

Hi. I've been playing almost exclusively Naafiri for almost a year, and thought I'd put that matchup knowledge to use in a hopefully helpful document. I primarily play her mid, but have dabbled a bit in toplane as well. In this spreadsheet, you'll find my anecdotal and **personal** thoughts on the difficulty of every matchup in the game, as well as any tips/tricks I've acquired when it comes to playing against them. I hope this helps! Feel free to leave a comment [here](#) if I'm wrong about something, or if you have any additional tips about a particular matchup.

Every matchup will have the following information:

- If the matchup leans in Naafiri's favour, the opponent's favour, or if it is purely a skill matchup
- The difficulty of the laning experience/fighting them in general
- Strategies/Tips

Matchup Legend:

MATCHUP FAVOUR ? [2]	Naaf Favoured [3]	Skill Matchup [4]	Opponent Favoured [5]	
DIFFICULTY [6]	EZ [7]	Medium [8]	Hard [9]	Dodge [10]

Last updated as of patch **14.19**.

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Builds

Builds				
Starter Items		Summoner Spells		
Offensive [11]	Defensive	Flash [12]	Ignite [13]	
Long sword [14] Doran's Shield [15]		Ghost [16]	Teleport [17]	
Refillable Potion Health Potion				
Assassin [18]				
Core		Boots	Flex	Survivability
Opportunity	Ghostblade	Serylda's Black Cleaver	Ionian Boots Merc Treads	Edge of Night [1] Death's Dance Axiom Arc [20] Maw Serpents Fang [2] Eclipse [22]
This is the bread & butter Naafiri build. You're going to be punished heavily for mistakes, but you'll be rewarded for getting a good flank or catching an enemy when they're overextended. You're squishy, so you want to avoid extended fights where possible.				
Bruiser [23]				
Core		Boots	Flex	Survivability
Eclipse	Black Cleaver	Shojin's	Ionian Boots Merc Treads	Stridebreaker Death's Dance Overlord's Blood Maw Sterak's
The bruiser build gives her a lot of survivability but you give up a good deal of your burst potential. Pick this into teams with few squishy targets. You'll be able to fight for a good bit longer and you won't get poked out quite as easily. This build can be good to get more combat experience on Naafiri as you won't get blown up for a single mistake.				
Runes				
Electrocute [24]			Electrocute [25]	
Sudden Impact [7]	Legend: Haste	Adaptive Force	Sudden Impact [7]	Triumph [28]
Eyeball Collection	Coup De Grace [31]	Movespeed	Eyeball Collection	Coup De Grace [32]
Ultimate Hunter [31]		Tenacity	Ultimate Hunter [32]	Tenacity
This is my preferred runeset. I play very aggressively and very frequently all-in, so I like the supplemental damage against a single target. Naafiri's Q cooldown at Level 1 means that Electrocute will be ready almost every other Q combo. Run this if you're confident you can land Q2. Requires at least one packmate to proc electrocute from afar.				
Arcane Comet Offensive [33]			Arcane Comet Defensive [34]	
Manaflow Band	Legend Haste [3]	Adaptive Force	Manaflow Band	Second Wind [36]
Absolute focus [3]	Cut down [38]	Adaptive Force	Absolute Focus	Overgrowth [39]
Scorch [40]		Scaling HP	Gathering Storm	Scaling HP
We still need to take a look at these as of patch 14.18.				
Conqueror [41]				
Triumph	Ultimate Hunter	Adaptive Force		
Legend: Haste	Sudden Impact	Movespeed		
Coup De Grace		Scaling HP		

General Notes - Peachwolf [46]

General Notes - X [47]

Don't open with your W all the time. If you know an enemy has burned their CC or mobility abilities, feel free - but when you're ganking a lane or trying to get a pick, just pop your R and run at them. You're bound to catch up with the movement speed that you get. A lot of players will throw out their CC in anticipation of your W, or they'll burn their mobility to get away from you once you reach them. Once they do either of those things, then you can use your W. If you can pop your target without using W, you're in a good place to immediately turn on anyone else who shows up to match you.

Composure: With how simple and straight forward Naafiri's kit is, she is very simple to outplay or counter. One well timed CC, good positioned tank, or timely flash to escape your damage can gimp your entire gameplan. One thing I struggled heavily with was assuming people will play perfectly all the time, which does indeed become more true as you climb in elo, however, people are still people. They will panic, they will make mistakes and will open opportunities under pressure, sometimes you just need to make that pressure yourself. For example vs a Hwei you realistically should never be able to get ontop of him between his slow, increased ms and fear / displace, however he can only use his fear once. If he uses it offensively you can go in freely, but if he is holding it you need to make a reason for him to do so. Ult and just run at him, waiting to dodge and many times they will panic and throw it out giving you the opportunity to dodge and follow through since he is defenseless. Same with supports holding CC, ADC's holding flash or their escape / peel tool. Between a scary assassin running at you, and your jungler or other laner following up you can create a seemingly lose lose situation where they will pick wrong and you can punish them for it.

Never use your W when in close quarters combat with a champion. Not only will you deal more damage by getting a couple of auto-attacks off, but you really don't want to self-CC while in a stagfright with an enemy. By holding onto your W, you'll also still have it in the event that they try to escape.

Patience: Not every play need to happen as fast as you can make it happen. Often times waiting just a second to ensure your Q2 lands, the opponent to burn a key spell, or waiting for your teammates to follow up makes or breaks fights. **The threat of what you can do is just as important as doing it.** It can be applied to all champions, but let us take a hook champion like Blitzcrank for example. If you are in an encounter with someone you can fire the Hook instantly, and hope it connects. If it does you grab the enemy, and chances are they die, if it misses you don't have terribly much else to contribute to a fight, your threat goes way down and the opponent may turn on you making the situation spicy. Now lets say you hold your ability. They will have to take the defensive, playing such that they don't get hooked (positioning further and trying to juke in their movement), and since they are so focused on your hook they may be juking the ghost of Christmas yet to be while your ADC autos them down, and if they don't they may mistep and be put in a ripe position for you to hit it with a higher guarantee. Learning to keep that pressure for both yourself and others to follow up is invaluable in fighting.

If you have an opening, capitalize on it. For example, if Brand is at 60% HP, just whiffed his Q and E, and is past the halfway point in midlane, press R and jump him immediately. Naafiri puts out a lot of damage when she lands her full combo, but hesitation will often cost you your window to punish. Good vision and a good understanding of each matchup will ensure that you aren't punished for your all-in.

Wave Manipulation, Tempo, and all them fundamentals: [This](#) guide (and most others) probably does a whole lot better of a job explaining it than I ever will ([this](#) for jungle), but the main point I think is worth to take away is tempo and timers. By manipulating waves (getting cannons to crash, bouncing wave back and forth, zoning on push, conceding on crashes into you) you create a lot of advantages for yourself. You guarantee farm, create time for bases and roams, and create lose lose situations for the opponent. The things I strongly recommend you do is leaning to freeze for when you are ahead and want to push for kills to snowball your leads, slowpush to create timers, keeping in mind of pivotal moments on where you want to be. I tend to try to push out waves for 3:20 so I can be there for scuttle, base and push out for drakes / grubs to guarantee team wide bonuses, and in mid / late game pushing out waves so you can go to objectives and teamfights without losing anything. As a midlaner and moreo Naafiri, you have a lot of impacts in those skirmishes and ganks, and good wave clear to boot. If you do things properly you can have upward of 9 CS/m and still be at most important fights

You can actually push faster if you use abilities while you're attacking a tower. It procs your packmates' passive and empowers their auto attacks. You shouldn't do this all the time since you want your abilities & mana in the case that someone pulls you on you, but it can be worth it if you're really trying to finish off a tower quickly.

Potential vs Guaranteed plays: This is something that is good to apply but can be difficult to judge properly as even I fail at making the right call sometimes. This is probably the hardest point for me to explain but allow me to try. In the course of a game, there will be many choices you have to make on where to be, what fights to take, and when to farm vs roam and it is up to you to decide on which course to take. Some are easier, like joining the great aram of low elo vs sidelaning to get exp, gold, towers and put pressure on the map, or Farming mid vs trying to force a gank against a fed Mondelaiser or Illaoi. Almost every decision you make has an opportunity cost and its up to you to decide on whether or not to go for a riskier, more rewarding play, or taking a lower reward, guaranteed play. Your mastery on the champion, the ability of your teammates, and the competence of the enemy all factor into what you want to take. Someone with amazing gank setup or carry potential is good to gank or play around, sometimes its worth to forgo perfect farm mid to invade or gank with your jungler, but if they skipped their chemo appointment to play league steer clear of them. **Chances are there will be one other competent player on your team, find them and play around them.**

Your W is one of the few abilities that grants truesight. If you can lock onto a champion before they go invisible (Akali, Evelyn, Aurora, etc.), you'll still continue to travel to them and can land your combo.

Mental: mental is fundamental to both playing well and learning. Playing when tired, upset, salty or even prolonged periods of time will make it quite difficult to play. Personally, when trying to climb I play one game to warm up, then 3 games. Some times you can clearly see if you are underperforming or not playing as you should and take the hint, quit and try again next day or later if you really want to. **Don't tilt queue, yes, occasionally Allah will throw you his strongest warrior, four of his greatest challenges, or the Riot mind controlled LP police.** Such things are temporary, they won't be there the next game, and chances are there will be an Inter Binter on the next game too. **The only thing consistent between games is you focus on being as good as you can, there will be some games you can't win, but by focusing on playing your best and carrying you will climb.**

If you got poked a little bit in a skirmish or otherwise took some chip damage, throw a double Q at a jungle camp - recent Naafiri buffs allows her to proc her Q2 healing from jungle monsters. Take advantage of this.

Playing from behind: This is an awful skill to learn but necessary. Not every game you will have the opportunity to be a 1v9 super star, and every so often you have to play from behind. After a while it is important to out your losses, forgo farm or lane pressure, and focus as hard as you can on getting yourself back in the game. Take as much farm and exp as you can, pin your opponent to lane so they can't use their lead to affect the rest of the game and wait for the opportunity to get back. Between shutdowns, comeback EXP and objective bounties there are more than enough ways to get back in if you don't put yourself too far behind. It feels awful, many times you have to rely on your team, but it is the nature of the game, and if you learn this part you can turn many guaranteed losses into potential wins. It just requires a slight adjustment to your preferred playstyle.

[1] This refers to whether or not a matchup leans more in the Naafiri's favour or the opponent's favour. Generally, it's referring to how their kits interact rather than the actual difficulty of the fight, even if those are often closely interlinked.

[2] I've not fought this champion in lane enough.

This means that my difficulty level for them is purely from the perspective of what it's like to gank a lane that they're present in, or on paper how I imagine the matchup will go.

[3] A matchup skewed in Naafiri's favour. Typically, matchups in which the opponent has no escapes will fall under this bracket.

[4] Neither champion counters the other - the matchup could go either way.

[5] This champion counters Naafiri's kit at a fundamental level, or will stat stick her to death. Good luck, play smart.

[6] The difficulty of a fight or laning phase against the given champion.

A measure of how much you have to sweat to find results.

[7] You shouldn't run into too many issues here.

[8] It won't be a cakewalk, but you won't be begging for ganks just to stay relevant either.

[9] Lock in and get ready to be punished for mistakes.

Try to coordinate ganks with your jungler to get ahead or stay even.

[10] Good luck, try your best to keep your mental intact.

Your best bet will be to clear and roam.

[11] The chad's start. You'll get your first item sooner, and the refillable pot is very helpful with staying in lane.

[12] Good ol reliable flash. You know what it does by now, but you also have E and a lot of movement built in.

[13] Ignite lets you play early, the bleed + ignite damage kills many at 20% health and forces people out of lanes they would otherwise be tempted to stay

[14] Not recommended into burst mids like Ekko or Sylas. Long sword gives the same AD as doran's blade, and the refill gives twice the EHP, however it requires you to pop the potions to get its value against something that can do your entire healthbar early. Take Dblade if you want to still be offensive in those lanes.

[15] You forgo early damage for the ability to survive into something like Orianna. between this and second wind you can actually stay in lane.

[16] Given the amount of gap closers, wall jumps and sticking tools naafiri has, ghost often makes plays easier, as you rotate faster, has a lower cd than flash, and lets you get in range for a W or E by catching up

to enemies who burn their flash

[17] I find Naafiri has enough damage to not need ignite many times, tp allows you to cheat waves into rougher matchups, and lets you push waves and make cross map plays more reliably.

[18] If there's at least three squishies (two, if you're confident), run this build.

Mistakes are punished very harshly but you will disintegrate any squishies in a matter of moments.

[19] This is my preferred fourth item, it makes it so that you can W onto so many more threats whenever you want since most people only have one form of cc to stop your all in. makes you able to jump on draven and wayne for example

[20] Good stats and good for resets or chasing down the final enemies. vision resets are good.

[21] Shields are twice effective against naafiri, not only does it reduce the upfront damage, but since the enemy will be higher health, decreases q2's damage by a lot. removing shields against something like a karma or janna makes it far easier to pop squishies.

[22] The perfect tool for getting in and out. Combined with your Ult's movement speed, you break the sound barrier after a takedown.

[23] You want to run this when the enemy team primarily consists of armor tanks. You're not going to be able to blow them up, so you have to build for extended fights and survivability.

[24] This is my preferred runeset. I play very aggressively and very frequently all-in, so I like the supplemental damage. Naafiri's Q cooldown at Level 1 means that Electrocute will be ready almost every other Q combo.

Run this if you're confident you can land Q2.

Requires at least one packmate to proc electrocute from afar.

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Run this if you're confident you can land Q2.

Requires at least one packmate to proc electrocute from afar.

[26] You have two dashes. This one is pretty obvious.

[27] You have two dashes. This one is pretty obvious.

[28] This has saved me more times than I care to admit. Often times, without it, I'd die to the minion wave after killing my laner.

[29] Synergizes nicely with Naafiri's Q passive.

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[31] You get insane kill potential with your Ult. This will help with having it up as much as possible, and also encourages roams so you can get your stacks.

[32] You get insane kill potential with your Ult. This will help with having it up as much as possible, and also encourages roams so you can get your stacks.

[33] This rune page forgoes some scaling for early power in lanes you know you can win. Arcane comet decreases cooldown every time you hit the opponent so between your dogs/bleed procs you proc comet every Q early game and multiple times late game with ult.
This rune page is what I take when I feel overly confident - X

[34] Against lanes you cannot get kills, take this, gives a lot of survivability and scaling to make it through the early game and more midgame power. This is my preferred rune page - X

[35] I find this removes almost all of Naafiri's early mana issues, doesn't have a cd like manaflow band, and eases mana issues when you only hit one Q. Take haste if you don't have mana issues

[36] if you are not confident into an ad matchup like the windbros boneplating works well too

[37] Between eclipse and Ult Shields, you spend most of the fight at full health getting a lot of value off this rune.

[38] q2 does missing health damage, getting them lower faster is better all around.

[39] Revitalize is tempting but its numbers count fountain healing and enemies rarely burst through your entire shields before it expires, overgrowth's permanent I find is more useful.

[40] If playing for absolute early, take scorch as its early damage puts them low for a level 2 / 3 all in, if not take gathering storm

[41] I'm still workshoping this one. I'd recommend giving this one a shot when building her as a Bruiser.

Generally better for extended fights rather than short trades and all-ins in lane.

[42] Peach Count

[43] X count

[44] haven't fought her yet, can't give a good opinion

[45] On a more serious note, Eve has insane single target damage, nasty ganks and between her kit and items has upwards of 73% MR shred and flat magic pen on top. Build maw if she is a problem since it gives more ehp through her shield than most standard mr items since they are only 27% as effective on her, and ult early so she can't get you to her execute range. Ward, roam to the early fights or invade your jungler does, and shut her down while you still can

[46] A few general tips you can apply while playing Naafiri.

[47] My thoughts on the game, these really are more general than Naafiri based