



KAYN MATCHUP SHEET

INTRODUCTION

This is a list of Kayn jungle matchups. The information here is kept brief in order to give inexperienced players an overall idea. If you would like a deeper insight on matchup, builds, runes, or similar, feel free to ask in [#kayn-discussion](#). For those in need of even more gameplay help, information for Kayn-specific coaching can be found in [#kayn-coaching](#).

Constructive criticism of this document is always welcome and appreciated. For further questions, ask ahead in the [#staff-help](#) channel of the discord.

HOW TO CHOOSE YOUR FORM

Refrain from solely letting your jungle matchup decide the form you will choose.

You should look at the enemy team as a whole. Kayn is a carry jungler, so you are playing towards your own needs, which means you are rarely worried about if your team comp could benefit more from Rhaast or Shadow Assassin. Instead, ask yourself when looking at the enemy team, would Rhaast or Shadow Assassin make this game easier to carry?

MATCHUP DIFFICULTY

Matchup difficulty can be identified by looking at the **colored background** for the champion's name:

Green matchups are Kayn-favored.

Yellow matchups are even.

Red matchups are enemy favored.

Champion	Early Game (base Kayn)	Mid Game (Form)	Late Game (Form)	Notes / Tips
Amumu	Can fight him with Conqueror. His double Q makes it easy for him to lock you down, consider lane prio before fighting.	Rhaast stomps Amumu even at an item disadvantage. Avoid getting locked down at all costs if SA. Edge of Night helps	Rhaast stomps Amumu even at an item disadvantage. Avoid getting locked down at all costs if SA. Edge of Night helps.	
Bel'Veth	Easy for her to dodge your W with her Qs. Avoid early, her E is too hard to damage through.	Try to deny her rift, can look to fight with Rhaast. Be ready to dodge her knock up. Will be hard to burst with SA if she has E up.	Winnable if you can knock her up. Look to dodge her knockup with Q. You can tell which ways she can dash by looking at indicator. One shot with SA if E is down. If she has E, take out her team.	
Cho'Gath	Save Q to dodge his knockup, easy fight. Look for invades as his clear is painfully slow.	Don't fight post 6, his ultimate does massive damage and can kill you from half HP.	Free kill as Rhaast, should try to dodge his Q with yours regardless, though.	
Dr. Mundo	If low on HP, free kill, otherwise can only win 1v1s if you have Conqueror and dodge his cleavers.	You can't really kill him, but neither can he unless you spend a long time in the encounter. With SA look to kill his team before turning on him.	Rhaast absolutely dominates this champ as long as you have healing reduction. With SA look to kill his team before turning on him.	
Ekko	You win fights but likely won't kill him as he runs away with his passive. You farm faster, so just get level 6 ASAP.	If you ult when he ults you follow him so be careful. You should still beat him. Rhaast can knock him up if he tries dashing onto you.	Rhaast. Can 1v1 as long as you dodge his W stun. With Maw of Malmortius, it's a guaranteed kill unless he's fed. SA: Assassin vs Assassin matchup, whoever gets the jump first will one shot.	

Elise	As long as she doesn't catch you with cocoon, you can take trades	Rhaast can 1v1 her with ease. Melee champs have to come close, making W easy to hit if you're patient. Avoid cocoon or die if SA.	If you manage to dodge her cocoon, she's killable. Try to ult before she uses Rappel at low HP. Your ult damage will go through.	
Evelynn	This champ is more useless than you early on. Look for invades when she shows on the map and get deep wards	Same as before. Make sure to ult Evelynn before she can, so you will be teleported alongside her to the new location. Even with invis, warding her camps will grant you vision as she attacks them.	Rhaast can dodge her R with R. Q to dodge charm proc. SA: Assassin vs Assassin matchup, whoever gets the jump first will one shot.	
Fiddlesticks	You lose all fights. His W will always win him trades. Avoid.	If Fiddle W's and you R inside, the W damage will still go off and execute if you're low. Try to R when Fiddle isn't W'ing. Rhaast can knock up after Fiddle R's since he can't move. Assuming you aren't already dead.	Rhaast knockup cancels his W healing. This usually allows you to always kill him, if even in terms of gold. SA can one shot only if abilities are down. Careful with his Zhonya.	
Gragas	His E has priority over your Q, so it will be canceled. It's unlikely you'll win fights unless you use your Q to dodge his E.	He will destroy you with a full combo, and you cannot do much about it.	After obtaining an MR item he shouldn't be able to oneshot you anymore, therefore you will be able to outduel him.	
Graves	You cannot beat him as he gets free armor early game. Take what he allows you to get and don't force anything.	Avoid and give up your camps if Graves happens to invade, unless your own team is there to collapse on him.	Can kill late if managed to stay even through the early and mid-game.	

Hecarim	You can take trades early but he will win very extended fights due to his W.	Rhaast can stomp Hecarim if able to land W. Can dodge his R with your R.	Rhaast always beats this champ unless he's significantly behind. SA: Possible Assassin vs Assassin matchup, whoever gets the jump first will one shot.	
Ivern	If you dodge his root you can look to fight him for orbs. Don't underestimate his damage, however.	Rhaast: He'll likely shield himself and extend the fight with Daisy until his team comes or run away. SA: Can kill with Serpent's Fang.	Very squishy champion since he builds supportive items. Free kill, especially if you have Serpent's Fang.	
Jarvan IV	You cannot beat him, this champ is very strong early game. Take what he allows you to get and don't force anything.	Can escape his R with Q/E. Tough to beat 1v1 without items.	Rhaast outscapes. SA look to take out his backline.	
Jax	You can skirmish pre 6 if you dodge his E but it's hard. Don't take extended fights as his passive is attack speed boost.	Rhaast can knock up easily. R when he E's and enjoy the free kill.	Rhaast can knock up easily. R when he E's and enjoy the free kill. SA look for 2v1s in side lanes when he overextends.	
Karthus	Karthus will almost always fullclear into crab. Do the same, but don't fight him and ping your team to collapse. He is ranged Kha'Zix - if he hits Q and you are alone you cannot beat him.	Rhaast: Wiggle around his Qs and he's usually dead if you can knock him up. SA: Kill easily whenever Karthus doesn't have exhaust up.	Tough for Rhaast as you'll likely be slowed, kited, and he's scaling. SA destroys this champ since he has no mobility. Just be careful running away from his passive after you obliterate him.	
Kha'Zix	You cannot beat him, this champ is very strong early game. Take what he allows you to get and don't force anything.	Rhaast: Look to knock up when he jumps on you. SA: Can be tough, look to get your combo off and R before he R's. You can still get your R damage if he's invisible	Rhaast: Remains tough due to his slow and invisibility. Landing W is huge. SA: Assassin vs Assassin matchup, whoever gets the jump first will one shot.	

Kindred	You cannot beat them, this champ is very strong early game. Take what they allow you to get and don't force anything. Watch out for Level 2 invade!	Rhaast will still get kited. Avoid as much as possible. Hold W until they dash. If you can R at the end of their R you have a chance. SA: Same rules as Rhaast.	Same rules as mid game, matchup never becomes easy. SA can one-shot if Kindred has no R.	
Lee Sin	You cannot beat him, this champ is very strong early game. Take what he allows you to get and don't force anything. Watch out for early invade!	Lee is strongest early-mid and Kayn outscapes. Track him and counter gank when you can. You're looking to protect laners, kills are bonuses. Go even and you win.	If you made it here without falling too far behind, enjoy.	
Lillia	You will get kited. Don't bother trying to 1v1 without form.	She's very good at kiting and will be tough to 1v1 unless you can 1 shot her. If she R's look to R as you're Drowsy and you can wait out her R inside of her.	She's very good at kiting and will be tough to 1v1 unless you can 1 shot her. If she R's look to R as you're Drowsy and you can wait out her R inside of her.	
Master Yi	Can't kill him through his W. No hard CC to shut him down either. Beats you 1v1 early.	Hard for Kayn due to no hard CC for him, Rhaast can knock up once he uses Q. Still tough due to his mobility, best chance is to wait for team to CC.	You do not beat him in any form. Play to beat his team instead. Kill if team CC's him.	
Naafiri	Can follow your E. Lots of burst damage. Avoid until form.	Can start fighting once form. Easily take out her packmates with Q.	Rhaast outscapes and can stomp Naafiri late. SA: Assassin vs Assassin matchup, whoever gets the jump first will one shot.	

Nidalee	You cannot beat her, this champ is very strong early game. Take what he allows you to get and don't force anything. Watch out for invades!	You can take trades with ult but not without. Try and ult to dodge cougar execute if you can. Track her and avoid her, counter ganking when you can. Protect laners if possible, kills are bonuses. Go even and you win.	If you made it here without falling too far behind, enjoy.	
Nocturne	He beats you with fear and lethal tempo. Path around him and don't engage.	Try and countergank his ult as it's usually telegraphed. Still don't 1v1. His spell shield will put your R on CD! Careful. Can R inside before fear goes off and wait it out inside.	Either form is strong here. Take his spell shield with smite if you can, then fight. His spell shield will put your R on CD! Careful.	
Nunu & Willump	Track Nunu and ping out ganks while counter ganking when possible. Your goal is to protect your laners through the early game, kills are only bonuses. Keep your laners in the game and you win.	Can use R to avoid Nunu E root, dodge R, or follow him as he snowballs away and R exit in his path to stop the snowball.	If you made it here without falling too far behind, enjoy.	
Olaf	Very strong early game. Extremely risky but you can attempt invading at his red. Olaf stays low during his clear to gain atk spd from his passive. Otherwise, avoid.	Can't knock up due to his CC invulnerability. R to wait out his R duration. Focus on his team if SA.	Can't knock up due to his CC invulnerability. R to wait out his R duration. Focus on his team if SA.	
Rammus	Can fight during first clear but becomes tough after he gets bramble.	Can take his camps if you're tracking him due to his slow clear speed.	Easier late game unless your team is all AD. Cleaver + Grudge can help. SA: Focus his team.	

Rek'Sai	You cannot beat her, this champ is very strong early game. Take what she allows you to get and don't force anything. Will likely lvl 3 gank, ping your team after you finish 3 camps!	You still lose hard, don't engage and look to path around her camps as Rek'sai likes to spam ganks.	You can win after cleaver, but it is still a hard matchup. If you have good enough reflexes, you can dodge her ult with yours.	
Rengar	His early game power lets him invade you when he wants. Avoid.	You really can't beat him due to his double W heal. Don't fight him and look to countergank his ult if you can.	Rhaast: Knock up when he hops on you. SA: Can burst him out if you bait his heal, easier for him to get you first, though.	
Sejuani	Her Q cancels your Q. Her team will rotate before you kill her.	Free orbs, not looking to kill. Counter gank, ping ganks, track.	Matchup is free for Rhaast late. SA: Path around her and take out her back line.	
Shaco	Look to invade his raptors around 1:00 and destroy his boxes to mess with his clear.	His clone takes increased damage, use this to figure out which one is the real Shaco. Make sure to Q after he places a box to kill it and damage him.	Rhaast: Q his boxes and he should be free. SA: Assassin vs Assassin matchup, whoever gets the jump first will one shot. EoN helps vs AP Shaco.	
Shyvana	Farm race. She won't interact with you but make sure either you or your team ward dragon at or before 5 minutes.	You can't really beat her with her ult, but she is free without it.	AD Shyvana has a lot of burst, AP can one shot you. Don't get surprised by her R and you should be okay.	
Skarner	You cannot beat him, this champ is strong early game. Take what he allows you to get and don't force anything.	If he ults you, you're probably dead. Stay away.	Rhaast outscals. SA take out his team.	

Trundle	Extremely strong duelist (1v1). Avoid throughout the game and focus his team.	Use W to peel for your carries.	Will never be able to 1v1 him, but he doesn't offer much for his team in teamfights. Peel with W if Rhaast, take out his team if SA.	
Twitch	He will level 2 gank one of your lanes. Spam ping it. He only wins if he snowballs early.	You can kill him on repeat after form if you play around your R cd.	You can kill him on repeat after form if you play around your R cd.	
Udyr	He will try and invade you, most likely. Also, his ganks are very strong. Don't contest, just scale.	If you have help, you can pick fights, otherwise don't try. Play to scale.	You outscale after form and cleaver. If SA, take out his team.	
Vi	She can cancel your Q and lock you down. Don't fight unless you know her Q is down.	Her ult can kick you out of yours if she targets you before you cast. Avoid.	Much easier late game. If SA be careful, her R locks you down long enough for her team to kill you.	
Viego	Not extremely strong early, but stronger than Kayn. Grab your camps.	Can be extremely tough if he starts resetting his R. Similar to Yi, worry about his team but take him out if he mispositions or gets CC'ed.	Can be extremely tough if he starts resetting his R. Similar to Yi, worry about his team but take him out if he mispositions or gets CC'ed. Depending on his build may be able to one shot with SA.	
Volibear	His early game power lets him kill you when he wants. Avoid.	Survivable with Rhaast, not looking to kill. Can dodge his R with yours or dodge his E if his R is down.	You outscale late game with Rhaast. Take out his team if SA.	

Warwick	His passive makes him impossible for you to kill 1vs1 early.	Use R to dodge his fear. Beatable with Rhaast.	Cleaver and executioner go very far. You can start fighting him now. If you dodge ult or E you probably win. Take out his team if SA.	
Wukong	He is stronger than you early. Play for form.	Can look to fight with Rhaast. Run away if SA.	Cleaver spike lets you fight him now. His W lets him dodge yours, so use carefully.	
Xin Zhao	His kit is just better than yours early, and his third Q will cancel yours. Avoid.	His redsmite warrior is stronger than anything you have, unless you're up a few kills. Wait for form and take his camps.	Cleaver is win. Once you have it, you should be able to dominate him. If you are blue, be careful with his ult counter engage.	
Zac	His early game power lets him kill you when he wants. Avoid.	Counter ganking and jungling is vital. You out scale, just have to hold on.	Should win easily late	