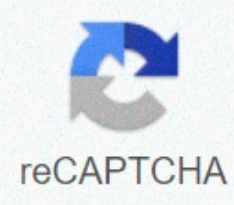




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Extreme Dodge. You have the slightest chance with other masters, but Kled doesn't take any prisoners. He can ignore your W, your ghouls do nothing and he will snowball from your inaction. Extreme Take to armor shards, rush Tabi and Bramble Vest, and throw ghouls at her under the tower until she gives up. You will not have fun this game, so just hide and not give her a single kill. Extreme If one day I saved the world and got a single wish, I would make Yasuo top bannable. He can engage through your ghouls, ignore your wall, and will do anything but make your life a misery. Buy Tabi and wonder why the good Yasuos are always on enemy teams. Extreme I don't think I have to explain this one, but I will anyway. He discharges you, his E blocks and kills your ghouls, he can Q out of your W, and he outcales everyone on your team. Not funny. Extreme Like Yasuo, having your ghouls up against Irelia just makes her stronger. She will kill them immediately, stack her passive, and remove you from the game. There is very little counter-action, and she is your best permaban; your team will thank you for it. Extreme What is it about Ionians countering Yorick? Shen just blocks everything and never leaves the lane, leaving you completely unable to do anything for the whole game. Easy pick at ADC? Shen. Splitpushing top? Shen. Go out for a sandwich? Shen. No fun allowed, shovel boy. Extreme Great, this guy. He'll spin out of your W, constantly contest your splitpushing, and the moment you've caught him with his spin on the cooldown, he ults. Just buy Tabi, Wardens Post, and wait. You can't do anything to him. Major ignores your wall, combos you for half your HP and strokes away with little to no counterpoint, and his ult has the Gnar effect of giving him a bunch of HP out of nowhere. Some people would put Renekton as Extreme, but there are legends of people consistently beating him. If I find out how, I'll tell you. Major If you really know what you're doing, you actually have a chance to win this course. Yorick does well against varied twoplans, but the problem with Quinn is that if you trap her in your W, she might just vault out, so you have to be very careful about engaging. If you can catch her in your W and go from behind, you can push her against your wave and tower. Better yet, catch her when her vault is down and just go to town. A very difficult course, but winnable. Big good news? You win the course until she hits L11. Bad news? L11. Any Kayle with a brain won't let you go near her, and any ganks can be stopped with a veln timed W. She has no way to leave your wall, at least, but the moment she hits 16, it's game over. Major Hee hoo. Clones everywhere, disappears out of your wall if you catch him, kills your ghouls immediately; He's just a pain. You can win If you have willpower, but he's just such a pain. Major If you buy early Stopwatch, you can basically unscind one of her ults; It lasts 4 seconds, Stopwatch lasts 2.5, leaving her very little time to fight. Of course you can wall her too, but the biggest problem is that both her W and E can ignore your wall. She can win with patience and maybe a few ganks, but be careful. Major ignores your wall and cucks you with Mega Gnar's HP boost. Generally just a massive annoyance that won't let you take the top T1 for the first 30 minutes of the game. Major I used to just be able to write 'yo' in Lolalytics and see my boy, but now this guy exists. Thank you, Ionia. Yone will ignore your wall with his hyphen, ignore your ghouls with his shield, and ignore your prayers for ff15 as he gets another kill. You can deal with Yone to some extent (unlike his brother), so just be patient and wait for him to turn up his hyphen. Major As tempted as I am to put Lucian in Though, this is quite skill-dependent. If you are against a bad Lucian, you can just deal with him as you would a Vayne or Quinn: wait the line, W, get a free kill. If they're good, they don't give you that freedom. The great damage output Lucian can give out, plus recovery from BORK, is huge, and can make direct engaging very difficult to handle. Even this is one of the cases where Liandry's can be nice. His trees can kill your ghouls quite easily and it's very, very hard to kill him regardless. Even though he doesn't have much killing pressure on you, you don't have any on him. Just chill and wait for Trinity Force. Even her last Q can ignore your wall, and all her strokes make it a pain to hold her in place. But if you get to lock her down, she can be treated fairly easily. Just be careful and don't let her full-combo you. Even if they are good, they won't let you get within 100 meters of them until their HP bar is the size of a small building. If they stink, you can just bully them by freezing the wave and abusing Liandry's. Even the best part of playing Yorick is that you can actually deal with this annoying little furball. He can blind you, but not your ghouls, and since he has no AoE, he has to choose between attacking the wall, you, or ghouls when caught. Just watch out for his blind when you get ready for a Q; I've died many times of Teemo blinding me out of nowhere. Even when your E rushes instead of dashing you, Poppy doesn't have any gimmicks to deal with you. She still does a good amount of damage, though, so you need to be careful. Also, she can charge into you when you approach to land a W, so watch out for it. Even while Urgot can kill your ghouls quickly, it forces him to use his Shotgun Knee, so keep throwing ghouls at him. A direct approach will just get you EWR'd, but if you can lure Out of him, just W and go to town. Remember that he needs to move to proper use shotgun k'rees. Even while rare, Syllas lane is probably the smoothest out of any lane. On the one hand, he can whack you around, heal a ton, and use his passive on your ghouls. On the other hand, you can catch him and remove his healthbar completely. Just make sure you kill the Virgin first; He doesn't need ghouls too. Even when his flamethrower is AoE's injury, it doesn't hurt ghouls as much as you'd expect. He is a pain to deal with given all the brakes and speed increases, but if you can lock him down a few times, he's not that bad. No one plays Rumble anyway. Even his speed-boost stuff doesn't go through walls, so let's be thankful for that. He can kill your ghouls quickly and stun you an aggravating amount of times, but this is one of those levels where a QSS will basically give you two, maybe three free kills. He's a varied two-plan, and you know what we do to vary the two-plan. Even this is a pretty fun track, watching him constantly jump out bushes. It's like playing peekaboo with a baby, but the baby is you and you have a shovel. If he gets his combo out on you, you won't have any fun, but it's a free kill if you can land your W. A rare track, but definitely a fun one. Unless you're not used to Sett, you may encounter this yourself, but the only way he can avoid your W is with his ult, which he will probably have to do against your tower. As he starts running at you with glowing fists, that speed boost is only against you, so you can W him pretty reliably. Throw your ghouls at him, wait until he is glowing, dodge the true damage in the middle of his attack. There, now you have a completely defenseless master who completely boned himself. Pick up a free kill, but be very careful about that true damage. It hurts seriously. Less mysterious comet, Liandry's Pine, Black Cleaver; There are so many opportunities to make Ornn's life a misery. His engage is very, very strong, so be careful around terrain, but his charge is both his only engage and escape. Bait out charge, then trap him in your W; You now have an Ornn without escape, probably in the middle of your wave. Just beware of strays or ganks as he is big on lockdown. Lesser rule #1 of league: Don't chase singed. Fortunately, since he doesn't have any lines, you don't have to. Many Singed players will just run up to you to try to force a flip with sheer speed, but you can W in advance to either stop or trap him. Like Ornn, Singed is completely useless, so you can get a free kill. Less Laning with Akali is a waiting game. If she marks you, wait till she follows up, then W and punish her for it. If she's in a cloud of smoke, wait till she attacks, e her and get visions. While a good Akali, as always, is pretty scary, patient will play rewarded a lot and there really aren't many good Akali players. Less Just Buy Purchase It's useful as a lot of champs have paralysis and roots, so buy QSS as soon as he gets L6. It's not a waste of gold as long as you have the reaction time to use it. Keep throwing ghouls at him and go in with Maiden. He'll think, Oh, I can ult him, then he won't have any Maiden! He'll ult you, QSS, W, E, win. It takes a while to get used to, but it works. Less Sion's ult can be stopped with your W, which is really satisfying to see. He has no real mobility, so just buy Liandry's, lock him down, and get some free kills. Remember that E brakes, so use that when he revives to lift the speed boost. Minor One would think that Nasus would be a threat, to be able to grow off your ghouls, but he has the same problem as Sion: no mobility. He can get extra HP from his ult, sure, but all you have to do his get him in your W and throw a few ghouls at him. An early Executioner's Calling helps a lot and you can get to the point where if you even get him in your W, he will burn his ult. Minor While his line can ignore your wall, Aatrox is mostly an easy lane. If you're not sure about dodging his Qs, it's good to start Doran's Shield, but it's not too bad. He needs to move around for his Q so you can predict where he will move pretty consistently, leaving him to fall in your W. One fun thing you can do is go up while he's in your W, watch him ult, and just walk away. You can also do it with Illaoi. Less Do you see the pattern yet? Throw ghouls, W, bully him as he has no duelling potential. Your W can't stop his ult, which is sad, but as long as you overspoke him, it's a free course. Less His passive is a pain for the first few levels, but Volibear is another champion who can not do anything when caught. Just watch out when he ults, as he can jump off your wall, land behind you, and potentially turn the tables. Tiny People doesn't play Ryze top anymore for a reason. Without mobility or tankiness, all you have to do is land a single W with four ghouls and you win. Sure, he can wipe out your ghouls with a single combo, but that's his whole combo; everything is on chilling now so it's a free kill. Tiny W, when he Ace, E, when he Qs, take lane when he AFKs. Garen just can't get near you, so abuse it. Tiny Here's how Mundo lane goes: you buy Executioner's, he throws a few clover at you, you land your combo with four ghouls, he dies. Your constant use of Greivous Wounds is very, very strong against Mundo, and he just doesn't have the equipment to conteste you. Tiny I remember once, a few months ago, I went against an Illaoi and finished the course 5/1. She trash-talked me for the whole game after, calling me a coward when I just walked away from her ults, and said she had 1v1 me. I 1v1ed her and won 3/0. Illaoi is a disgustingly free course; You just w her when she ults and walk away, then harass her with your ghouls. She relies on You are within reach of her tentacles and since you can just send your ghouls, she is forced to turn to you and go straight into a full combo. Easy anything. Tiny That's why I first took Yorick. This is why a large chunk of Yorick light fires play Yorick. It is so satisfying to see an enemy Darius spam 'EZ' after getting completely trampled in the lane, unable to contest as 10/0 Yorick takes their inhnb in 15 minutes. Darius just can't fight you. You throw ghouls at him, his axe swing misses them. If he's in your W, you can Q him without getting caught by his hook. If he manages to stack his passive on you, you can just put him in the creepy baby cage and tell him to calm down while you recover. This is such a beautiful, wonderful course, made better by how you know you just know that they are crying about how Darius is meta and should be a free win. Tiny Off-meta is off-meta for a reason. Tahn Kench can and will 100-0 you if he gets within reach, but he can't. He lands a Q on you, he's going to drive forward as it's his only engage so you can just W him and remove his health bar. Your ult does max health damage and he can't stack his passive on it so your L6 just destroys him. To make things even better, he's an HP stacker, so you can just buy Liandry's to watch him die even faster. Much like Darius, this is a very, very satisfying course. Tiny Similar to How Yorick's Great Use of Executioner's Calling Cripples Mundo, it does just as well, if not better, that of Vladimir. His is blocked by W and he is too squishy to tank his duration as Mundo, so when he tries to go up for CS, you can just EWQ him. He can't scale if he's dead all the time. Tiny Sorry, Tobias, but Gangplank is a complete joke of a track. In the same way as Ryze or Vladimir, the GP is just completely useless when he's stuck in the cage. His barrels can hurt and slow, sure, but the only CC you have is your E's slow, so his oranges are practically useless. Just Q his barrels for free healing, then run him down and collect your free LP. Small, if it's not Darius, it's Vayne. One day, years ago, some douchebag decided that Vayne should be played toplane as well, and the world has been worse ever since. Don't fear, your savior is here, and his name is Yorick. Her tumble is limited by terrain, so just trap her in your W and go to town. Since she's an ADC, she's very squishy, so after she gets half of her health bar taken by a Sheen-Grasp Q, it becomes pretty clear that she got to the wrong lane. Tiny G2 vs DWG, Game 3, 2019 World Quarterfinals, Day 2. Ideal Yorick likes to roam a lot, so activating Skarner's spire is easy. This, in turn, makes contesting and invading much easier, since Skarner in its prime, relieve a lot of jungle pressure for you, Skarner's heavy CC also combos very well into your W. Ideal Fiddle fears make it very easy to get the target in your cage as just just you moan at them easily. You can also coordinate an ambush by over-looking with Fiddle, ult ready, hidden in the fog of war. Ideal Bard's roaming complements Yorick's splitpush heavy playstyle well. With towers down, it makes life much easier for the Bard, who can roam to help Yorick during splitpushing. Ideal Damn, they flashed out of the cage. Now they're stuck between the cage and Anivia's wall. Both champs are very strong in area control. Anivia obviously more so they can really dominate when given time to prepare. Also, when an enemy champ gets stuck in your cage, Anivia's ult can chip away at them without any problems. Ideal The best of all enchanters for Yorick. The buffs, healers, and shields she provides are perfect for when you inevitably have to charge in the backline to kill that mastery-spamming Ezreal. Ideal Her ult, like any other hard CC, is great for combining in your W. There's also the fact that she's Yuumi, and Yorick is a champ who often builds Spirit Visage. Fun times. Ideal Soraka's E, Equinox, employs magical injuries while silenced those inside, rooting and treating further injuries after 1.5 seconds. Yorick's cage can last for up to 4 seconds, so good timing can leave them in place for even longer. That, plus her global heal and completely absurdly normal recovery, just make her a great teammate to have. Oh, and her Q hitbox also fits the size of the cage, which is nice. Strong This explains pretty much itself: Morgana root and AoE, Yorick cage, bonks emerge. Strong His stun and ult line up pretty much perfectly with your cage. It's a good way to combo an all-in against a particularly fed enemy. Strong Same deal with Yuumi: heals, movement speed, and an ult that combos with your W. She's a solid pick, and DJ Sona has some great tunes for when you're tired of hearing the same Summoner's Rift music every game. Strong Heal, root, nice injury. You get the idea. Strong root, heal, yadda yadda. Her ult is also nice too when you're stuck in a duel while splitting. Strong look, all the enchanters are good with Yorick. I'm pretty sure you'll get that idea at this point. Janna is good at keeping people in place and helping Yorick run down lanes if she wants to come along, for whatever reason. Make Even if you're lucky to get a good Lee on your team, his kit just doesn't mesh well with Yorick's. Kicking a champ straight against an unprepared Yorick will just end up with a point-blank E missing, a W that isn't up yet, and a lot of annoyed pings. No Nidalee's poke playstyle just doesn't work well with Yorick, who needs to get up in the enemy's face to do most of his damage. They don't do well together at all. No Tahn Kench is good with anyone, really? The problem with TK is that his ult just doesn't benefit Yorick as he doesn't want to be flanking or going anywhere nearby teamfights. Plus, ironic as it is, a lot of TKs don't know how Yorick Yorick So they will eat enemies and spit them out of his cage. Cage.