

# Professor Akali's Youtube Guide

Professor Akali: <https://www.youtube.com/watch?v=dL9q4uF5Tyc>

## Tips:

- Things that reveal Akali in her shroud:
  - TF Ult
  - Kled Q and E
  - Morgana Ult
  - Fizz ult
  - Karma E
  - & more
- You can use your ult distance to dodge skillshots. Your ult goes farther or close behind them based on how close you are to them and whether they are marked with your Q.

## Runes:

- Standard runes:



- Secondary tree is primarily personal preference. What fits your playstyle?

- Can also take Electrocute vs tanks, but Kleptomancy gets you farther ahead faster vs enemies you can't kill:



## Items

- Starting items:
  - Vs Jayce, Pantheon, Renekton, take cloth armor + 4 pots
  - Otherwise, take Dark Seal + refillable
- Gunblade: First item, always
- Boots
  - Merc Treads if enemy team has any reliable CC
  - Sorc shoes if not
  - Tabis if the enemy team is heavy AD
- Usually Zhonya's second.
- Full builds:
  - Vs a full AD team comp: Gunblade, Ninja Tabis, Sunfire Cape, Zhonya's Hourglass, Deadman's Plate, Thornmail OR Randuin's.
  - Vs mixed damage comp: Gunblade, Merc Treads, Zhonya's, Banshee's Veil, Void Staff, G.A. OR Rylai's OR Liandry's (Situational)
  - Vs full AP team comp: Gunblade, Merc Treads, Banshee's Veil, Maw of Malmortius, Spirit Visage, Rylai's OR Liandry's
  - Vs mixed damage comp stacking MR or with several tanks: Gunblade, Merc Treads, Zhonya's, Liandry's, Rylai's, Void Staff
- Random items:

- Maw of Malmortius: Good alternative to Banshee's.
- Lich Bane: Noob trap, high risk high reward.
- Duskblade: Not bad, but not good enough to put in the core build
- Spirit Visage: Not bad, if you prefer over Banshee's it's OK
- Rabadon's Deathcap, Luden's Echo: Suboptimal
- Gargoyle's Stoneplate: Unnecessary
- Trinity Force: OK if your team doesn't have enough AD.
- Titanic Hydra: Only if you're going for the suboptimal tank build. Tanky AP is better.

## Summoners:

- Take Flash+Ignite top and mid until D3+

### Advanced Mechanics:

- Proc your first passive auto before going in for a trade so you get the second passive auto (the damage one)
- Gunblade after R to get extra time on the slow
- Can buffer shroud like Ezreal E to cancel CC like Blitz hook.
- You almost always use your E at the end of your combo, except when you can reset your E on a dying minion.
- Level to 6 while in shroud to surprise your opponent
- Know your flash+R range.

## Combos:

- Level 1:
  - 2nd passive auto - Q - auto to proc Q + Electrocute
  - Only really works vs melee champs/bad players
- Level 2+:
  - 2nd passive auto - Q - W to enemy - auto (- E if level 3+)
- No R Burst combo:
  - Q - wait for next Q to come up - W - auto - Q - auto - E
  - Very lucky to get this one off successfully
- Double Q combo with R:
  - Q - wait - R - E - auto - Q - auto
  - Use E early in the combo so you might have it up again at the end
- Extra gap close:
  - R to minion - (gunblade) - Q - W - auto - E
  - Use when coming from fog to surprise an enemy
- Fast one shot combo:
  - (pre 2nd passive auto) - R - Q - gunblade - 2nd auto - E

- If you Q, then ult, often you will reach the enemy before your Q does.

## Game plan vs normal matchups:

- Vs Melee:
  - Don't play passive. Spam Qs most of the time and learn when you can trade with them.
  - Don't shove the wave. Careful about using E so you don't get the wave frozen on you.
  - Be more aggressive at level 3 when you have all 3 abilities.
- Vs Ranged
  - Play passive til you have level 6 and revolver
  - Use your Q and shroud to last hit minions safely.
  - You don't want to be pushed out of lane.
- Once you have level 6 with revolver:
  - You have absurd kill potential. Can do two things to snowball as hard as possible
    - Freeze near your turret and try to kill your lane opponent
    - Shove the wave and roam to kill enemies in other lanes or the jungle
  - If you shove the lane and there's no one to gank
    - Kill scuttle
  - If you kill your opponent and don't have gold for a major item
    - Hit the tower to try to get first tower gold, worth 2 kills
  - You want to get gunblade as fast as possible
- Once you have gunblade
  - You can one shot any squishy that is the same level as you at 15 minutes
  - If you have even a single kill, you can 1 v 3 similar level opponents
  - You can solo rift herald
  - You can decimate a dragon team fight
  - You can swap with your bot lane. Almost every bot lane is killable 1 v 2. Can almost always get the ADC, sometimes get double kill.
- Late game:
  - Split push
    - Usually the better option if no one on the enemy team can 1 v 1 you
    - Akali has great tower damage
    - Akali can often 1 v 3 better than 5 v 5 because of less CC
    -
  - Team fight
    - Use your shroud before they can CC you
    - Wait in shroud for some of the enemy cooldowns before trying to nuke an enemy
    - Use zhonya's immediately if you are in danger of getting bursted or if you don't have cooldowns

- Only leave yourself vulnerable while you are doing tons of damage.  
Otherwise stay in shroud or Zhonya's
- Most games, split push to take bottom inhib, then take baron, then take top and mid inhib.

## Vs difficult matchups (Renekton, Pantheon):

- Dodge
- If you won't dodge:
  - Take cloth 4 pots
  - Take TP for when you get pushed out of lane

### Matchup tips:

- Ahri: Always stand behind minions. Save your W to dodge her charm.
- Anivia: Use your shroud to dodge her stun so she can't empowered E you
- Annie: Pray she is bad, sacrifice CS for health
- Aurelion Sol: Stay right on top of him.
- Azir: Avoid poke, farm to lvl6 + revolver, then go all in
- Brand: If he wastes his spells pre 6, you can attempt to harass him. Post 6, R + W blink sideways to avoid his Q stun
- Camille: Shroud her stun so she can't auto Q you after her E.
- Cassiopeia: Learn to predict ult. Get boots to dodge her Qs
- Cho'Gath: farm to 6. Can try to kill at 6 by dodging Q with W or silence with R, but you probably want to farm.
- Corki: Can win at level 4+ if you dodge his Q with your W.
- Darius: Use your ult and shroud to avoid the outside of his Q
- Diana: Bait out her shield before going in by throwing Q and running in before backing up
- Ekko: Spam Q, Shroud onto him when he goes for last hits. Easy matchup
- Fiora: use shroud to wait out her parry slow and her ult.
- Fizz: Don't let him proc the empowered W. His ult reveals you in shroud.
- Galio: Farm for gunblade. Warn your team about his ult
- GP: Wait til 4, avoid his barrels. Easy post 6.
- Garen: Q him when he Qs toward you, E before he lands Q, then proc your Q on him as he Qs you. Cloth + 4 makes lane easier.
- Gnar: Play as aggressively as possible after level 3.
- Heimer: Farm under your turret til 6+revolver. Dodge his E with your shroud
- Illaoi: Stay behind minions to dodge her E. Ult + shroud to dodge her E. Don't fight her during her ult.
- Irelia: Use Q + shroud combo. If you get stunned in your shroud, you go invisible and she can't auto you.
- Jarvan IV: Save your W to dodge his E + Q combo
- Jax: Play aggressively, use shroud to dodge his E stun

- Jayce: Take cloth + 4. Can start trading at level 4. Stay behind minions to dodge E + Q harass. Jayce is squishy. Can kill with revolver and 6.
- Karma: can't win pre 6. Stand behind minions to avoid Q poke. Wait for 6+revolver/ask for ganks/farm under tower.
- Karthus: Survive until 6 and you will decimate him post 6
- Kassadin: Ask for jungler to camp pre-6. You might not be able to kill him with your revolver spike if he has catalyst
- Katarina: As long as you stay away from her daggers, you can play as aggressively as you want. Watch for level 2 all-in cheese.
- Kennen: Stay behind minions. Can't win til 6. You can snowball out of control with jungle assistance.
- Kled: Dodge his Q, it reveals you. You can generally win trades, but he can kill you if you are low and he lands his Q.
- Leblanc: Save your W to dodge her E (chain). You may die if she hits E if you are below 60% health. You can win post 6 with R + dodge sideways with W to avoid her E.
- Lissandra: Won't beat pre-6 because of her W. Farm to 6.
- Lucian: can go cloth + 4, but not required. Low Elo, you might be able to shroud + Q harass pre 6. Vs good Lucians, wait til 6 for easy kills.
- Lux: Stay away from E + autos. Save shroud to dodge Q. She's very squishy at 6.
- Malphite: Use your passive healing to take short trades and eventually whittle him down to force him out of lane.
- Malzahar: Play aggressively, but if he's shoving hard, take the free level 6. Q to remove his shield. Shroud also breaks his shield.
- Maokai: Heal up his damage with your Q.
- Nasus: Stay aggressive, proc Q when he goes to use Q.
- Olaf: Q when you can. If he gets close, E + Q. Hide in your W during his ult.
- Orianna: very difficult to lane against. Can potentially outplay at 6.
- Ornn: Farm until you get a gank. Very difficult to kill
- Pantheon: You should ban him or dodge. If you play it, take cloth 4 + tp. Need gunblade before you can fight him.
- Poppy: Outtrade when she doesn't have her shield up. Stay away from walls.
- Quinn: Stay behind minions to dodge Q. Should be able to proc Q before she Es away.
- Renekton: Cloth + 4 and TP. Survive to gunblade. Can only trade if he wastes all his spells.
- Riven: Don't get greedy. Take very short trades and back off with shroud.
- Rumble: play safe, let him push, kill when 6.
- Ryze: Very difficult. Stay behind minions. Survive til gunblade or jungle gank.
- Shen: Trade unless he is using his W that blocks autos. You can harass him low.
- Singed: Escort your first wave into lane. Q auto him if he tries to proxy the first wave to make him need to go back soon. Wait til 6 to all in. Might be able to kill you at 6 if you are not full health.
- Sion: Probably can't kill. Take Kleptomancy, use W to dodge his stun or ult behind him.
- Swain: Use your passive as much as possible. If you are in shroud, his Q won't hurt you.

- Syndra: dodge her harass until she runs out of mana. Can kill with level 6 powerspike.
- Taliyah: Stay behind minions to avoid her harass, W to dodge her W, play for level 6
- Talon: cloth 4 if you aren't familiar with the matchup. Play safe til 4. Hide in shroud when he ults so he can't redirect his blades at you. Watch out for his level 2 and 3 all in.
- Teemo: Play very far back until level 6. After 6, wait out his blind in your shroud, then kill him.
- Trundle: You will win trades with your Q auto E vs his auto-Q. You can also sometimes get a Q proc in your shroud before he can auto you back. Post 6, save your shroud to wait out his ultimate.
- Tryndamere: start cloth + 4, don't fight if he has more than 50% fury. Very easy once you are both 6 and he doesn't have full fury.
- Twisted Fate: Won't let you reach him til 6. At 6, all-in, use shroud to gap-close after he gold cards.
- Urgot: Wait for his W to be on CD. Can wait out his W (minigun) in your W. post-6, ult, wait out W in shroud.
- Veigar: Stay behind minions to avoid his Q, careful of his W, can shroud blink over his E.
- Vel'Koz: Let him push you in and kill him post 6 + revolver.
- Viktor: Focus on healing up with your passive. You can potentially harass him with your shroud if he is bad.
- Vladimir: Don't try to harass pre 6. He will heal it up. Survive til level 6 powerspike, then you can win.
- Wukong: Q him as he's dashing onto you and auto him before he goes invis. Should be easy to beat, especially with cloth + 4.
- Xerath: Focusing on dodging his spells. Don't let him clear the waves and harass you at the same time (stand outside the minion wave).
- Yasuo: let him push you in level 1. He beats you at level 1. Once you are both 2, use your Q and W to harass him and back off. If he dashes onto you, Q-auto-E and back off with shroud. Post 6 it's very difficult for Yacxs to win because he can't wind-wall your W.
- Yorick: use W if he has ghouls and lands his E. IF he outplays you and takes the health lead, play for 6.
- Zed: Play extremely aggressively. You win at every level. Post 6, go to a corner of your shroud when he ults you to dodge his Q and E.
- Ziggs: Don't try to win til 6. It's difficult to make it to 6 without being poked out. Ask for a gank, but with no gank you may need to recall early.
- Zoe: Stay behind minions so she can't land Q on you. Avoid her sleep at all costs. Post 6, you should be able to kill her if you dodge her sleep with your shroud.