

Hubris Build

☞ (A) Items and Runes

☞ Comet + Mana Flowband + Transcendence + Gathering Storm & Free Boots
+ Jack of All Trades

Go this build versus a lot of ranged/squishy enemies.

For the first stat shard you can take whichever one you prefer, generally CDR scales better but the other 2 are better for lane.

If you're laning against heavy mage/poke (Karma, Xertah, etc.) lane go Biscuits instead of Free Boots and get flat HP instead of scaling HP.

☞ Items

☞ Core Items: Hubris > IE > RFC

Afterwards you can build LDR + BT/QSS but if there are a lot of assassins you can also go GA or Edge of Night

Hubris will always do more damage than standard Essence Reaper Build with these runes



BEssence Reaper Build

♣ (B) Items and Runes

♣ Fleet Footwork + Triumph + Legend: Haste +Cutdown & Transcendence + Gathering Storm

You **ONLY** use this build versus multiple tanky front lines or a lot of melee champions/assassins.

Good Examples:

Any 2 fat tank (Ornn, Sion, Mundo, K'sante, Braum)

Any 1 fat tank + 2 melees (Talon, Zed, Nautilus, Rengar, Kayn, Akali, Sylas)

3+ melee/assassins (Qiyanna, Nocturne, Briar, Kha'Zix, Rell)

Bad Examples:

Blitzcrank (Need RFC or you get hooked)

Gragas (Need RFC or you get ulted/e+flash.

Shaco (This build is Good against AD Shaco, Bad against AP Shaco)

Kassadin (With RFC you can outrange him and he will need 2 r's to commit to killing you)

🔪 Items

🔪 Core Items: Essence Reaper > Black Cleaver > Shojin > IE

Afterwards you can build Bloodthirster, Ravenous Hydra or Deaths Dance basically any situational items you think you need. (GA/Healcut/QSS) You don't have to build IE 4th item, you can get it as a 5th item if you feel like you don't need to do all the damage.

I usually go:

Deaths Dance vs. assassins that can 1 shot me

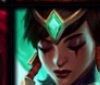
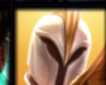
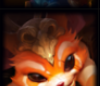
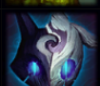
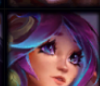
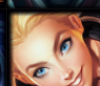
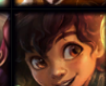
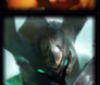
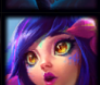
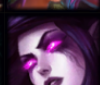
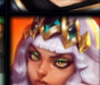
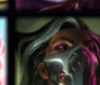
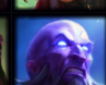
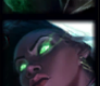
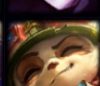
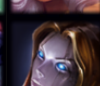
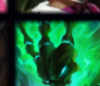
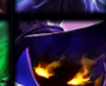
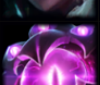
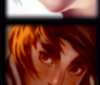
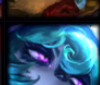
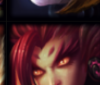
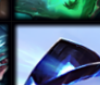
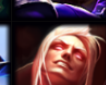
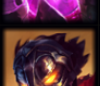
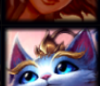
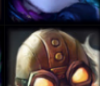
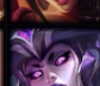
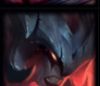
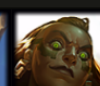
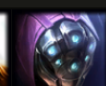
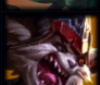
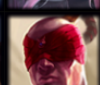
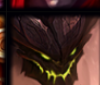
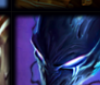
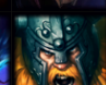
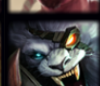
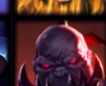
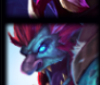
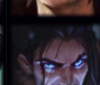
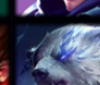
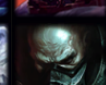
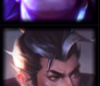
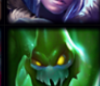
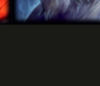
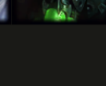
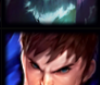
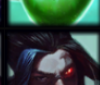
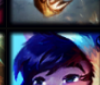
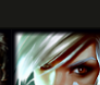
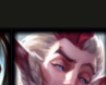
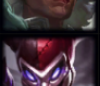
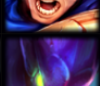
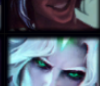
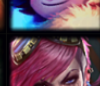
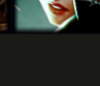
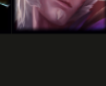
Ravenous Hydra if I want more CDR but usually I build BT > Ravenous

If the game goes long and you have a lot of dollars just swap out Black Cleaver for Mortal Reminder. **If they have multiple tanks that have a lot of Armor & MR it's better to keep Black Cleaver over swapping it to Mortal Reminder.**

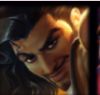
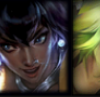
If you have Ocean Soul you can get rid of ER for RF. Otherwise, you should swap out BT or Shojin for RFC, depending on if you need lifesteal or not. Late game having RFC is very important **EVEN AGAINST TANKS** because it will let you walk up and Q splash into their backline while also keeping you out of flash engage range.



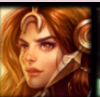
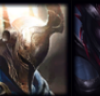
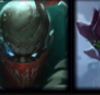
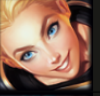
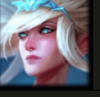
Hubris VS. Essence Reaver

Hubris											
											
											
											
											
											
											
											
Essence Reaver											
											
											
											
											
Either											
											

Matchups

gg													
													
Hard													
Even													
													
Easy													
Free													

Support Synergies

Good											
Ok											
											
Ew											
Bad											
Counter Pick											
XD											

A more in-depth guide on [smolder](#)