		OSKAF	R + CHALSEU RIVEN M	IATCHUP SPR	READSH	EEI	
				BEST BUILD 14.20: HE		FEEDBACK/QUESTIONS: HERE	
			alle and de annululum				
	Difficulty	Runes / Tee	comments (Oskar)	Cooldowns	Notes (Oskar)	Comments+Notes (Chais)	
			Rivers favourishmus (orbital). Really easy to bully early game, since you will always be able to get pric, astrox can never his quo you without his E or Wil. If advanced to agreessively out on purishs his nice he will nave e. 2nd and does not build all of of AH early. How founds to stiggest goal in a rade is to hat Q3 dince for able Q1 ramps who much damage it deals, really to the property of the property	Passive (22-10) Based on level Q 14/12/10/8/6 W 20/18/16/14/12 E 9/8/7/6/5			
	Even / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	important to coolie.	R 120 / 100 / 80	ONLY HARD IF TABI RUSH, PRIO LVL 1, WIN LVL 6	Early levels piss easy because his Q cooldown is mega long. If he rushes tabi it's hard to kill so you just play for prio farm camps and plates. Perma Q dance his sweetspots.	
	Easy / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Easy to cheese level 1, she has insanely low armor stats in the early game so you win trades relatively easy. Her E and W also have really high cooldowns so play your trades around them. Be respective of her level 6 as it is also strong, however your is better. Riven favoured. Start Dorans shield. both ionite and teleport are good	W 20 E 16 / 14.5 / 13 / 11.5 / 10 R 100 / 80 / 60	WIN LVL 1, WIN LVL 6, SWEEPER FIRST REGALL	If Akali plays perfectly it's actually challenging, used to be a Riven counter in high elo. Most Akalis are dogshit and she is mega squishy now so you just blow her up. Red trinket tech hack OP	
	Even / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	high colociouses to party virtuates at unit of their to erespective or net fived 6 as it is also storing, however yours is better. Riven favoured. Start Domans shield, both lights and teleport are good here, it like teleport better. This matching is only hard in the sense that the entire data is that you need to live unit 6. So thy your best to not get consistent with the proof of your hard to be counted for its white is really consistent. You simply have to stand in the trajectory of it to stop it.	Passive 16 / 12 / 8 / 4 Based on level Q 8 / 7 / 25 / 6.5 / 5.75 / 5 W 18 / 14 / 10 / 6 / 2 E 18 / 16 5 / 15 / 13.5 / 12 R 100 / 85 / 70	WIN LVL 6		
		Conqueror + Sorcery (Nimbus Cloak +	consistent. You simply have to stand in the trajectory of it to stop it. Will update, as I have not faced a single one yet, but seems incredibly unplayable	Q 8 / 7.5 / 7 / 6.5 / 6 W 22 / 21 / 20 / 19 / 18 E 15 / 14 / 13 / 12 / 11 R 140 / 120 / 100			
	Very hard	Transcendence)	Riven favoured. Play to get rid off boneplating and passive shield (18s CD) as wave crashes Nr 1. Off that you can always get prio, super easy to flash onto most camille players off level 2 timer as well since they	Passive 18 / 14 / 10 Based on level Q 9 / 8 / 7 / 6 / 5 W 17 / 15.5 / 14 / 12.5 / 11			
	Even / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Riven flavoured. Play to get nd of boneplating and passive shield (18s CD) as wave crashes left. Cff that you can always get prio, super easy cloth do not not have been a first prior to the control of	R 140 / 115 / 90	PRIO LVL 1, WIN LVL	Just play around her shit and you kinda win all the time, Never DO W>R2, if she has tenacity runes she can ult to dodge it. Only Q3>R2 (if she has ult)	
		Conqueror + Sorcery (Nimbus Cloak +	R. Matchup is only hard from Triforce spike. Hard and positishing matchup. If you fall behind it is extremely hard to get back. Main idea here is to play for Int't cheese, as well as making sure that you serve your E for dodging her Cl. Remember that she is a ranged champ, so she will likely perma push into you, especially if you typ batting our her Cl. You can also play to outsistain her mann in the thing the control of the contro	Q 3.5 W 24 / 22 / 20 / 18 / 16 E 0.75 R 120 / 100 / 80	Cheese LVL 1, WIN		
a	Hard	Transcendence)	early game.  Almost impossible for Cho to hill abilities onto you, respect his passive sustain and therefore try to generate leads in the lane by freezing more. If you are able to zone him off the first 3 minors worth of exp its pretty much gg. 29 wave crash is the most optimal here since he had crazy sustain if you dont put him in a position where he has to step up	Q6 W 13/12/11/10/9 E8/7/6/5/4 R 80/70/60	LVL 6		
ith	Very Easy / Farr	Conqueror + Sorcery (Nimbus Cloak + n Transcendence)	River favoured. Only play to get prior M. respect that he can gloss of such as the can gloss of the can glos		ZONE LVL 1, WIN LVL 6	Never see ChoGath anymore these days he must be so trash limao, if he's good he can be annoying with Stence but you'll never see him max it	
	Euro / Phill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Rever flavoured. Chily pilis to get prio hil 1, respect that the cast phost you closed by go overstood with Q on of Var level 8 is by far stronger than his so it is one of the best finings to pily for The one tade you want to spars in this tage is feetably VA.A. E.G. Cut. You can use Q before W, however it makes the chance of him landing W or E on to you at higher. Very consistent to rade with him when he is ging for fast hits. Remember to NEVER Q3 in as Darius will always hold E to cancel your Q3.	R 120 / 100 / 80	ONLY HARD IF TABI RUSH, PRIO LVL 1, WIN LVL 6	You die if you int your cooldowns	
do	Even / Skill Easy / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Play for cheese and throughout the early game you simply want to deny as many minions as possible Overall easy to kill despite buying a lot of items as well as he douses very heavily on building a lot of HP contrary to armor.	Q 4 W 17 / 16.5 / 16 / 15.5 / 15 E 9 / 8.25 / 7.5 / 6.75 / 6 R 120	ZONE LVL 1, WIN LVL	Piss easy	
			The control of the co	Q 13/11.25/9.5/7.75/6 W 24/22/20/18/16 E 11/10/9/8/7 R 110/90/70			
	Even / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	your E. (Unity do this pire 6 on Histor, studie of the laine). Your rever is is stronger by fair, so try making sure her W is on cd if she is not low enough to all in with it being up. Respect that GP can cheese you level 1, with barriel start and win, but if not you can try play for level 1, matchup is pretty much free for you if he	Passive 15 Q 4.5	PRIO/WIN LVL 1, WIN LVL 6	1 pamy lan't enough for 2 hard CC. Punish If she dashes on you. Skill testing but Riven favored	
		Conqueror + Sorcery (Nimbus Cloak +	does not build armor pre 6 as he has to be incredibly good at spacing barrels or faking them in order to poke you low enough. Much like Jayce noone can really play this champ below GM so it is really easy to punish once you hit 6. Matchup also became a lot easier now that you can track the amount of barrels be has under his healthmap.	W 22/20/18/16/14 E 18 / 17 / 16 / 15 / 14 R 170 / 150 / 130	CHEESE LVL 1, WIN		
nk	Even / Skill	Transcendence)	can have the amount of branch to have upon the deathboar.  They for you have 11, great work to all sets to construct on pass of pass of pass of the death you have been to be to must of your offse to distinguishment of the pass of the death you have been to be an adjustment on the and pass have all the pass of the death you will be the death that general with AUMINT by the O you when you CD then BUT you CD that great with AUMINT by the O you when you CD then BUT you CD that great with AUMINT by the O you when you CD then BUT you CD that OLD the OLD the OLD that OLD	Passive 8 seconds out of combat Q 8 W 23 / 21 / 19 / 17 / 15	LVL 6		
			interze on mili allu periori mili with a since souse. Allor op is to unitate that garen will ALWAYS by to O you when you QS him, BUT your Q coolidown is lower than his by 3 seconds(no AH) if you Q EXTEND. So you can easily generate a room to trade with him if you Q3 into blocking his Q with your E which you can easily reach to, to then short trade with	R 120 / 100 / 80			
			nm uticing the transe window you have. Your level e is by six stronger, so it is much like flora. Ideally for make sure his W is on cooldown, but if hes low enough already you can still force it. Another good trading pattern (especially once you get eclipse) is waiting for him to Q you and then AA E-W out(time window on this can be very small, therefore you				
	Easy / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	can also just E-W out), often makes him blow E/W afterwards, opening up a room for you to trade with your Q  Respect his mega and play for cheese level 1 / go even till level 6 as	Q 20 / 17.5 / 15 / 12.5 / 10 (40% refund if	PRIO LVL 1, WIN LVL 6, CAN GO LONG+REFILL DONT NEED 3 POT		
	Hard / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)		Q 20 / 17.5 / 15 / 12.5 / 10 (40% refund if he catches it) E 22 / 19.5 / 17 / 14.5 / 12 R 90 / 60 / 30	CHEESE LVL 1, WIN LVL 6		
			recommend stating judinal smelt, tanges is involved within the judinal value of the provided within the judinal value of the provided within the judinal value of the judinal val	Passive 12/10/8/6 based on level Q 10/9/8/7/6 W 5 E 14/13.5/13/12.5/12 (40% reduction? he hits) R 100/85/70			
	Very Hard / Fam	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	this macrinip. But you do outscale inim in terms of other aspects of the game later on. Best idea in this matchup is to proxy and ignore him as much as possible after your 2nd+ back, if gragas is good you simply wont be able to play the game.  Gwen's damage numbers are really low so you can easily kill her in the		LVL 1, WIN LVL 6, BUY MERCS		
	Facu	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Gwen's damage numbers are really low so you can easily kill her in the early game as she struggles to output enough damage, also obesent run flash usually so much like carrille you're often able to flash on her with 1/2 Simer. Respect the resistances she gets from her W and try all in when it is on of, spam short trades when she doesn't have max stacks on Q and look to purish her off using E-Q.	W 22/21/20/19/18 E 13/12.5/12/11.5/11 R 120/100/80	PRIO LVL 1, WIN LVL	You perma kill her she's too squishy	
dinger	Hard / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	at 6 by flashing his E / hope to get ganked ( he has to push to exist, so hes always very gankable)	W 11/10/9/8/7 E 11 R 100/85/70	LVL 6		
			Punish her weak early, force her to waste E so you can make a play. Freezing is op here cause her E obviously doesn't travel through minors. Despite popular belief, also got before rashly had with an ew crazy amount of tentacts in a small proximity. If he wave was to be punched into you, or into her. Avoid puring the wave to close to terrain as it then becomes irranely hard to play. Good usage and knowledge of proxymg helps a loif in this matching.	Passive (20-7.25) Based on level Q 10 / 9 / 8 / 7 / 6 W 4 E 16 / 15 / 14 / 13 / 12 R 120 / 95 / 70			
	Even / Farm		pushed into you, or into her. Avoid putting the wave too close to terrain as it then becomes irranely hard to play. Good usage and knowledge of proxying helps a lot in this matchup.  Keep your E to dodge her E or dodge it reactively with Q and theres not		ZONE LVL 1, WIN LVL 6	Dodge all her shit and O dance, it's like Illaoi plays the game in slowmo kekw	
	Easy / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	of proxying helps a lot in this matchup.  Keep your E to dogle her E or dodge it reactively with O and theres not a lot she can do, she cannot play if you simply punish her with W on every minion she jumps on. Only a threat once she has BOTRX.  Play for prio NI, W Start it sviable. Jax is really weak vs riven as he is forced to use E a lot for pressure which you can easily get out, of, due to	W 20718/16/14/12 E 16/15/14/13/12 R 125/105/85 Q 8/7.5/7/6.5/6 W 7/6/5/4/3	ZONE LVL 1, WIN LVL 6 PRIO LVL 1, WIN LVL	You outdamage her she only wins if you int the wave	
		Conqueror + Sorcery (Nimbus Cloak +	Play for prio Ivi 1, W Start is viable. Jax is really weak vs riven as he is forced to use E a lot for pressure which you can easily get out of, due to being able to simple. E-W whenever the decides to Jump on you with 0. Important to remember that he becomes instancy Jursiy with R and payly around those conditiones. I salve with lax currently is this matchup is that stone IS 20 (Lax VEU) riven can no longer cannot his W so I what so that the condition is the same that the condition is the same to the conditions.	E 15/13.5/12/10.5/9 R 100/90/80	PRIO LVL 1, WIN LVL 6 / In my opinion this champ is really overtuned atm and I recommend just banning it / despite nerf in 14.2		
	Hard / Skill	Transcendence)	Level 1 cheese viable if no phase rush, or if you're able to catch him off guard facechecking you in brush. Your Level 6 is a lot stronger since	Q 16 / 14 / 12 / 10 / 8 / 6 W 10			
	Very Hard / Fam	Conqueror + Sorcery (Nimbus Cloak + 1 Transcendence)	Important to remember that flat AD is not really important in this		PLAY TO GO EVEN/SCALE, RISKY CHEESE LVL 1, WIN LVL 6	Play to survive lane and become op in side lane.	
			control and he and the control	120) W 14/13/12/11/10 E 10/9.5/9/8.5/8 R 120/100/80			
		Conqueror + Sorcery (Nimbus Cloak + Transcendence)	he can only cast W in 1 DIRECTION, his W cd is 10s lower(LOLIIII), his shield is mega buffed, his E CD is reduced by 5 seconds flat in his ULT from, his ULT Wis his burst dim (you have to dodge it), his E dash speed to allies is also buffed hand(almost as fast as ur wind slash, wo othersal!!!) to make sure there and described to a dash is highly or properly.		ZONE LVL 1, WIN LVL		
e	Hard / Skill	Transcendence)	dodge un combo  Mathup sucks in the sense that you do not really have any kill pressure on her, unless she messes up. I recommend going Dorans shield + Teleport, as it is the most consistent. You can definitely by to	Passive - reduces remaining R od by 4 seconds for each enemy hit by Karma Q or W	6		
		Conqueror + Sorren	dodge ur combo  Matchup sucks in the sense that you do not really have any ME pressure on her unless the messes up. I recommend going Dorans solided F-Heoport, as it is the most consistent. You can definely by to really recommend to the combon of the company of the company real recommend is not worth it lime. Revenous reals is good. You have a decent amount of it pressure (it.) but if the just natives is unit and spaces normally then the chance of you killing her solo is dose to zero. Play to perma proy! You'ran facility to comega dusticate.	U 9/8/7/6/5 W 12 E 10/9.5/9/8.5/8 R 40/38/36/34	PLAY TO GO EVEN/SCALE, RISKY CHEESE LVL 1, WIN LVL 6		
	Easy / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)			LVL 6		
		Conqueror + Sorcery (Nimbus Cloak +	The most important thing in this matchup is to establish your lead early on. Cheesing her lift is really good, as well as playing around her feel which has instane newspeed, so I really depends on how well the Kayle is able to space more than anything, Her VI also costs a shitton of mans, so she has really poor sustain ong term (if you're also to july off her feet; Stowballing is prefly easy in this matchup as Kayle has shownly be backed (remortly), also coally high ut of could yet.	R 160 / 120 / 80			
	Easy / Farm	Transcendence)  Conqueror + Resolve	insanely low basestats (armor/hp), also really high ut CD early Vis.  Go dehield and et the minors you can, pray that or jungler wants to play for you at all since you atth have really good gank soup despite it being bennen, can only kill if she doesn't know how to use w passive or E correctly. Or just took in own lot	Q 7 / 6 25 / 5 5 / 4 75 / 4 W 13 / 11 .25 / 9 5 / 7 .75 / 6 E 10 / 9 / 8 / 7 / 6 R 120 / 100 / 80	WIN LVL 1, WIN LVL 6  PLAY TO GO  EVEN/SCALE, RISKY  CHEESE LVL 1, WIN  LVL 6		
	Very Hard / Fam	"Second wind	Econecty, Ut just took in com his You can play for kill learly since you win level 1 really hand, however it is better for you to simply play to go even in the early game as you custoalle him really hand. If he ever misses to post 6 you can easily play for all ins remember to play around his W colddown as well so he doesn! get the horse or we it is barse or we. If is horse or we it is horse.	Q 11/10/9/8/7 W 11/95/8/65/5 E 13/12/11/10/9			
	Even / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	tor at ms femember to play around his W cooldown as well so he doesn't get the horse or w.e. it is back lo! Hard matchup since it punishes you incredibly hard if you ever fall behind? and he spikes very early into the game due to table. Matchup is very playable \$811, as you man unish him anothe. has despetible, here there.	Q8 W 10/9.5/9/8.5/8	WIN LVL 1, WIN LVL 6	Dodge his Q at all costs, wait for him to waste W on creeps	
		Conqueror + Sorcery (Nimbus Cloak + Transcendence)	dooring the horse or line it is about to it.  If the find mithing sense it produces the final control to the co	R 130 / 105 / 80	WIN LVL1, WIN LVL6 PLAY TO GO EVEN/SCALE		
	Hard / Farm	(Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak + Transcendence)	gives cripple to the enemy (all spd reduction). Play for prio M 1, he will win the extended trade due to his passive but you push the wave way harder, mode only really deals damage if he has a and or isolated Q. Both ware premy mych impossible to his user mode.	Q 9/7.75/6.5/5.25/4 W 12/11/10/9/8 E 18/16/14/12/10	PRIO LVL 1, WIN LVL	Just focus on farm not worth trying to kill	
liser	Easy	Transcendence)	so its a walk in the park.	R 140 / 120 / 100	]6	Dodge all his shit	

			He should never be able to get many minions early as you can simply	Q 7.5/6.5/5.5/4.5/3.5 W 15/14/13/12/11						
Nasus	Easy / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	He should never be able to get many minions early as you can simply freeze unless he goes e max and showes you in. Even then he will lose a lot and you can still punish him hard. Becomes a threat on 6, or with a lot of armor.	W 15/14/13/12/11 E 12 R 120/100/80	ZONE LVL 1, WIN LVL	He is not a champion pre 6, if he walks up he dies. If he doesn't walk up he loses all the gold. He can only win if you int the wave				
		C	but of armor.  You can win level 1 MOST of the time. It becomes significantly harder if he goes anything other than ghost-flash, however you can easily punish him if he throws axes too far, and his ut is kind of useless vs riven since it requires him to auch you in order to upkeep, really hard	Q 9, reduced to 2.5 unless the cooldown has already elapsed W 16 / 15 / 14 / 13 / 12 E 11 / 10 / 9 / 8 / 7		· · ·				
Olaf	Hard / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	punish nim if he throws axes soo far, and his uit is kind of useess vs riven since if requires him to auto you in order to upkeep, really hard and unforgiving matchup, but with enough practise it is really playable.	W 16/15/14/13/12 E 11/10/9/8/7 R 100/90/80	WIN LVL 1, WIN LVL 6					
		Conqueror + Sorgery	and unforging matchip, but with enough practice it is really playable. About him level it is incredibly weet. Festering is really (PC enough Aubust Him level it is incredibly weet. Festering is really (PC) enough the darkying in for the leaf tick so you do not leak the exist advange from the season. Once he peed enough amony out of the weet with of a reason to look to tall him so strely leay to scale.  Can cheese them the flacebooked you, from these prior and vessely and the season of th	Q 9 / 8.5 / 8 / 7.5 / 7 W 12 / 11.5 / 11 / 10.5 / 10 F 16 / 15 / 14 / 13 / 12		His W only applies the mark if you get hit by the last fick: so you can dodge it by				
Ornn	Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	passive. Once he gets enough armor you dont have much of a reason to look to kill him so simply play to scale.	R 140 / 120 / 100	ZONE LVL 1, WIN LVL 6	His W only applies the mark if you get hit by the last tick, so you can dodge it by dashing into him. You can beat him early levels but it gets boring af once he shops for armor, becomes farm lane				
		Conqueror + Sorcery	Can cheese him if he facechecks you, if not let him have prio and wait till you have level 3, as you are then able to play for small trades. With proper spacing it is very possible to win this matchup, you spike so	Q 11 / 10.25 / 9.5 / 8.75 / 8 W 13 / 12 / 11 / 10 / 9 E 22 / 21 / 20 / 19 / 18	PLAY TO GO EVEN/SCALE, RISKY CHEESE LVL 1, WIN LVL 6					
Pantheon	Hard / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)		R 180 / 165 / 150	LVL 6	I like to chill level 1 vs him, E his spears, then you outscale anyway				
			Try choses level 1 and see if you are able to get a kill before your first rest. This is you of hen possible strice a list of poole first time. In the your of hen possible strice a list of poole first time. as well as you can. One bring to note is that poopy's Wignound will only last for 2 seconds, so you should always thy to proc it with your Oil you have already used it as each of your O's will last for 2.66s, really had to use your E I pool in those someties as well since it can cause your law your Europi in those someties as well since it can cause your	P 13/10/7 Based on level 0.8/7/6/5/4 W 20/18/16/14/12 E 14/13/12/11/10 R 140/120/100						
		Conqueror + Sorcery (Nimbus Cloak +	last well as you can. One ming to note is may poppy's w-ground will only last for 2 seconds, so you should always try to procit with your Q if you have already used it as each of your Q's will last for 2.66s, really bad to	E 14713712711710 R 14071207100	PLAY TO GO EVEN/SCALE, WIN					
Рорру	Very Hard / Farm	(Nimbus Cloak + Transcendence)	use your E to procit in those scenarios as well since it can cause your Q to go on full cooldown.	D44.4405.440405.10		Thank god this champion isn't played much				
			O to go on full cooldown.  Go disheld and get the minions you can early, stall until level 6 and utilize that you can outrun her with ghost if she uses her E too aggressively on your side of the lane. Really hard lane if you're weaksided.	Q 11/10.5/10/9.5/9 W 50/45/40/35/30 E 12/11/10/9/8 R 12	PLAY TO GO EVEN/SCALE, WIN LVL 6, DSHIELD, FLASH+GHOST					
Quinn	Hard	*SECOND WIND			FLASH+GHUST	Chill until 6 then perma one shot her, abuse ghost tech				
			Matching is sort of projection one in my openior. The matching is ready and an about it may be applied to make the enterpolation of the desirable and it is ready and an about it is expected in the projection of	W 16/14/12/10/8 E 16/15/14/13/12 R 120/100/80						
			dorans blade first item and rushing eclipse, Play for small trading windows and only trade when you have a wave with you. Your 6 is							
			stronger if played correctly, in the sense that you have so play off his ods, his w and e have really high od early making it possible to set up all lins if he ever decides to use them. Typically something you can do is							
			that you can bat bad trades to set up your all in @ 6 with putting his elw on cd. Matchup is really similar to Sett in a lot of ways.							
Renekton	Very Hard	Conqueror + Resolve (Bone Plating + Shiel Bash)	1		PRIO LVL 1, WIN LVL1, WIN LVL6, DBLADE	If you don't permahan Renekton, only chance is to contest level 1 so he loses plenty of HP to get fury. Don't put him below 50% HP because it makes him get 50% more fury, so trade until he's just above 50%.				
			Respect that you will lose extended trades level 1, but you are still able to play off prior if he is not able to play for 4-stack. In general this matchap just comes down to your adily to put the wave is a position where it makes Rengar think is risky to jump to the wave / just hard for his healing from cloudle W (flerally miligates 100% of ding) if you get ahead, he filterally cannot play.	Q 6 / 5.5 / 5 / 4.5 / 4 W 16 / 14.5 / 13 / 11.5 / 10						
			where it makes Rengar think its risky to jump to the wave / just hard for him to get to the brush to begin with. Also note his W cd, and respect	R 110 / 100 / 90						
Rengar	Even / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	ahead, he literally cannot play.		TRY PRIO LVL1, WIN LVL6					
			Go dishleid, fris q has insane range so he will try use it whenever you go for minions try go even until you have hexidiriker and util. Look for all in when he has 70 rage or more as he cannot really use many spells when it is that for	Q10/9/8/7/6 W6	PLAY TO GO EVEN/SCALE, DSHIELD START, LVL 6					
Rumble	Hard / Farm	Conqueror + Resolve "SECOND WIND	when it is that high.		6	ldk how new Rumble is				
			Play to get his bone plating away in 1 and you remove a bunch of pressure, will also reveal what spel he starts. From level 3 just ball to this E-boneplating doing W - AA - EQ out and you will wim. The inatching is very alike the Durius malichup. His E and Wijust has really high CDs so its really eavy to set up your all in. Can be a bit scary @	Q 9/8/7/6/5 W 18/16.5/15/13.5/10 E 16/14.5/13/11.5/10 R 120/100/80						
Sett	Easy / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)			WIN LVL 1, WIN LVL 6					
			Really easy to trade versus, you pretty much dont lose at a single point in the lane. Respect his level 1 cheese if he has some weird s0 xpetu	Passive 10 Q 8 / 7.25 / 6.5 / 5.75 / 5						
Shen	Easy / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	pta ignice secup	Passive 10 Q 8 / 7.25 / 6.5 / 5.75 / 5 W 18 / 16.5 / 15 / 13.5 / 12 E 18 / 16 / 14 / 12 / 10 R 200 / 180 / 160	WIN LVL 1, WIN LVL 6	If Shen beats you then it's clear proof you need to review your mechanics				
Shares	Easy / Farm	Conqueror + Sorcery (Nimbus Cloak +	Needs too many items to work, super straight foward	Q 8 / 7.5 / 7 / 6.5 / 6 W 12 E 12 / 11 / 10 / 9 / 8 W 17 / 16 / 15 / 14 / 13	PRIOWIN LVL 1, WIN	This champion swifts 2				
onyvana		Transcendence) Conqueror + Sorcery (Nimbus Cloak +	Just play super aggro early, he can never play if you zone him off early minions. Just cover level 1 so he doesn't proxy.	E 10/9.5/9/8.5/8	ZONE LVL 1, WIN LVL	The Compact Code (				
Singed	Easy / Farm	Transcendence)		R 120 / 110 / 100	6					
		Conqueror + Sorren	Play super aggro early, zone off first 3 minions of exp. Set up a freeze as early as you can and play off that. Try avoid killing him in the cases where he can get all of the minions in the early game. Killing him on a freeze is worth so much more. Only really becomes annoying in the	Q 10/9/8/7/6 W 15/14/13/12/11 E 12/11/10/9/8 R 140/100/60						
Sion	Easy / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	later stages.		ZONE LVL 1, WIN LVL 6	Yeah this is kinda chill but he's annoying if he goes hull (pls remove hullbreaker riot)				
			Same through Set bit profit, groups method as you should, want to your less and so sale you had set less? I recovered group offset mans with Docsan Shadd start * Bregort. You have be give up profit level 1, as he is just stimp showers. Better you have be give up of the less ready not a lord finings to 50. The logical nocetage better less in this manufacture. The profit less that the less give the less that the less than the less than the less than the less than the through the less in a way so that the cannot datter his E very well. Remember that Stammer can of cetted his few less that share the public shadd of the less than the less than the less than the sale on the St. very constant due to be fall of that shares typically as the on St. very constant do so the fall of the start public through the start public shad to shad you have the shad public as the so that it was not constant the set to the fall of the start public as the sould be set to the set of the start that shares typically as the set of the	Q 13/11.5/10/8.5/7 W 10/9/8/7/6 E 20/19/18/17/16						
			<ol> <li>as he is just simply stronger Before you have 6 / Eclipse there is really not a lot of things to do. The biggest noobtrap to fall into in this matchup is to not make him oush into you the already does this with the</li> </ol>	R 120 / 105 / 90						
			AOE on his abilities), the only way to kill him is by running him down through the lane in a way so that he cannot utilize his E very well. Remember that Skarper ran O extend like Riven. Note that nlaving for							
		Consumor + Somen	all-ins on BC is very consistent due to the fact that skarner typically tends to buy a lot of stuff like t2 boots / tear etc. Which delays his first item by a lot.		PLAY TO GO EVEN/SCALE, WIN LVL 6, WIN ON 1ST ITEM					
Skarner	Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)			ITEM					
		Conqueror + Sorcery	Sylas can never survive laning phase versus Riven as you simply have too much burst and should gractically autowin any trade. Zone him off the wave level 1 and play off that lead.	Q 11/10/9/8/7 W 12/10.5/9/7.5/6 E 13/12/11/10/9 R 80/55/30						
Sylas	Easy	Conqueror + Sorcery (Nimbus Cloak +		R 80 / 55 / 30						
		Transcendence)	You hardwin level 1. You outcode really hard so play for your own	07/65/6/55/5	DI AV TO CO					
Tobas Manak	D // D	Conqueror + Sorcery (Nimbus Cloak +	You hardwin level 1. You outscale really hard so play for your own spikes and if you dodge his Q the champ is relatively useless.	Q 7 / 6.5 / 6 / 5.5 / 5 W 21 / 20 / 19 / 18 / 17 E 3	PLAY TO GO EVEN/SCALE, WIN LVL 1					
Tahm Kench	Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Play for level 6, teemo can only survive if he builds any HP or armor early. Possible to go cleanse over ignite as well in lower clos and play	E 3 R 120 / 100 / 80 Q 7 W 14	LVL 1	Dodge his Qs to deny tons of drig + healing				
Tahm Kench	Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak +	You handwin level 1. You outscale really hard so play for your own spikes and if you dodge his of her champ is relatedly usedess.  Play for level 8, teems can only survive if he builds any HP or armor early. Possible to go cleanse over lightle as well in lower dos and play for kids earlier.	E3	PLAY TO GO EVEN/SCALE, WIN LVL 1 PLAY TO GO EVEN/SCALE, WIN LVL 6, SWEEPER FIRST RECALL	Dodge his Os to dany tons of drag + healing				
Tahm Kench Teemo	Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Play for level 6, teemo can only survive if he builds any HP or armor early. Possible to go cleanse over ignite as well in lower dos and play for kits earlier.	E 3 R 120 / 100 / 80 Q 7 W 14 R 30 / 25 / 20	LVL 1  PLAY TO GO EVENISCALE, WIN LVL 6, SWEEPER FIRST RECALL	Dudge his Os to deny fores of long + healing				
Tahm Kench Teemo	Even / Farm Even	Conqueror + Sorcery (Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak +	Fity for level 6, teems can only survive if he builds any left or amor- eally. Possible to go cleanes over lights as well in lower closs and play for kits earlier.  Fity safe early and just spans short trades he has a really hard time to be able to punish you. Play until the is bolose a demaps freshhold that report that he on potentially you you down with hat and book if you.	E 3 R 120 / 100 / 80 Q 7 W 14 R 30 / 25 / 20	LVL 1	Oudge his Os to deery tons of dang + healing				
Tahm Kench Teemo Trundle	Even / Farm Even	Conqueror + Sorcery (Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Fity for level 6, teems can only survive if he builds any left or amor- eally. Possible to go cleanes over lights as well in lower closs and play for kits earlier.  Fity safe early and just spans short trades he has a really hard time to be able to punish you. Play until the is bolose a demaps freshhold that report that he on potentially you you down with hat and book if you.	E 3 R. (207100780 R. (20710078	LVL 1  PLAY TO GO EVENISCALE, WIN LVL 6, SWEEPER FIRST RECALL	Oudge his Oa to deery tuns of dring = healing				
Tahm Kench Teemo Trundle	Even / Farm Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Fity for level 6, teems can only survive if he builds any left or amor- eally. Possible to go cleanes over lights as well in lower closs and play for kits earlier.  Fity safe early and just spans short trades he has a really hard time to be able to punish you. Play until the is bolose a demaps freshhold that report that he on potentially you you down with hat and book if you.	E 3 R 120 / 100 / 80 Q 7 W 14 R 30 / 25 / 20	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Codge his Ce to deny tons of drug = healing				
Tahm Kench Teemo Trundle	Even / Farm  Even  Even / Farm	Conqueror + Scroery (Nimbus Cloak + Transcendence)  Conqueror + Scroery (Nimbus Cloak + Transcendence)  Conqueror + Scroery (Nimbus Cloak + Transcendence)	Fity for level 6, teems can only survive if he builds any left or amor- eally. Possible to go cleanes over lights as well in lower closs and play for kits earlier.  Fity safe early and just spans short trades he has a really hard time to be able to punish you. Play until the is bolose a demaps freshhold that report that he on potentially you you down with hat and book if you.	E 3 R. (207100780 R. (20710078	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Design has Go to deny tons of dang + healing				
Tahm Kench Teemo Trundle Tryndamere	Even / Farm Even / Farm Hard / Skill	Conqueror + Sorcery (Nimbus Cloak + Transcendence)  Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Fay for four 6, beans can only survive if the builds any IMP or amor- early. Products or contract over light as well in lower docs and play for this earlier.  Pay safe early and just spain who if toole the has a ready hard time to be able to printin you. They until the is below a demape thereinfold that you can be set all register. If you can be a set of the products of the set of	E 3 R. (207100780 R. (20710078	LVL 1  PLAY TO GO EVENISCALE, WIN LVL 6, SWEEPER FIRST RECALL	Dudge his Car to deny tons of ding + healing				
Trundle	Even / Farm	Conqueror + Sorcery (Nimbus Cloak + Transcendence)	Flay for few of 8, better can only survive. If he builds any 19F or amort cash, Possilate to go cleaners over right as well in lower dos and play to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath of the	1 0 0 100 100 100 100 100 100 100 100 1	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Codge his Cas to deerly tons of dring + healing				
Trundle	Even / Farm	Conqueror + Sorcery (Nierbus Cloak + Transcendence)	Flay for few of 8, better can only survive. If he builds any 19F or amort cash, Possilate to go cleaners over right as well in lower dos and play to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath of the	1 0 00 100 100 100 100 100 100 100 100	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Codge his Oats deerly toks of ding + healing				
Trundle	Even / Farm	Conqueror + Sorcery (Nierbus Cloak + Transcendence)	Flay for few of 8, better can only survive. If he builds any 19F or amort cash, Possilate to go cleaners over right as well in lower dos and play to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath of the	1 0 0 100 100 100 100 100 100 100 100 1	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Dudge his Ox to deny fore of long + healing				
Trundle	Even / Farm	Computer + Sortery Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Computer + Sortery	Flay for few of 8, better can only survive. If he builds any 19F or amort cash, Possilate to go cleaners over right as well in lower dos and play to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seather.  Flay safe sold, set jud again that basis he has a really had the to the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath or purity with a real few of the seath of the	1 0 0 100 100 100 100 100 100 100 100 1	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Dodge his Car to demy farie of dring + healing				
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Conqueror + Sorcery (Nierbus Cloak + Transcendence)	Pay for level 6, teams can only survive if he tudits any 16F or amore easy. Procede to go cleaners over right as well in lower does and play to this cartie.  Play satis early and just spans stort trades he has a really hard time to the carties of the carties with the solid heart or share of the carties with the solid heart or share of the carties of	1 0 0 100 100 100 100 100 100 100 100 1	LIV. 1 FLAY TO GO EVENSCALE, WIN LUS 6, SWEEPER FLAY TO GO FLAY TO	Dudge his Car bit deny tons of ding + healing				
Trundle	Even / Farm	Computer + Sortery Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Computer + Sortery	Fay for few of 8, bears can only survive if he builds any 19° or amore analy. Products to go cleanare over right as well in lower does and play to the late earlier.  They safe host, and jud again their builds in his a marry hard their to the about the safe to privately with a fine of the safe to privately with a fine of the safe to privately and private in the safe to privately and leve if 8 in productly has find in the propose just in the safe to privately and the safe to the privately has fine the propose just makes up.  I prefer the safe year they safe to the s	C 20 100 100 100 100 100 100 100 100 100	LVL 1 PLAY TO GO EVENNSCALE, WIN LVL 6, SWEEPER FIRST RECALL PLAY TO GO EVENNSCALE, ONLY HARD IF TABI RUSH, WIN LVL 6,	Dudge his Ca to deny tons of ding + healing				
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Computer + Sortery Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Computer + Sortery	Fay for few of 8, bears can only survive if he builds any 19° or amore analy. Products to go observe over right as well in lower does and play to the late earlier.  Fay safe head, and jud quan their builds in his a many hard their to the center of the safe operation year.  Fay part head, and jud quantity is the producty has find the propose just you can have a find principle of level 6. It is productly has find the propose just you can have a find the production of the producty has find the propose just makes up.  I prefer the setting with glorest-pole or faith-principle and any our and bit to the producty has find the propose just the propose just the propose just the propose just the propose pole of the producty and any our and bit to provide the propose just	C 20 100 100 100 100 100 100 100 100 100	LIV. 1 FLAY TO GO EVENSCALE, WIN LUS 6, SWEEPER FLAY TO GO FLAY TO	Dodge his Call to deep tons of ding + healing				
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Computer + Sortery Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Computer + Sortery	Fay for few of 8, bears can only survive if he builds any 19° or amore analy. Products to go observe over right as well in lower does and play to the late earlier.  Fay safe head, and jud quan their builds in his a many hard their to the center of the safe operation year.  Fay part head, and jud quantity is the producty has find the propose just you can have a find principle of level 6. It is productly has find the propose just you can have a find the production of the producty has find the propose just makes up.  I prefer the setting with glorest-pole or faith-principle and any our and bit to the producty has find the propose just the propose just the propose just the propose just the propose pole of the producty and any our and bit to provide the propose just	1 0 0 100 100 100 100 100 100 100 100 1	LALT OG O EVENEGALE WIN FOR TREAL FOR THE CALL FOR THE CA					
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Conquery - Soriery  Medical Chair  Transcriptions  Conquery - Soriery  Medical Chair  Transcriptions	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Products to go claiman over yith as well in lover do and play where the service is a service of the service of	G 201 (101 80)  O 7  W 14  O 12  O 12  O 13  O 14  O 15  O 1	LIV. 1 FLAY TO GO EVENSCALE, WIN LUS 6, SWEEPER FLAY TO GO FLAY TO	Oxoge his Ox to deep tons of dring + healing  Whomer initiates the trade bose 8, you can by to bat his 8. If his blows 5 you can book and wo. Otherwise it's familiary and you will just outload the stand change.				
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Computer + Sortery Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Transcendence) Computer + Sortery Minchas Class Computer + Sortery	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Products to go claiman over yith as well in lover do and play where the service is a service of the service of	G 201 (101 80)  O 7  W 14  O 12  O 12  O 13  O 14  O 15  O 1	LALT OG O EVENEGALE WIN FOR TREAL FOR THE CALL FOR THE CA					
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Conqueror + Sorcery Membra Chair Transcondence)  Conqueror + Sorcery Membra Chair Transcondence  Conqueror + Sorcery Transcondence  Conqueror - Sorcery	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Products to go claiman over yith as well in lover do and play where the service is a service of the service of	G 201 (101 80)  O 7  W 14  O 12  O 12  O 13  O 14  O 15  O 1	LALT OG O EVENEGALE WIN FOR TREAL FOR THE CALL FOR THE CA					
Trundle	Even / Farm  Hand / Skill  Very hand  Even / Farm  Even / Farm  Very hand	Conquery - Soriery  Medical Chair  Transcriptions  Conquery - Soriery  Medical Chair  Transcriptions	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Products to go claiman over yith as well in lover do and play where the service is a service of the service of	G 201 (101 80)  O 7  W 14  O 12  O 12  O 13  O 14  O 15  O 1	LALT OG O EVENEGALE WIN FOR TREAL FOR THE CALL FOR THE CA	Wisconser initiates the trade basis it, you can try to ball his E. If he blows If you can trade and wn. Otherwise it's farm sure and you will just outside the frank change.				
Trundle	Even / Farm Even / Farm Hard / Skill Very hard	Conqueror + Sorcery Membra Chair Transcondence)  Conqueror + Sorcery Membra Chair Transcondence  Conqueror + Sorcery Transcondence  Conqueror - Sorcery	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Products to go claiman over yith as well in lover do and play where the service is a service of the service of	G 201 (101 80)  O 7  W 14  O 12  O 12  O 13  O 14  O 15  O 1	LALT TO GO  EVENEDALE MAN  EVENEDALE DATA  PART TO GO  EVENEDALE DATA  PART TO GO  EVENEDALE DATA  RAM TO GO  EVENEDALE DATA  BAN FOR IAM 1.  GARDET SON IAM 1.  GARDET SON IAM 1.  GARDET SON IAM 1.  EVENEDALE DATA  EVENEDALE  EVE	Wisconser initiates the trade basis it, you can try to ball his E. If he blows If you can trade and wn. Otherwise it's farm sure and you will just outside the frank change.				
Trundle	Even / Farm  Hand / Skill  Very hand  Even / Farm  Even / Farm  Very hand	Conqueror + Sorrery  Conqueror + Sorrery  Transcendence)	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Products to go claiman over yith as well in lover do and play where the service is a service of the service of	G 201 (101 80)  O 7  W 14  O 12  O 12  O 13  O 14  O 15  O 1	LALT TO GO  EVENEDALE MAN  EVENEDALE DATA  PART TO GO  EVENEDALE DATA  PART TO GO  EVENEDALE DATA  RAM TO GO  EVENEDALE DATA  BAN FOR IAM 1.  GARDET SON IAM 1.  GARDET SON IAM 1.  GARDET SON IAM 1.  EVENEDALE DATA  EVENEDALE  EVE	Wisconser initiates the trade basis it, you can try to ball his E. If he blows If you can trade and wn. Otherwise it's farm sure and you will just outside the frank change.				
Trundle	Even / Farm  Hand / Skill  Very hand  Even / Farm  Even / Farm  Very hand	Conqueror + Sorcery Membra Chair Transcondence)  Conqueror + Sorcery Membra Chair Transcondence  Conqueror + Sorcery Transcondence  Conqueror - Sorcery	Pay for least 6, teams can only survive if he builds any HP or amor- teally. Possible to go claiman over typic as well in least do and play to the settle.  They did not settly and just depen short takes to this a ready had these did to portifyin by ground the least board and play to did to be printly by ground the least board and provided the did to be printly by ground the least board and provided the respect to the care potentially in my our down with that and take it yet respect to the care potentially in my our down with that and take it yet and to the care potentially in my our down with that and take it yet take with the latter least yet yet yet. The latter is any our and the take with the latter least yet yet you that he was a good amount of present. However, and the ready with yet yet yet yet we take the bade with the globel of the down yet yet yet yet. The take it was to should be always to be the down of my you down if yet yet yet to be bade with the globel or he down of my you down yet yet yet.  It has been the to be the down of my you down yet yet yet yet to be tell to be the down of my you down yet yet yet to be the with the globel or he down of my you down yet yet to be the latter of the	C 20 100 100 100 100 100 100 100 100 100	LALT TO GO  EVENEDALE MAN  EVENEDALE DATA  PART TO GO  EVENEDALE DATA  PART TO GO  EVENEDALE DATA  RAM TO GO  EVENEDALE DATA  BAN FOR IAM 1.  GARDET SON IAM 1.  GARDET SON IAM 1.  GARDET SON IAM 1.  EVENEDALE DATA  EVENEDALE  EVE	Wisconser initiates the trade basis it, you can try to ball his E. If he blows If you can trade and wn. Otherwise it's farm sure and you will just outside the frank change.				
Trundle Tryndamese Treated fide Lager Lager Veyne	Even / Farm  Nand / Skill  Very hard  Fram  Even / Farm  Even / Farm  And / Skill  Hard / Skill	Conquero * Sortery Menha Chair Transcendence)  Conquero * Sortery Transcendence)	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Proades to go claiman over yith as well in lever does and play where the service is a service of the service of	C C C C C C C C C C C C C C C C C C C	LAL 1  LAL TO GO  EVENEZAE WAS  PART RECALE WAS  PART FOR IAM 1.  GRAPE WAS IAM  COUNTY FOR IAM 1.  PART FOR IAM 1.  PART FOR IAM 1.  PART FOR IAM 1.  WAS PORT	Wisconser initiates the trade basis it, you can try to ball his E. If he blows If you can trade and wn. Otherwise it's farm sure and you will just outside the frank change.				
Trundle Tryndamese Treated fide Lager Lager Veyne	Even / Farm  Nand / Skill  Very hard  Fram  Even / Farm  Even / Farm  And / Skill  Hard / Skill	Conqueror + Sorrery  Conqueror + Sorrery  Transcendence)	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Proades to go claiman over yith as well in lever does and play where the service is a service of the service of	C C C C C C C C C C C C C C C C C C C	LAL 1  LAL TO GO  EVENEZAE WAS  PART RECALE WAS  PART FOR IAM 1.  GRAPE WAS IAM  COUNTY FOR IAM 1.  PART FOR IAM 1.  PART FOR IAM 1.  PART FOR IAM 1.  WAS PORT	Wisconser initiates the trade basis it, you can try to ball his E. If he blows If you can trade and wn. Otherwise it's farm sure and you will just outside the frank change.				
Trundle Tryndamese Treated fide Lager Lager Veyne	Even / Farm  Nand / Skill  Very hard  Fram  Even / Farm  Even / Farm  And / Skill  Hard / Skill	Conquero * Sortery Menha Chair Transcendence)  Conquero * Sortery Transcendence)	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Proades to go claiman over yith as well in lever does and play where the service is a service of the service of	C C C C C C C C C C C C C C C C C C C	DATE OF THE PROPERTY OF THE PR	Vibourer officials the backs base it you can by is back to E. If the black it you can track and one. Officerable it's farm lare and you will just obtain the face than of any care good.				
Trundle Tryndamese Treated fide Lager Lager Veyne	Even / Farm  Nand / Skill  Very hard  Fram  Even / Farm  Even / Farm  And / Skill  Hard / Skill	Conquero * Sortery Menha Chair Transcendence)  Conquero * Sortery Transcendence)	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Proades to go claiman over yith as well in lever does and play where the service is a service of the service of	C C C C C C C C C C C C C C C C C C C	DATE OF THE PROPERTY OF THE PR	Vibourer officials the backs base it you can by is back to E. If the black it you can track and one. Officerable it's farm lare and you will just obtain the face than of any care good.				
Trundle Tryndamese Treated fide Lager Lager Veyne	Even / Farm  Nand / Skill  Very hard  Fram  Even / Farm  Even / Farm  And / Skill  Hard / Skill	Conquero * Sortery Menha Chair Transcendence)  Conquero * Sortery Transcendence)	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Proades to go claiman over yith as well in lever does and play where the service is a service of the service of	C C C C C C C C C C C C C C C C C C C	DATE OF THE PROPERTY OF THE PR	Vibourer officials the backs base it you can by is back to E. If the black it you can track and one. Officerable it's farm lare and you will just obtain the face than of any care good.				
Trundle Tryndamese Treated fide Lager Lager Veyne	Even / Farm  Nand / Skill  Very hard  Fram  Even / Farm  Even / Farm  And / Skill  Hard / Skill	Conqueror + Sorcery Membra Chair Transcondence)  Conqueror + Sorcery Transcondence  Conqueror + Sorcery Membra Chair  Transcondence  Conqueror + Sorcery  Membra Chair  Transcondence  Conqueror + Sorcery  Membra Chair  Transcondence  Conqueror + Sorcery  Membra Chair  Transcondence  T	Pay for level 6, teams can only survive if he builds any HP or amor- andy. Proades to go claiman over yith as well in lever does and play where the service is a service of the service of	C C C C C C C C C C C C C C C C C C C	DATE OF THE PROPERTY OF THE PR	Vibourer officials the backs base it you can by is back to E. If the black it you can track and one. Officerable it's farm lare and you will just obtain the face than of any care good.				
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		extend as your passive AA should onehit his blobs lire.) Rush Black Cleaver, and he is free for the most part of the game. The only thing you want to be vary of is having ignite up when trying to kill him, as he heals a lot from 6 and its very hard for you to avoid him picking up blobs	W 5 E 22 / 19 / 16 / 13 / 10					
Zac	Conqueror + Sorcery (Nimbus Cloak +	in his R. Zac has one good trading pattern versus riven which relies upon him hitting Q, into E-W. If you ever see him using Q on a minion make sure to wait until it runs out. Matchup can be a bit cringe as he can proxy to hold multiple waves, stacking them up to it pushes into him, but I rarely see them doing this regardless.		ZONE LVL 1, WIN LVL 6				