win the trades since otherwise u wont be able to sustain the Riven dmg. Another really important mechanic against riven is canceling her 3rd Q with ur E, it takes some time to learn this since sometimes u would time it wrong and she still gets her 3rd Q out and it will still damage/knockup and u basically wasted ur E since u cant make up for the dmg impact the 'non canceling' does. Big point in this matchup also is spacing if u have good spacing into Riven she will most likely choke a Q or 2 or maybe even her W. With all of that out of the way lets get to the runes and itembuild/s into Riven. If u struggle into Riven what is really good is Stridebreaker since it will make u be able to space her correct and u it is a lot easier to utilize the active passive of Stridebreaker in that matchup than the Sheen of Trinity. As well its really good if u go CONQ tree with resolve tree 2nd and boneplating, insta HP and also adaptive and attack speed.

## AATROX

Aatrox is also a Skillmatchup, even tho i do believe that it is Aatrox fav since he can play a lot around his Q's and also he can play ignite, he can basically choose if u play a shorttrade or a longtrade and thats what makes it for me be a bit fav for him EVEN THO it is a skillmatchup. Against Aatrox its really important as well to take double HP scaling in runes and boneplating & also to start d shield into him since he will most likely poke u out with q's if u dont have good spacing. For boots id recommend tabis since otherwise he will lowkey oneshot u on the longer trades with ignite u can still run swiftess tho in order to dodge his Q's. He will also have his 1st item spike a lot earlier than u since Aatrox runs really really cheap 'mythics' or lets call it 1st item slots. for example; Eclipse,Sundered Sky. When it comes to ur E usage its really important that u either grab him after he uses his E or in his E animation that u basically cancel him. other than that u can combo it up with a AUTO Q as well after the E since its really important to get that guaranteed Q.

## KLED

Kled is really Kled fav. especially in higher elo since Kled players will be really patient about their hookshot since they will only throw it when they get really really close towards u which basically makes it impossible to sidestep, in lower divisions of play tho they do freestyle it so u basicly just gotta watch out for it and the moment they missed u can look for a hard all in. Against Kled once again u wanna start a trade with either AA+W or Q + AA + W, freestyling ur Q is only an option if it is out of FOG means if u are in a bush or smth like that. Other than that Q'ing like this can be really risky in that matchup since he can just dash onto u since he sees the direction ull path since u want to hit ur Q. For Items i would recommend u to go Trinity or Stridebreaker i do believe that Stridebreaker is a cheatcode in this matchup but u might lack damage later on due to the non trinity aspect. Runes as well Conq with boneplating works really well for me since many years.

## SETT

Sett matchup is one of the harder ones for lower division Darius players due to the fact that majority of lower elo Darius players lack an important part which is really important in that matchup which is spacing. Your biggest weapon as Darius vs Sett is ur spacing, u can make him look like a noober if u have good spacing due to the fact that he will wip his E in the early stages of the game and also spacing is really important in that matchup because he shoots 2 AA's while u shoot 1 right so if u space him with ur W or w ur ghost or without all of that he will not be able to send 2 AA's in . Overall itemwise id say once again if u struggle into him Stridebreaker is for sure a matchupcheat for u, other than that id recommend u to go Trinity since the damageoutput is CRAZY and also since u face a melee already it might be a good Trinity game also midgame of Trinity is just a lot stronger since ur DMG is just crazy. Other than that there is a mechanic u can do which is E+R where he will not be able to W and u get full dunk dmg through, can be used in some situations. For runes simple conq tree and boneplating obv, if ure really cocky u can go nimbus celerity 2nd but i dont recommend.

## WUKONG

Since we are on patch 14.6 Wukong got buffed recently and he is really really good into Darius especially if he runs Ignite. Its a oldschool Darius counter back in the days more popular than in those days. Into Wukong its really important to not freestyle ur Q's as per usual since he wins the trades in which he dodges them. Stridebreaker is really good into wukong since u cant utilize trinity as much as u kinda lose rly close combat if it gets to that. For runes id say its really good if u run Conq with resolve tree 2nd boneplating. A good tip against wukong is that u for example see on the clone when he uses it that ur stacks disappear so u automatically know that he used his W and its his clone since the stacks u already applied on him will stay on the real wukong. Other than that i would say 'double qing' is affective too since ull get double Q on him and his clone if u can circle it that u dont have to face a disadvantage while u try and go for it. The moments in which he doesn have ignite his kill pressure is pretty low against u. But yeah as mentioned to wind it up, dont Q unless he used his E (since if he W's into ur Q u still hit his clone atleast and u can still win the trade), be careful when he has ignite up to not fall for a bad trade & also try to keep E as long as possible in order to get either 100% Q or be sticky with ur E (so u can keep touch w him)

## CASSIOPEIA

Majority of the Cassio players in lower divisions won't be able to space that well even tho they will play phaserush they will still tend to walk melee enough for u to be able to get onto them. I would recommend u to go Phaserush and also go stridebreaker with boots of swiftness since ull benefit a lot of them, u can also go mercs if u want to but best is for sure swiftness in order to sidestep heir Q's. Other than that its important to know that Cassio W makes u not be able to R since Darius R is coded as a dash (i know its really stupid and i know it doesnt make sense at all but sometimes there are moments where u dash when u Darius R, for example what happens to me sometimes that i R myself out of J4 R or R myself into J4 R that can happen from time to time so yeah. Other than that u can bait out her Q's by walking up to the wave and then walking back kinda u can cancel an AA for example and bait it out with that. It will take u a lot of practise also to sidestep Cassio R but once u learned when she wants to use it and how the animation looks like u gonna be that montagewarrior trust me, but it just takes a few times to learn. And also u gotta play around bushes in order to get all ins without using ur E.

## KARMA

Karma is a really rough one for Darius also since she basically won't go oom while poking u at any stage her Mantra Q really fucks u up and also her itembuild makes her be able to permapoke u at some point. Also, her Mantra W is pretty disgusting to face since she will actually kinda out-trade u with that also in short trades. a Tip against Karma tho is that once again u need to play a lot around bushes also like in the prev matchups mentioned but u gotta look also that u start trades with AA+W and u keep ur E for the moment when she roots u OR when ure already on 4-5 stacks and she E's for example for movementspeed to get out so u stay sticky. For itembuild id recommend u to go stridebreaker if they dont have to many melees as per usual and for runes u can go phaseruhs but i do believe that this lane is also easily doable with Conq. and resolve 2nd tree for second wind.



## RYZE

If the Ryze has more than 10IQ ull never be able to touch that guy due to phaserush (u should match it as well) and the way how he can trade u, u should basically sacrifice \$- of minions and just aim for the xp of the majority ones since once u drop too low elo ull need to reset regardless. Other than that id say a tip against ryze is that u use ur E after he fullcombos not before that besides with phaserush u kinda can for that trades but i wouldnt recommend. For Itembuild id recommend Stridebreaker runes u can decide what u need u can go for CONQ and nimbus cloak 2nd tree or u go the normal 'easiest' one Conq with 2nd wind (2nd tree) or u go for the phaserush which works well too. Also ur E can cancel Ryze R if u pull him at the correct time in his Ultimate.

## AKALI

Akali is one of Darius worst nightmares, people tend to think that this is an actual good matchup for Darius but indeed it is not, its insanely hardcore Akali fav. and therefore its really hard to get a lead in this lane or just win it in general. Into Akali id recommend u to go Conq with boneplating d shield start and also if she doesnt play flash ignite or flash tp that u cheese her lvl 1 in the 3rd bush so u get a cheese run onto her first wave and if she didnt max W she basicly100% dies no matter what. Other than that for itembuild id recommend u to go hexdrinker->stridebreaker for boots u can decide inbetween mercs and swiftness whatever suits the draft best. Also as Darius u see her in her shroud she doesnt get totally revealed but u see how she is pathing in her shroud if u have stacks on her. And most importantly u dont wanna start the trade with E against as in many other matchups prev. mentioned.

## REK'SAI

Rek'sai is a newcomer or what does newcomer mean but on the patch we play he do be indeed really annoying to play against in my opinion one of the hardest matchups also for Darius atm, he just totally outsustains u, u basically can never fight him even the trades which are good for u he will win out in the longer run (after the trade due to his insane sustain). If u ever face Rek'sai id recommend u to just get Conq, boneplating 2nd tree and just try to scale it up with him, otherwise ull take trades which are in his fav. and it might lead to u getting dove or u needing to take a bad reset which will result into u losing a lot of xp/cs in general. Other than that u can cancel Rek'sai dash with ur E but u need to time it really well and he can just tunnel away another time majority of the time so yeah just scale it up in that matchup its just really disturbing to play against. For mythic id recommend u trinity since u wont be able to kill this freak at any given moment HAHA.

## LE'BLANC

Whats important to know is that were speaking about AD leblanc top, ap one is not even that rough to play against. Into AD leblanc id recommend u to go second wind with dshield combo, can abuse phaserush and conq as well pref would be def phaserush. Once again its a ranged matchup and once again its important that u play around those bushes since otherwise she will just poke u out. When it comes to laning against that champ or lets say trading its really important that u dont use ur E insta, its always better to look for a trade where u can get onto her out of fog (out of a bush for example) and then W her or AA+W or maybe even wait till she uses her W for wave clear maybe if she thinks ure base or smth. You can technically cancel her W but its really hard to find the timing for it. For her passive ull see that the real one has the stacks u prior applied on her. Other than that once again Stridebreaker into her and maybe even swiftness boots depending on how many AA champs they have if they are too autoattack heavy u can just fit in 'plated steelcaps' DMP on 2 seems to be working really good too.

# HARD

## OLAF

Olaf is one of the harder matchups but not extreme due to the fact that this matchup is skill depending from both players (skillmatchup) but it is Olaf fav for sure since his ultimate is just really good into Darius when it comes to Darius not being able to use his E aka kite him easily/space him easily. This matchup is not won if Darius is 1/0 or 2/0 Olaf still always tends to seek comeback potential due to his kit. Into Olaf id recommend u to rush tabis and go Stridebreaker since u need some tools to space him and also its just good spikes. for 2nd item id recommend Steraks. For Runes into Olaf id recommend u to go Conq (with boneplating obv), i do believe Phaserush is pretty playable as well but its a complete different matchup with Phaserush so id recommend u to just learn it first with Conq since its a lot easier to play with Conq due to the fact that Conq suits Darius a lot better in a mu like this and if ud play Phaserush ud basically need to kite him perfectly w the duration of it which can cause him since majority of the Darius players tend to HARD all in whenever they can and not care about spacing or playing it slow. Tricks against olaf are that u basically pre 6 keep ur E as long as possible and that u play away from the point where he throws his axe so he cant be able to insta use it again. What is really important against olaf is as well that ure aware of the fact that he can basically run u down if he hits one Axe IF he plays ghost as well (majority of Olaf players play ghost but i do believe that from iron-emerald there are Olaf players which play TP as well for whatever reason) Other than this what u can do vs Olaf as well is just full send a sidelane playstyle where u commit with demolish and hullbreaker on 2 after stride, since he is either forced to match the hullbreaker or he just loses sidelane. (i only recommend this tho when u know ure gonna snowball and if enemy draft doesnt allow u to teamfight/or if olaf is a lot more useful against ur team vs u cant play vs his)

## VLADIMIR

Vladimir is hard as well since he can really space u insanely well and he most likely will play phaserush OR summon aery which is both really hard to play against since he can basically outsustain u really hard and keep space towards u. In higher divisions of play Vladimir players also rock ghost ignite with aery and they will make sure u dont have any room to breath. A tip against Vladimir is that u for example hold ur E as long as his pool duration lasts so u can basically hook him after he pools away. other than that its really important to keep ur focus on his red Q's u dont wanna get poked by those otherwise ure gonna be forced to recall pretty early since those hurt pretty bad. Stridebreaker into Vladimir is really needed due to his kit and most likey runes also, mercs/swiftness is the angle here and for runes u can decide if u need to match the phaserush or if u go Conq (preference)

## TRUNDLE

Trundle is one of the harder ones as well due to the fact that he can basically all in u pretty heavily and majority of the Darius players always fall for trundle lethal tempo cheese. He has a lot of dmg output especially early lvls. Whats really important to know is that u dont facetank him like Garen for example or any other type of bruiser where u really wanna stick melee towards the enemy champion. its important that u play a lot arround ur Ghost and ur W as 'kite tools' since otherwise he will be able to put out his entire lethal tempo onto u and believe me thats a trade u going to be losing. Since im a fan of CONQSIDEKiNG in that matchup as prev mentioned the rune with demolish, i pref to play a more sidelane oriented playstyle against certain champions like Trundle for example. So ill rock the Conq rune with boneplating demolish 2nd and a good Trinity Hullbreaker combination. My thought behind all of this is just that i dont like the fact of beeing able to win lane against trundle but he will be only sidelane as well and i might be the one who needs to answer him so i pref. to fully send it in a matchup like this.

## WARWICK

Warwick me for myself i wouldnt count in as 'hard' anymore due to that i learned how to play this matchup since i faced a lot of high elo warwick players in my player history and now ive learned exactly how this matchup works. But due to the fact that a lot of Darius player struggle against it i decided to put it into hard. So warwick itself is a champion who wants to take a bad trade and continue to trade afterwards due to his passive and that most of the warwick players rock barrier as well. Warwick can be easily outplayed tho, since once again its one of the matchups where u just gotta use ur ghost/w as a kiting tool/spacing tool and u can make sure that he wont get his full lethal tempo out on u and also if u play it slow he is forced to step perma towards u ohterwise he will be losing out on every trade since he wins out harder on the closer/longer trades in the early stages of the game due to his cheese summoner spells+lethal tempo+passive+E. why E u may ask urself, simply exempld: His E makes u not be able to trade back (it fears u) and he can basically fit in 2-3 AA's with lethal tempo and passive which will make him heal an insane amount if he is low enough. Thats why spacing is so important u can basically space this spell if ure good enough and if u can manage to do that u fuck him up pretty brutally. For items id recommend u to go Stridebreaker if u struggle into him due to the fact that u can kite him really well with it + it slows him a shitton. Runes id recommend u to learn this matchup with conq and boneplating instead of lethal tempo, if u struggle u can obv go lt but id recommend u to learn it w conq for later stages of the game. A advanced Tip against warwick is that u can basically cancel his R if u predictively press E when he ults u but this is something so hard which u can only do once in a while, other than that dont wip ur E into his 'dash' Q since if that happens ur trade is auto losing. so be really patient about ur Q+E's due to his Q.

## JAX

I know i know for a lot of u this is going to be a 'WHAT?? JAX HARD?? DARIUS CAN JUST E HIM AND WALK OUT?? WTF) But i always struggled into this champion no matter what since i play a really risky and aggressive playstyle which sometimes results in me taking trades which are good for him and bad for me. Whats important to know is that Jax is overall a champion which will outscale u in the later stages of the game he will also be much more productive on sidelane than u and will also be always a threat to ur team and u also since he can basically dodge all of ur spells besides ur R which makes this be a frontliner which can dodge out on all ur spells basically and a champion which will always be scary to face for ur team. ALSO why i hate this matchup and why i think its so hard is basically that u as a Darius player are auto attack depending, now imagine u end up in a Draft with a Viego and a jinx, peeler supp and lets say atleast thank god u got a mage mid but its Azir. If u basically lose lane u lost the game solo and i really hate champions which make Darius unplayable just by default (AND JAX IS ONE OF THOSE D3M0NS,,) but yeah enough ranting bout this demon lets get more into the matchup detailed stuff. Into Jax id recommend u to go Conq tree with boneplating. Also i have been playing a lot of Stridebreaker into Jax lately and i have to say its brilliant it makes u be able to kite him so well. for Boots id recommend u always tabis otherwise not playable. Get them as fast as u can. A obv. tip against jax is basically that u E him when he Q's / E+Q's u so u can avoid his dmg output while u cant trade back and then u could look for a countertrade since he used his Q (means he cant dodge ur first Q) and he used his E for example. U can try to time a 'W' after his E rotation as well but this is extremely hard. And also try to play arround Fog a lot into Jax since u might be able to sneak up-on him and give him a little AA+W and u can see how reacts to it, if he trades u after it he basicly 100% loses. ALSO be really careful when ure fullstacked and he has E, the more dmg u put into his E the more DMG it deals.





## JAYCE

Jayce is so hard that i almost put him extreme, this matchup is a lot in his fav due to the fact that he is so strong in lane. There are really only rare moments where u can actually punish him, for example when he swaps form from melee one to ranged one since his R has arround 4-5 sec cooldown i believe. Other than that u have to kinda time ur E really well into him (for example he dashes on u with melee form gives u a few AA's and then knocks u away, if u time ur E really well into that knock-away u can basically get grip onto him but he will still proc phaserush and walk away) <- in that case u match phaserush and ull be able to catch up. U can also cancel his dash onto u which can be pretty good but if u dont have phaserush matched u wont be able to catch up to him. Once again playing arround the bushes & the Fog in general will be really good for u in this matchup. For Items id recommend u to go Stridebreaker & DMP on 2. Runes Phaserush 100% Conq can be played as well but ure gonna suffer believe me.

## NIDALEE

Yeah this looks really uncommon and kind of troll, but Nidalee top is actually a thing and it is really depressing to play against. There is a toplaner called 'TTV SENSEN' who plays this Champion on top with grasp, so if ure ever gonna face it its gonna be horrible. U basically lose prio over the bushes early and she will be permanently playing arround it and she gets a lot of movementspeed in those. Also she will start W and make sure that u cant really walk up without getting dmg'd and triggering her passive to AA u while it. Into Nidalee top its a must to go Stridebreaker and to go swiftness with Phaserush 2nd wind combo. Other than that if u can somehow regain bushes that will be in ur fav. but its not that simple especially not if she plays Grasp. & Also majority of those nidalee toplane players play her with Ignite which will make all innig basically impossible. (i know this matchup is really rare and maybe u have never faced it but its really important that we still list it)

## VOLIBEAR

Volibear is pretty hard in my opinion since if a volibear knows what he is doing he wont choke his major abilities, so u really once again rely on ur spacing etc. As mentioned in other 'high spacing' matchups its just really important that ure really really careful with ur E+Q usage and also W usage. u gotta make sure that u use ur Ghost as well to space him and kite him fairly well. pre 6 u can kinda be a bit more mcgregor with ur E's but after 6 u gotta be really really patient that u basically E the volibear only when he is in killrange with for example E+Q+AA R or keep it after his R to stop him from hard all ining u so u slow down the trading pattern. Other than that for Items into Volibear id recommend u to go trinity since otherwise ull struggle when it comes with DMG. for Runes Conq is really goated into him and also 2ndary u gotta get that boneplating going. now u might be like, did he say BONEPLATING INTO VOLI? yes. boneplating into voli since u need to make sure that if he all ins u that he doesnt one shot u, im totally aware of the fact that he can proc ur boneplating by just simply stackings his passive on the wave but in that matchup u should not let him hit the wave first regardless. You can still run second wind if ure more confident with that but i myself i go boneplating.

## GRAGAS

Gragas is one of the hardest matchups also for Darius since of the fact that he always runs phaserush and he has such good sustain in lane and poketools & shorttrading tools. For runes u have to match Phaserush against Gragas otherwise u will not be able to keep in touch w him. 2nd tree as per usual into poke 2nd wind. For Items id recommend u to go Stridebreaker into this Champion since it will help u keep touch with him. A tip is that u can buffer ur W before he hits his E onto u. There is not a lot more i can tell u about this matchup because i do feel like he is most likely unpunishable.

## YORICK

Yorick matchup is pretty rough in lane due to his poke potential and also he outscals u really rough and is a sidelane oriented champion while ure more of a teamfight oriented champion. But there are still ways on how u can play that one out pretty solid. When it comes to Yorick denying him lvl 1 minion xp (zoning from first wave) is a really solid technique to work against this Champion since this will cause him either to take a really bad trade lvl 1 or he will lose the first 3 minions. Other than that id recommend u to go Phaserush i did a lot of testing with it into Yorick and it seems to work really well i like it a lot since u can play trades really mid-term-long which is really good for Darius into Yorick. Still id recommend u to go Demolish in the runes and full send it sidelane as well with hullbreaker on 2. There are not really many tips i can give u vs Yorick, u just dont wanna start trades with E and thats it.

## ZAC

Zac surprisingly is pretty hard on the current patches, his healing is immense and so is his sustain and his trading patterns. Against Zac u gotta be really careful with how u trade into him since he will run Grasp+Ignite majority of the time. He wins out really hard on short trades as well and he has some really good tools to make u choke ur Q's so u gotta be really careful with how u shoot ur Q&E's. Into Zac id recommend u to get a Executioners as fast as u can boots dont really matter but id not even recommend u mercs since majority of his CC are knockups and tenacity doesnt reduce that. Most cases i even went for a hexdrinker as crazy as it sounds but i do believe everything else just doesnt work. ( MY PERSONAL OPINION ). For this matchup in general id recommend u to go Conq with 2nd wind if u wanna trade him a lot and if u want to more limit test long trades id recommend u to go boneplating since he has some good all in potential. Overall u wanna keep ur E to cancel his E or get minimum a guaranteed E+Q. In lane u dont wanna dunk him for a 'Reset R' u wanna just kill him and get rid of his blops. ALSO this is why i think Zac is a hard matchup due to his teamfighting potential and that he is once again a frontline u can only stack stacks on and never reset on in majority of the fights due to his passive.

## AZIR

Azir, maybe for some of u a matchup u wouldnt expect to be in this sheet, but when i was in EUNE master+ and sometimes even in EUW i do face Azir toplaners. This champ is so good into bruisers like Darius it actually amazes me u basically can never all in and he just outscals u on 1 item. Against Azir once again bush prio is really important and also to not start trades with E. Id still recommend u to go Phaserush into this matchup and also Stridebreaker swiftiness DMP combo (incase enemy draft is not too ap heavy). And yeah there is really not a lot more about this matchup i can tell u about.

## ILLAOI

Illaoi is sadly not a skillmatchup in my opinion. If the Illaoi has somewhat of a good E/Q usage ull basically not win this matchup. She also outscalded u really hard on 1 Item and also sidelane aspect is really really disgusting to face. Since even if she goes 0/10 she can basically be on 3 items and ure full build if she gets a full rota on u u basicly lose. And i really hate sidelaners which can just troll the entire game and then still be freaky on sidelane. So u have only one option against this Demon champ u basically run conq or phaserush u can decide but really important with boneplating and demolish. I do pref Trinity into Illaoi due to the lack of dmg with stride if she goes iceborn & 2ndary item id recommend u to go hullbreaker and u just play a more sidelane oriented style. Against Illaoi its really important as well to not choke ur E after 6. same goes for ur Q's. The moment she misses E u win.

## XIN ZHAO

Xin Zhao maybe also a champion u wouldnt expect to be in this list but just for incase u face one its gonna be a really tough time. I myself thought it was a joke when i faced it but ey let me tell u it must have been a unfunny one because i didnt smile a single time. Whats important to know about Xin is that he will most likely play lethal tempo ignite and try to cheese the f\*ck out of u so u gotta watch out that u space him really well and that u dont freestyle ur Q's/E's since the moment u miss one of those major abilities is the moment u lose the trade. Into Xin also id recommend u to Stridebreaker if u ever face one due to the fact that kiting him is really important. Tabis rush into this Demon will help u out a lot as well. For runes its set and done with conq and boneplating. Into him i thought as well if its not the best to shoot a sidelane oriented playstyle with CONQ+boneplating+demolish but yeah that would be up to u & also hullbreaker on 2 with trinity on 1. Also what is maybe important to know is if u ult him while he R's u away it might tank away ur R dmg since ure not in the circle of his R.

## PANTHEON

Pantheon is one of the harder Matchups due to his kit, he got a lot of great poke tools and also a lot of dmg-dodge type of abilities against Darius for example he can dodge ur Q with his W he can also dodge ur R/W/AA/Q/passive dmg with his E and he can also play a lot of different runes PTA/CONQ for example which makes the matchup extremely hard, on top of that he can go Ignite and his kit allows him to play the map at 6. In this matchup its extremely important to once again get a trade without ur E and to really not freestyle ur Q/E's since u need to play perfect in order to win this matchup. Against Pantheon id recommend u to go Stridebreaker tho and not Trinity since u wont be able to utilize the Trinity DMG. Tabis are good into pant too and also CONQ+boneplating. Those days im trying phaserush also into Pantheon and so far i have to say it feels decent. Other than that tips against Pantheon are t hat u can cancel his W with ur E (REALLY HARD) And that u can bait out his Q's by 'fake last hiting' and also that u can flash R behind his R for the DMG.

# SKILLMATCHUP

## TRYNDAMERE



Tryndamere is a Skillmatchup i feel like since its easier to play against him than against Jax for example and also his kit is really easy forward and its pretty easy to fight against him, also he is so crazy countered by tabi+wardens combo he basically doesnt exist when u go for that combo. I dont know yet how much he benefits from the crit items buff but i do believe tryn would either need some early CDR on E in order to be good atm or idk. Anyways, in that matchup as mentioned for the ULTIMATE abuse u go tabi+wardens IF enemy draft allows it for example they have a Viego as well and a onhit Adc and just 1 mage DPS in mid. Other than that tabi into stridebreaker is enough and maybe a DMP on 3. Other than that keeping ur E on Darius is really important here simply because if u dont have E trynda is gonna be able to kinda get a good trade onto u or even force u to ghost out since he will surely be looking for an all in & also spacing is really important in that matchup in order to maybe bait his E out or get his E onto u. Whats really important to know also is that u cant reset on Tryndamere if he presses R in time, No u cant just E+R him since he can cast R while beeing ccd. D shield is really important into tryn since he has a good passive to sustain through ur trades. Other than that u can peel really good for ur Team also in fights against tryn if u just E him when he E's ur carries.

## DR MUNDO



Many people think that Dr. Mundo is hard but that is not up to reality, its a skillmatchup indeed due to the fact that he needs quiet some time to scale it up against u. In lane its just really important to dodge out on his Q's since thos really are keythings for him to be able to get prio. Just think of it as if ure laning against Blitzcrank, standing behind minions has a lot of value in that matchup. Nonetheless it can be good to cheese lvl 1 in first bush if he walks up to the wave (like most mundos below master+ do) and then u can get a really good trade onto him. Also another Trick i can tell u is that on the wave which will not make u 6 but the one which comes before the one before u hit 6 u try to get a trade where u E him to get his passive simply bec of the fact that u might be able to get an all in on the next wave on which ull get 6, and by then ull have ur E up again. other than that if u struggle to stay sticky to him Stridebreaker can be picked up but id recommend Trinity since otherwise ull lack dmg. For Runes obv Conq. with 2nd wind.



## GANGPLANK

Gangplank is one of those Skillmatchups where he has good poke tools but i personally think that the GP needs to play it 20x as good as the Darius, as Darius in this matchup its really important to play a lot arround the bushes and the Fog which they give, since its really important to catch GP without ur E in the first place, i like to start trades with a AA+W into Q+AA into E + AA majority of the time and inbetween i pop that ghost. Into GP id recommend u to Conq with boneplating and not second wind, since i like to all in him pretty often and boneplating makes up for his scary all in potential as well with his barrels. Also id recommend u to go Stridebreaker into this Demon so he is forced to W either it or ur W. DPM on 2 can make the magic happen also but i do go Trinity into Steraks which might be a shocker to u since i just told u about the Stridebreaker but for me its just important to have the trinity dmg in the later stages and i dont have issues with finding ways on how to get onto him (through fog, flanks etc) BUT i still do recommend the Stridebreaker for u since lately even i myself have been finding myself into spots where i build it against him. Against GP its really important also to combo his Barrel with AA+W when they are on 2AA HP so u catch him offguard and he might waste a Q onto it bec he thinks ure just gonna AA it once and leave 1 more AA HP stack onto the barrel.

## SWAIN

Swain is also a Skillmatchup due to his range but also because if he ever decides to go melee he basically gets murderd by Darius (ingame obv). Against Swain u can bait out all of his abilities by basically walking up to the wave and canceling an AA of the minions so u get out his E. Against Swain Fog usage is really good as well (once again with the bushes so u find the AA+W secret combo) u also wanna use ur E as late as possible to be as sticky as possible since most of the Swain players will play Ghost also. Into Swain id recommend u to go Conq+2nd wind. For items id recommend u to Stridebreaker if u struggle into him but i myself go Trinity since the DMG output is so important immense, u can also grab a executioner while ure at it. For boots u can swap in those godlike swiftness.

## MALPHITE

If you know me from my streams than u know that i like to pick Malph into Darius even since its a really good Skillmatchup and it can be really frustrating to play as Darius. I do believe its a bit Malph fav but only in lane due to the fact that he has infinite amount of poke. But against Malph its once again really important that u play around ur bush control and that u get trades without needing to use ur E as a major engage tool onto him (once again AA+W super good as a start) other than that u should also try to poke Malph with ur Q's since otherwise he will have his passive perma up in trades. Into Malph id recommend u if u struggle into him that u go Stridebreaker into Blackcleaver/Steraks, i myself go Trinity into Steraks because i know exactly how to play my late early/mid game into him and Trinity dmg really makes up for a non-blackcleaver type of factor. for Runes once again Conq with 2nd wind tree and maybe if ud really like to u can even play Conq tree with demolish 2nd wind 2nd and u can play a more sidelane oriented build into Malph since he wants to teamfight and u can basically take over on side with hullbreaker on 2 and demolish.

## POPPY

Poppy is a skillmatchup due to her poke variety she has. She can easily poke u out while u walk up for minions with her passive AA+Q. A good poppy will make this matchup go from a bit Darius fav to Poppy fav if u miss a lot of Q's so be really sure when u throw them/when and how u walk up. Tip against Poppy as well is that u keep ur E as long as possible in order to be as sticky as possible &/or to cancel her R. into Poppy id recommend u to go Trinity since the DMG output is once again immense since she will most likely go Iceborn-tabi-frozenheart and with Stridebreaker u wont deal dmg. Other than that for Runes u should run Conq+2nd wind. If you struggle a lot into Poppy u should just take Demolish and full send it with Trinity and hullbreaker on 2.

## AKSHAN

Akshan is a Skillmatchup because he is a lot harder to play into Darius than the other 'Extreme & Hard' Matchups. Since if he walks up 1 time to close or misstimes his E he is 100% dead. Whats is really important to know in this matchup is that u NEED to cancel his E or atleast keep ur E as long as possible that he either E's to u or E's out. Other than that once again bush-control is really op here since u get trades onto him or like position from Fog onto him which he wont expect. as mentioned ur E is really important since u can cancel his E which will make him lose any trade after that. Also u can cancel his R by E'ing him. Into Akshan id still recommend u to go Phaserush and Stridebreaker + DMP combo tabis obv as well. For Runes id recommend u to go Conq + 2nd wind.

## URGOT

Urgot can ONLY win this matchup if he hits E onto u, i still think this is a Skillmatchup since a good Urgot will be really patient about his E's and not just freestyle it onto u. If he doesnt play Ignite he will never be able to kill u even if he gets a E onto u majority of the times depends if u whip ur Q before he E's. other than that id just recommend u to play once again arround bushes so u get a fog trade onto him with AA+W+Q for example which will force him to E out and u can E him back in and then AA+AA+W and he basically dies or gets really really chunked. Into Urgot id recommend u atm to play a sidelane oriented Darius playstyle with CONQ+Boneplating+Demolish into Trintiy+Hullbreaker.

## FIORA

Fiora is one of my fav matchups to play against because its always such a battle to play vs that champion. (its my permaban in high elo tho because of the braindead sidelaneing potential) Against fiora its really important if u struggle against her to rush bramble and then get Trinity into Steraks. u have to start trades with AA+W+Q for example and what is really important also is that u play arround the bushes and the fog it provides for u in order to get those type of trades. There is a trick with CTRL+3 (Darius dance) in which u can bait out her W, since it will look like ur E animation. For runes id recommend u to go with Conq and boneplating 2nd, for Items id recommend u to go Trinity as prev said. Also a final tip into fiora is that u go for a E+R since she would need to predict ur E which is not easy to do & also u can renew the vital if u go out of vision.

## EASY/NORMAL

### KAYLE

Kayle is really easy IMO due to the fact that pre 6 she is not a champion, u only need 1 slowpush towards u and the lane is over. Against Kayle its really important also to zone her lvl 1 from the wave (this will make the lane be auto win) and then 3 wave crash most of the times and then reset and kill her on the slowpush. Against kayle i like to run CONQ+nimbuscloak+celerity. Once again bush control immensely important and also starting trades with AA+W but against kayle u can E her as well pre 6. Also if u E her at 6 for a E+R she wont be able to R, she would need to press R predictively and thats basically impossible for any kayle below GM+ niveau + OTP. For itembuild id recommend u to go Stridebreaker + DMP otherwise she has too much room to breath.

### SION

Sion is one of the easiest matchups for Darius, due to the fact that he cant do anything if u dont tank 203230minions in trades or if u perma shove. If u play ur wave according to plan he will always need to AOE the wave with his Q/W/E and that will result into a slowpush back towards u, also u can cheese him lvl 1 away from the wave which will make him lose the first 3 minions also. against Sion its really important that u cancel his Q if u E him when he Q's. U gotta be aware asf tho when it comes to bushes since he can get some good trades onto u with those. Against Sion what is really funny to know as well is that u can dunk his passive and ull get a Reset, u wont get full stacked from 0 stacks to R execute from it but u can for example be fullstack, AA+W+Q and lets say he his passive is in execute Range fullstacked then u can just R his passive and ur R wont disappear. Into Sion id recommend u to go Trinity and for Runes for sure CONQ+2nd wind.

### SINGED

Singed one of the easier matchups as well since he basically cant lane into u and u can also run phaserush OR conq+nimbus cloak&celerity into him. Against Singed its really important that u dont let urself get cheesed by him if he plays ignite since he can have some sort of killpressure onto u at 6 but in order for him to have so u already need to fuck up a Q/E right in front of him. Against Singed its also really important to not start a trade with E, since u wanna be sticky asf. IMPORTANT as well is that u cant R if he puts his piss below u (his W). Also, itemwise id recommend u to go Stridebreaker swiftness DPM if draft allows it and yeah thats about it, u just gotta watch out for his tempowindows when he proxies u so ur team knows that he has a roam window.

## CHO'GATH

Cho'gath is pretty simple, the things which speak for him is his Q, his sustain in lane and overall his E AOE dmg. Other than that this champions does not have any tool against u which could make u fumble. Against Cho its important that u dont get poked out too much and that u dont take too many bad trades (obv like in every matchup) but u could get a little godcomplex in those matchups since he is a tank and u should counter his role since ure darius but technically he can just lean back and relax and outraded u in shorttrades, still its the same as in the sion matchup that u can force him to AOE the wave so u have a perma slowpush towards u and he will lose a ton of \$/XP for that. Into Cho id recommend u to run CONQ+2nd wind and for itembuild id recommend u to Trinity.

## RAMMUS

Rammus does not have anything to kill u in lane or to do anything, the only thing he can do is proxy so therefor there is not a lot to add to this. Its important that u kite him a little during his W and thats about it keep ur E for his Q. For Runes id recommend u to go CONQ into 2nd wind. For itembuild id recommend u to Trinity.

## IRELIA

Against Irelia its important that u zone her lvl 1 of the minions and that will basically auto win u that lane. Into Irelia id recommend u as well to be really patient about ur Q&E's since its really important to not whip them when she is looking for an all in. Runewise once again Conq+boneplating and for itembuild if u struggle into irelia stride is a lot better, i do think stride is a lot better in general but there are drafts where ure forced to go trinity if they have too many melees.

## NASUS

Nasus can only win against u if he plays a E-Max poke type of playstyle, otherwise this matchup is pretty easy even if he plays lethal tempo since u can just force him to AOE the wave once again for last hits since he shouldnt be allowed to walk up. Runes into Nasus id recommend u to go for a juicy Conq page with 2nd wind and also for Items Trinity is really chill into him.

## SKARNER

Skarner is basicly not allowed to breath AIR in this lane, the only thing u need to watch out is lvl 6 when he freezes the wave infront of his tower that he doesnt pull u in thats all. Runes into Skarner id say best is Conq+2nd wind or u play a sidelane oriented style, for items Trinity is the Go here.

## UDYR

Udyr can only kind of poke u with his R, other than that he doesn't really have anything to say in this lane he has decent sustain but at 6 u win all all ins. Into udyr id recommend u to go conq+2nd wind also Trinity a really good pickup into this matchup. Whats important to know is that u gotta be a bit careful once again with ur E&Q's since if u wip them u auto lose the trade. he can dodge ur E with his E.

## MORDEKAISER

Mordekaiser is one of the easier Matchups as well, what u gotta watch out for tho is his poke with his Q's the poke pattern is kind of the same as it is with Illaoi when it comes to his Q just watch out for it and ure good to go. Lvl 1 u can also cheese him the fk up. Other than that a tip into that matchup after 6 is that u can E+R him also so he doesn't get W out. For runes id recommend u to go Conq+boneplating. Itembuildwise id recommend u to go trinity. If u really struggle into this mordechamp u can go hexdrinker or/and ghost ignite, but this will make ur mid game a lot harder.

## GAREN

Garen is probably one of the easiest ones for Darius in lane, he only gains killpressure onto u if u fuck up really hard. once again trades through bushes are really hard in ur fav. depending on if he plays phaserush or not. Still in this lane Garen is never able to gain priority if he does ure doing something totally wrong. Against Garen its super important to utilize ur abilities to the max means using ur abilities in a way so ure as sticky as possible since he gains tenacity with his W and movementspeed with his Q so he can basically dodge out on ur W slow if he is playing it good enough. Its important in a trade against Garen to not tank his full E Dmg. Other than that id recommend u to go for CONQ+boneplating runepage since his all in potential is still really good. For items id recommend u to go Trinity.

## SHEN

Shen should never really be able to kill u if u dont let him push that sword thru ur ass. If he plays Ignite he has some sort of killpressure tho keep that in mind. Also its really important that u dont whip ur W into his W since it blocks autoattacks. Its also really important to keep ur E for his E. Other than that Runes against Shen are simple u go conq+boneplating and for items u go trinity. id even recommend u in runes to go for demolish and since ull be able to take over sidelane if ud really like to. If u face a draft against a Shen u always gotta keep in mind also tho that u cant just reset on a target since the Shen player will be aware of the fact that u want to ult that target and he will ult it.



## GRAVES

I take this matchup into reconsideration because it used to be meta. Those days Graves really doesn't have any room to breathe against Darius, what's important is that you still play around the bushes a lot and make him use his E before you E so you can be really sticky. Into Graves for runes I'd recommend you to go Conq+2nd wind and for item build I'd recommend you Stridebreaker into DMP with tabis. What's important to know as well is that Graves W cancels your R.

## SHYVANA

Shyvana top kinda doesn't have a laning phase till 6, you gotta just watch out for her E's and you can basically zone her lvl 1 from the wave and she can't play the entire game. Her only annoying part is her sidelaning aspect but that was s12/s13 when I actually faced that champ, those days I don't really know what she actually does. Still I'd recommend you to go Conq into her with 2nd wind and for items I'd recommend you to go Stridebreaker so you're sticky enough to stay close combat.

## RENGAR

Rengar top matchup is pretty chill as well, you gotta just not trade in minions and you're good to go, important as well is that you don't whip your Q/E cuz in that moment he auto wins as well. Since Rengar toplane players go Ignite that's another aspect you gotta be a bit aware of since if you trade in a wave and he has ignite you basically 100% die. Executioner's is really good into Rengar I like it a lot. Runewise I'd say Conq+boneplating is the best and for build I'd recommend you to go tabis and stridebreaker. Also you can cancel his R/overall passive jumps with your E. and if you E+R him if he has WW for example you can make him not be able to heal it up for example.

## SEJUNANI

When Sejuani top was meta she had decent killpressure onto Darius and I'd say it was a Hard matchup when she got played with grasp +tp ignite. But those days she really isn't that good anymore on top as she used to be so I'd say it's a Normal/Easy one those days. Into Sejuani it's really important to understand how her passive works. You can't really trade into her with AA+W since she won't be slowed due to her passive but you also don't wanna start trades with E so you gotta just wait till she loses her passive and trade on her passive CD. into Seju it's really important that you go CONq+ boneplating since she still has really good all in potential technically and boneplating just makes up for the fact that she could look for a fast all in. For item build I'd recommend you to go Stridebreaker so you can stay sticky.

## KAISA

I put Kaisa as Easy/Normal because pre 2 items she is simply not a good toplane champion, she can barely poke and she cant even really walk up to lane so u can zone her lvl 1 from the wave and she basically auto loses the lane. Its really important as well tho to start trades with AA+W out of fog since u wanna keep ur R (after6) for example to keep catching up or pre 6 to make up for the movementspeed she gets from E to be sticky as well. In general id say that would still be a matchup where id run phaserush so i can just have that insane killpressure in lane with the movementspeed u gain from the rune. For itembuild id say Stridebreaker+swiftness+dmp really seals the deal here. ALSO kaisa E evolve can cancel ur R with vision.

## GNAR

Gnar used to be a skillmatchup in my opinion, but majority of the gnar players dont really know how the matchup works and they choke their E's quiet a lot. Against Gnar it counts the same as for many matchups where the enemy has ranged advantage that u just gotta keep ur E for his E ( his jump ) so u can still be as sticky as possible. Into gnar id recommend u to go Stridebreaker for the utility and tabi also since he autos u quiet a lot. For runes id say best is conq+2nd wind. This matchup really is all about ur E&Q usage so be really patient with them. Best trading pattern into Gnar would be getting Fog from a bush into AA+W+Q and then see if he E's.

## YASUO

Yasuo used to be a decent Skillmatchup which was a bit fav for Darius before the LT nerf, but since its nerfed its unplayable for Yasuo. U can basically go tabi into wardens and that champion wont exist. Whats important against Yasuo is once again ur E+Q usage, u dont wanna freestyle Q when he can dash into u or freestyle E if he is not melee enough for it to be 100% for a E+Q. whats a nice mechanic vs Yasuo tho is that if he 2x Q's u (Nado) that u E him so he is knocked up while he throws the nado so he cant ult onto u. The same counts for his Q's if u knock him up while he Q's his Q wont count. Into Yasuo id recommend u to go Stridebreaker/tabi/wardens/dmp and u snowball out of control, for Runes once again Conq+boneplating really seals the deal. Also u can zone him of the wave.

## YONE

Yone used to be a bit more of a Skillmatchup also prior LT nerfs but ever since this is a really good matchup for Darius. U can zone him lvl 1 of the wave and he basically cant play. Other than that like in the Yasuo matchup with the knockup onto his Q's & also the trick with tabis&wardens. Runewise id recommend u the same into Yasuo conq+boneplating and itemwise Stride+tabi+wardens &DMP. Q&E usage insanely important in that matchup u need to be really patient otherwise ull lose out on trades pretty heavily.

## SMOLDER

ZONING LVL 1, SMOLDER IS USELESS, SHE GOT NERFED, MAKE HER LOSE AS MUCH CS AS POSSIBLE, SHE CAN NEVER WALK UP, MOST USELESS DRAGON ON EARTH, KEEP UR E FOR HER FLYING THINGY DASH, BEST IS TO PLAY ARROUND FOG BUSHES AND AA+W TO START TRADE, ITEMS VS SMOLDER STRIDEBREAKER, SWIFTNESS, DMP = GG. RUNES PHASERUSH.

## K'SANTE

K'sante used to be pretty hard to play against during S13, but ever since all of the changes he has gotten i must say its one of my fav matchups to play because its auto win. Lvl 1 u basically zone him off the wave and the game is done for him. other than that once again ur E&Q usage is key, do not whip them or freestyle a Q infront of K'sante's face otherwise that guy will all in u on the cd on it. After lvl 6 its really important u keep ur E until he R's u so u can go for 100% E+Q after he ulted u. For runes id recommend u to go Conq+boneplating and for items 100% trinity since u need the dmg against this demon.

## ORNN

Ornn used to be Skillmatchup, but those days if i dont face MAKKR0 Ornn its like i face timmy72 who comes home to play a bit of Ornn, nah jokes aside Ornn can be not that easy but i do believe it takes a lot of mistakes from the Dariusside that it gets playable for Ornn, all u have to do is watch out for his poketools (Q,W) and ure good to go, dont use ur E in a way that he can W it and also u need to keep ur E in fights where he is lvl6+ to cancel either his E or his 2nd R proc. U can cancel ornn E/R with ur E incase u didnt know. Also into Ornn id recommend u to go Conq+ boneplating & Itemwise 100% Trinity since ull need the DMG of it.

## CAMILLE

Camille might be my fav. Matchup since i love to cancel Camille E with Darius E its the best feeling in the world if u cancel it. Other than that id say Camille cant play at any stage of the game besides 4+ Items. Lvl 1 u basically zone her = GG. U also once again wanna start trades against Camille with AA+W and not E her randomly since she can just E out. When u wanna cancel Camille E its really important that U E her when she attaches to the wall not when she throws it otherwise this will result into her getting hooked but still getting hookshot away. Other than that id say into Camille for Runes id run Conq+boneplating (2nd wind is better tho) and for Items id recommend u to go Trinity for the dmg output.

## GWEN

Gwen is really simple as well, LVL 1 u zone her from the minions and the matchup is basically unplayable for her. Other than that u gotta be aware of the fact that she will run ignite and that her windwall can cancel ur Q/E. Against Gwen its also really important to go for 100% Q's since otherwise u lose out on trades/all ins. For Runes id say if u struggle into Gwen u can go LT, but id recommend to go Conq+boneplating and for itembuild Stridebreaker actually since it will make u be able to be really sticky and it will make her not have the easiest time getting onto u/getting away from u&also aa'ing u for her passive.

## TAHM KENCH

Tahm Kench used to be a Skillmatchup but those days he really doesnt cause any harm anymore to u, its just important that u dont fall for the 'turret-throw-in' potential he has if he trades u infront of his turret after 6 & that u dont get poked too much when he aims for Q's at u. Whats important as well is if u look for an all in that u keep ur E as long as possible to cancel his W, otherwise he can just ignore u and W out. Another interesting mechanic into TK is that u can E+R him and he wont get his E shield out. For Runes id recommend u to go CONQ&2nd wind. for Itembuild id recommend u the Trinity for maximum amount of DMG output.

## NAAFIRI

Naafiri can poke u a bit in lane but other than that u can zone her lvl 1 and she once again cant play. once again u wanna start trades with AA+W out of fog if possible and keep ur E for her dash. Into Naafiri id recommend conq+2nd win and Stridebreaker as a mythic.

## MAOKAI

Maokai is actually a quiet interesting matchup, if he goes phaserush u basically will never find an all in and he will just work as an neutralizer kind of since u wont be able to kill him, its important that u just dont get poked out too much and just focus on the farm itself, this is not a lane in which u need to get kills in order to get ahead just force him to AOE the wave/s and he will automatically fall behind in cs&xp&\$. Into maokai id recommend u to go Conq+2nd wind and for itembuild Trinity for later stages teamfights since u have 100% 1 target to stack on. Other than that u can buffer ur E when he Q's u and thats about it.

## JARVAN IV

Jarvan top is something which doesnt really get played anymore but its a decent pick into Bruisers like Darius,Olaf since he can just cage u in fights for example he walks up R's u into EQ out. In lane this champ doesnt have any room to breath, u can basically zone him lvl 1 as well even if he as E/Q he will still lose the first minions xpwise and that will also auto win u the lane. Against j4 u can also cancel his EQ if u time it really well. Into J4 id recommend u to go Conq+2nd wind and for itembuild id recommend u to go Trinity.

## LEE SIN

Lee sin cant play into u if u ever play against a Lee top, the only thing u gotta watch out for is his E poke and that he doesnt get quick Q+W trades onto u, u can cancel his Q&his W with ur E if u time it well. U wanna go Stridebreaker into lee in order to make urself be as sticky as possible so even if he W's out ud still catchup. Runewise id say Conq+boneplating so he doesnt get that 1 shot potential or like good 1 trade potential.

## BEL'VETH

Bel'veth used to be a bit of a thing in S13 R1, still u as Darius ure her hardcounter since ur R true dmgs's thru her E and also u can E her out of her E so yeah. Incase u ever face bel'veth top just make sure u get prio when it comes to grubs/herald and u basically auto win. Also id recommend u to go Conq+boneplating & for itembuild stridebreaker into her.

## BRIAR

Briar top is pretty rare also but whenever u play against her make sure to cancel her jump onto u to win the trade pretty hard (whenever she looks for an all in) if u look for an all in u wanna start AA+W as per usual and then keep ur E to cancel her after. Into Briar id recommend u to go Conq+boneplating and for mythic Stridebreaker as well.

## IVERN

Ivern top used to be pretty cringe to play against in S13, when he was meta in Top. Those days i dont really see him anymore but id recommend u to go Phaserush into him if u ever have to face him again. Other than that Stridebreaker as a mythic and ure good to go. Really important also to play around bushes to get that all in u want.

## JANNA

I dont think i need to remember anyone of the Toplane Janna meta do i? There is basically nothing u have to do then to zone her as much as u can from the first waves so she doesnt get her lvl 3 to roam. Another thing u need to do when u face that Demonic pick is that u always make sure to ping ur Team where/when she could be when she has a 'fake' tempo advantage and how she is gonna roam. Make sure that ur team understands that ull get arround 2 turrets while she pressures the map. Its also insanely important against playstyle like that to get T1&T2 first before u start roam basically for 2nd drake ish. Against Janna u wanna play conq+demolish/2nd wind tree and u just wanna either full commit to sidelane with hullbreaker or just perma group after u get 2 Towers. For itembuild id say either Stride if they are almost full ranged or kind of Trinity into hullbreaker as mentioned if u wanna full commit on sidelane.



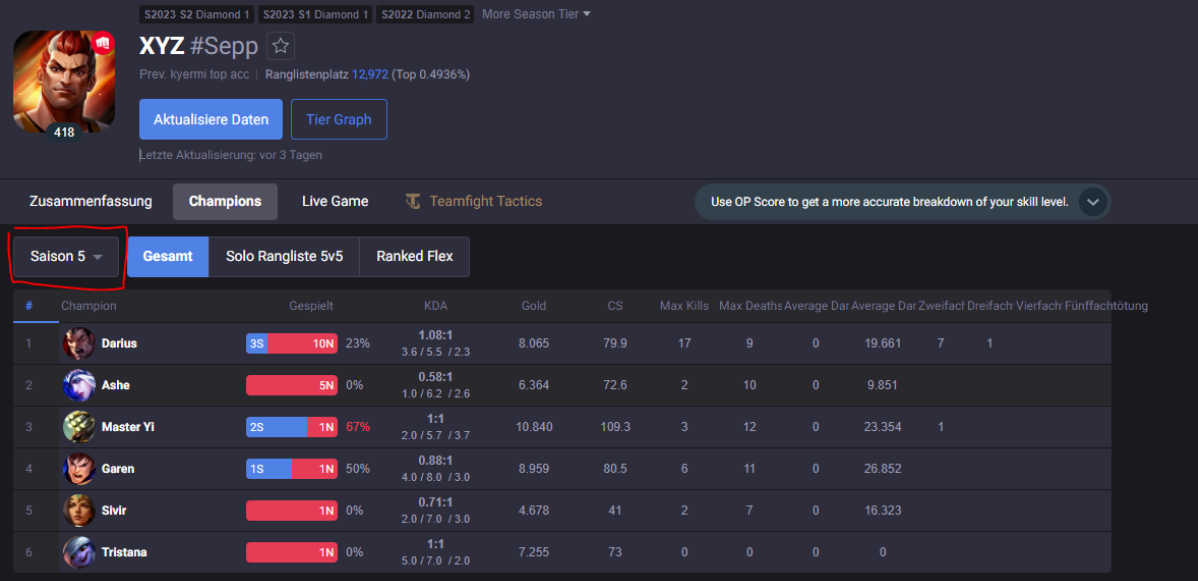
## MOTIVATIONAL SECTION

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A little bit of story telling so u guys can maybe gains some motivation/motivational thoughts of it.

I grew up in a Town with arround 3000 people in Austria. In this town all of my friends and all of the people which were in my 'youth-range' all played League of Legends in at a place called 'YOUTH LOUNGE'. The 'YOUTH LOUNGE' was a place to hang out with friends, u could play pool, chess, table tennis and a lot more and nonetheless there were PC's to play League of Legends on. So we were about 5-15 people who all played League of Legends there and we all were Darius/Yasuo mains. Everybody was inspired to become the best of the 'YOUTH LOUNGE' on those type of Champions and let me tell u, i took this job really seriously. At the start there were many people which were a lot better than me as well my best friend. But i decided to get to a level where i can call myself the best.

THIS WAS ME, IN SEASON 5 PRE SEASON MY FIRST RANKED SEASON  
Look at my Darius stats.



The screenshot shows a League of Legends player profile for 'XYZ #Sepp' with a rank of Diamond 1. The 'Champions' tab is selected, showing a table of stats for various champions. The 'Saison 5' dropdown is highlighted, and the 'Gesamt' (Overall) tab is selected. The table lists champions and their performance metrics.

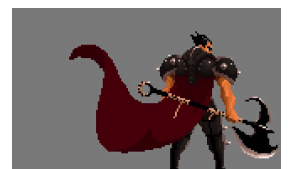
| # | Champion  | Gespielt   | K/D/A                     | Gold   | CS    | Max Kills | Max Deaths | Average Dar | Average Dar | Zweifach | Dreifach | Vierfach | Fünffachtötung |
|---|-----------|------------|---------------------------|--------|-------|-----------|------------|-------------|-------------|----------|----------|----------|----------------|
| 1 | Darius    | 3S 10N 23% | 1.08:1<br>3.6 / 5.5 / 2.3 | 8.065  | 79.9  | 17        | 9          | 0           | 19.661      | 7        | 1        |          |                |
| 2 | Ashe      | 5N 0%      | 0.58:1<br>1.0 / 6.2 / 2.6 | 6.364  | 72.6  | 2         | 10         | 0           | 9.851       |          |          |          |                |
| 3 | Master Yi | 2S 1N 67%  | 1:1<br>2.0 / 5.7 / 3.7    | 10.840 | 109.3 | 3         | 12         | 0           | 23.354      | 1        |          |          |                |
| 4 | Garen     | 1S 1N 50%  | 0.88:1<br>4.0 / 8.0 / 3.0 | 8.959  | 80.5  | 6         | 11         | 0           | 26.852      |          |          |          |                |
| 5 | Sivir     | 1N 0%      | 0.71:1<br>2.0 / 7.0 / 3.0 | 4.678  | 41    | 2         | 7          | 0           | 16.323      |          |          |          |                |
| 6 | Tristana  | 1N 0%      | 1:1<br>5.0 / 7.0 / 2.0    | 7.255  | 73    | 0         | 0          | 0           | 0           |          |          |          |                |

What im trying to tell u guys is that at the end of the day u can be whoever u wanna be, it took me a lot of time and effort to become who am i today and im glad i did so, i fulfilled my dreams of becoming good on the Champion i love to play the most.

Things are only impossible until someone comes and makes it possible.

And also, i can promise u League of Legends is a game which is not a sprint, its a marathon. This game has 168 unique Champions overall 840 abilities so make sure that ure not too hard to urself when it comes to the learning curve.

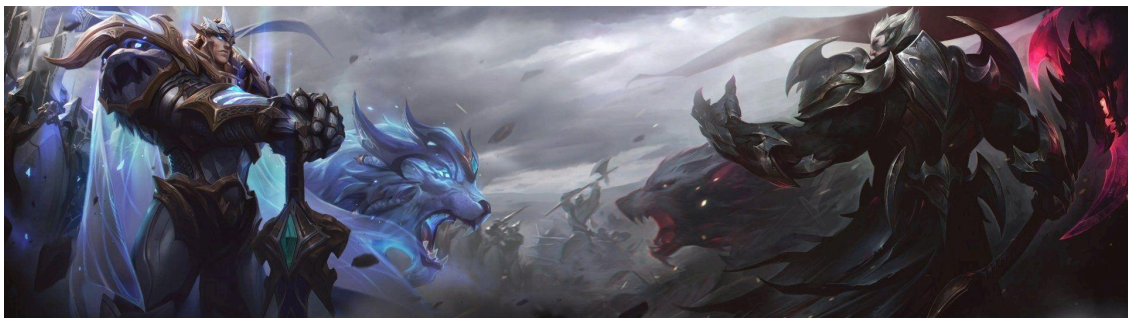
If i can do it, so can u legit 100%



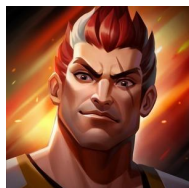
## LAST NOTE

I know myself that there is still a lot to improve on in this sheet, a lot of bad english/overall grammar errors and yeah a few things still do be needed to be added for example starter item/s on/into matchups. I will try my best to reduce it to the minimum within the upcoming days & also try to add coloring to the matchups so u can see what to build with 1 look and what runes etc. Im totally aware that many might not like this type of style since its not ur typical 'Excel Doc' which many streamers do, i wanted to make this in my style so please do respect the way how i made this since i really still did put a lot of time and effort into this. Im also not a Document/Word expert so i hope u didnt expect the world from it.

Other than that i hope that u still can learn a lot from this, if u have any more questions about Darius or ideas what could be added into this still or if there are any KEY matchups missing u can feel free to message me on discord/twitter/insta/twitch dms or wherever u like.



Hope to see maybe a few new faces through this on my Stream/s



- XYZ

