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What to use minion dematerializer on ahri

Modifica Commenti Condividi Percorso Slot [[File: icon.png|20px|link=Inspiration]] Inspiration 2 In addition to killer gold and kill experience, you can take 4% more damage to this type of minion for the rest of the game. Dematerializers beyond the first used the same type of henter increases this bonus by 1%, up to 9% if all six are used in the same minion type. {{rune path information box/{{{namepath}} Comments strategy Minion dematerializer is best used if at least one Minion dematerializer is used by all types of miners. Patch History V7.22 Added Inspiration Slot 2 Rune. Passive: Start the game with 6 Minion Dematerializers Minion Dematerializers that can be activated to perform and absorb the goal Melee Henter, Caster Minion or Siege Minion. Dematerializers begin the game with a 155-second cooldown. Absorbing a minion for the rest of the game increases the damage of this type of minion by 4%. Subsequent dematerializers used on the same type of minion will increase this bonus by 1%, up to a maximum of 9% if all six are used on the same minion type. Cooldown: 10 seconds. Distance: 550 units. References I contenuti della comunità sono disponibili sotto la licenza CC-BY-SA a meno che non sia diversamente specificato. Più League of Legends Wiki Comments Share Path Slot Inspiration 2 In addition to the kill gold and experience the kill, you can also gain 6% more damage to this type of henman for the rest of the game. Dematerializers beyond the first used the same type of henter increases this bonus by 3%, up to 12% if all three are used in the same minion type. Map-specific differences howl Abyss differences Initial cooldown changed to 120 seconds. Nexus Blitz Differences The initial cooldown time changed to 120 seconds. Ultra Rapid Fire Differences The initial cooldown time changed to 2 minutes. Minion Dematerializer (Item) Execute the target Melee Minion, Caster Minion or Siege Minion. Cannot be used for the first 180 seconds. Cost Sell Code Special No Sell 2403 Minion Dematerializer is a consumable in League of Legends. Active VFX Execute VFX Notes On Modes Without Miners, Minion Dematerializer is replaced by Future's Market. Activating minion dematerializer starts Spoils of War (. If the target henter dies before being completely dematerializing you can still gain the bonus damage. Minion Dematerializer's bonus injury is at the expense of Smite's miners. Strategy Minion dematerializer is best utilized when all Minion dematerializers are used by the roller miners to help the wave clear with a single spell of clear oriented champions. Patch History V9.6 Minion dematerializers decreased to 3 from 6. Minion bonus damage increased from 4% to 6%. Bonus damage against the same type of henhorse increased by 3%, 1%. The initial time decreased decreased 180 seconds from 240. The initial recharge time of V8.11 increased from 155 to 240 seconds. V7.22 Added Inspiration Slot 2 rune. Passive: Start the game with 6 Minion dematerializers that can be activated to perform and absorb the goal Melee Henter, Caster Minion or Siege Minion. Dematerializers begin the game with a 155-second cooldown. Absorbing a minion for the rest of the game increases the damage of this type of minion by 4%. Subsequent dematerializers used on the same type of minion will increase this bonus by 1%, up to a maximum of 9% if all six are used on the same minion type. Cooldown: 10 seconds. Distance: 550 units. The linked social content is available under CC-BY-SA, unless otherwise stated. English (UK) English (UNITED STATES) Español (Latinoamérica) Extreme Fighting him in the lane is very difficult. A better thing is to just cs and roam as soon as you have the ULT up. Picking morello after Ludens is essential and constantly ignites just for him during team fights. Extreme Need with the help of the jungler. Cs'ing and roaming are the best bets. Akali easily wounded in the early game. Extreme Win lane. You have to get it as much as you can, and don't fight it afterwards. You're going to lose. Extreme Stay away from the daggers on the ground. Throw a lot of auto attacks at him, but walk back if you get minions aggro. Free to go to Q - W - Auto attack, but you have to keep the E to eliminate him ult. If you use it prematurely, you'll get engaged and kill her. Extreme outscales can be tough. You can't really abuse her laning phase that much either. Don't charge me straight with an R. Go from the side. It's a lot harder to stun you like this. Extreme I don't have the damage or mana to kill twice (but he can kill me). Push him down and call me a gank. Extreme If he flashes clicks, you die. Q, you've got the advantage. When he tries to go up, back up. Don't trade in car attacks. It's a bad idea. Q and E are all you have to do to win trades with him. Extreme LB is a cumbersome auto attack. Throw Q's at him when he walks up to a low HP minion in order to last hit it. She either has to give up the gold, use her W (which costs more mana) or take the dmg. Either way, it's not good for him... Sidestepping LB E is essential. When you see him attack you with a W, go left or right immediately. He'll probably throw it forward (unless he's good). If you go to you and start with him W react and throw the Charm to cancel it. Extreme This pairing is a pain Ahri. You can't win a trade with him. Try to freeze and be extremely careful when attending. Patience is the key. Just pick on him as far away as possible. He freezes band there (if he has functioning brain cells). you can freeze right tho. Again. Stay away, pick on him press, freeze. It's best to roam or wait for ganks. Major Keep a decent distance and be aware of the fish. Its predicable when Fizz players want to throw. Be on your toe to get R away from him. Going straight left or right is not the best decision. For some reason away + direction more success dove the fish. (flash is always there, but it's worth using as a last-timer). Ply his ass and force him back. Don't let him take over the bar pressure. It's not that hard in the matchup when you play it right, but most can't play that right, which is why I'm putting it here. Major, don't be afraid to go upstairs and get a Q. Trade will be equal. If you don't do it, he'll ply you and take over the lane authority. It's a skill matchup. - Go up, - Q, W, Auto attack and walk back immediately afterwards. Do the same when you have the electric shock up again. It's a winning deal for you. If he's short enough, he's free to kill. about 35-40% HP you can go to R - Q - W - Auto attack - Ignite. That'll be enough to blow it up. I'm going to be pushed away by the final, but it's going to be too late. Major Do not go to commercial LVL 1. He will probably choose q and win. Just poke him Q. Don't go to auto attack range where he can use Q. If he starts to go at you, go back and deny him the chance. Keep the final prize dash out of the W. If you've got the Final up and he's 60% HP or lower, you win. Major It's not that easy, remember that Ekko threw W's after standing behind the wall. Don't get hit by Q. Hold the final award to catch him after using the R. Major Let him push the first wave, start contesting and harassing the second, beating his ass in the third. Don't let him roam, put pressure on him. You win when you've got the final up. It's not as hard as people do. Orianna has an advantage over Ahri, but nothing that can't be treated. Great Game it's smart. You won. Stay close enough to start smashing your autos after dashing a creep, you lose. My personal Nemesis. Major Get Magic-null cape. Now he can't make it 100-0. Whether you win or lose, it becomes a skill pairing. (where you have the advantage) Major It's not that hard. Using armguard build vs. him makes it a winnable matchup. You want in after he uses his W. This reduces DMG a bit. Major Her Q is not AOE DMG when she hits the target. Don't stay too close to your heners to avoid it. Beware Zoe goes into fog of war to throw the long-term bubble on the wall. Don't let the guard down when you go out of your sight. Major, with the right build, he can't get you to 100-0. Push him a little bit, put pressure on him. He won't roam, he won't dare contact you because he won't be injured. Just build the armguard, and HP is part of Morello. In extreme cases you can go ninja tabi. He doesn't have the damage of killing me, but you Play properly and you win all the time. Even his W is challenging to dodge if the brand is capable. If you feel that you are having difficulties, play it safe until LVL 6. After that, you win everything. Fight away from his hench men (to avoid the ult bouncing and his e spreads), hold the charge of ult the detour of W/Q. Even Poke him until he's killable with a single spell of shooting. 50%HP Malz > auto > E > Q > W > R. Puff. He doesn't even know. If one of the shots for him is not possible, you can engage in the Q> R > W into him and charm it after all. Most of the time, when you jump in right away, your charm cancels your scolding. Looks like it looks good. You get a medal and stuff. Minor Ziggs is pretty straight ahead. You have to do three things. Don't stay near his miners, play in tandem with the minion wave, so you can always throw an automatic attack or a Q at him, you have to be aggressive vs. Ziggs. And the last one. Ward. You are playing forward in a matchup with a lane advantage. Ward, because you can get ganked. Smaller Similar to the Ziggs matchup. Don't just stay back and dodge the skillshots. Play ahead, don't go to the minion wave and trade back with it. That'll get you away from terrorizing you in the lane. LVL. 6, then all if he is 70% HP or lower. This guaranteed victory, charm is not necessary to kill. (Beware the Xeraths running Cleanse. Ignite at the very end of a tick or more, even if you still haven't used it during the part) Minor's abilities are very easy to dodge, stay around his henterers, you win every trade, terrorize him with confidence. the lv 6 goes free to kill. Less pressure on him, press the wave, WARD (because he push) when he goes on the roam obvious which lane he is moving towards. Either you stop him, or you join the fight at the same time. Minor You can avoid Lux's E by walking towards her instead of trying to dodge the left or right wind or rush back. His Q is irrelevant. If you take it low enough and it's in range, you can walk straight up and use your charge to dodge his Q. Then you'll have it. Ideal Amumu is just perfect. I have a clear indication of him engaging, he's tanky, he's got plenty of time to react, and he chose the goal that he's under CC. Strong I'm not putting this ideal, as there's 1 big downside when it comes to tracking Alistar. He's attacking very fast. If you don't follow him immediately, the enemy will get out of the Alistar stunner. Don't do that. Strong Aatrox is pretty decent as it provides the pressure (if he's ult), the CC and constant DMG. It's easy to keep track of. Disadvantage is that Aatrox players tend to go in and out of fights. Be careful not to get bait and overcommit. Strong He auto attack slow + he ult makes him pretty good light peel or engage after. Strong CC, slow, movement speed It'll make your life easier. Powerful chunks of people are down, you finish them off and be a stunner. Strong Really easy to follow as you can get a guaranteed CC just following the goal of Spirit Rush and automatic attack. It's a good meeting point behind your shield when things get better. Strong Clear engage, silence, and fear. Easy to track your + deals with a lot of DMG. Strong Can do wonders in his final, because he gets a line, perfect for Q to go through all enemies. Tanky cc, easy to play around in teamfights. Strong strong Really good early ganks + slow. It makes your life easier. Ok Her E is a very long term, but just enough time for her to close the gap. If you don't react quickly, the enemy will be out of cc until you get there. + He has to be fairly squishy makes it difficult to pull and not be trusted to play around in fights. Fights.

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