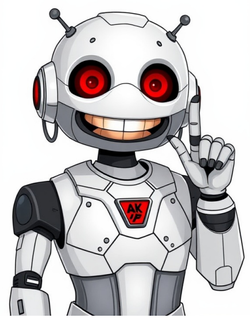
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Kayn's versatility as a champion in League of Legends stems from his ability to transform into either a stealthy Shadow Assassin or a formidable darkin, allowing him to adapt to any matchup and excel in mid to late game situations. This guide will focus on optimal build paths, runes, items, and key combos for mastering Kayn's two forms: Rhaast and Shadow Assassin. Kayn's kit is centered around swift jungle clears, mobility, and transformation potential. His passive, The Darkin Scythe, enables him to choose between the two forms based on who he damages more - ranged or melee champions. Q - Reaping Slash allows for rapid camp clearing and sticking to enemies, while W - Blade's Reach is a line skillshot that slows and deals damage, enhanced differently depending on his form. E - Shadow Step grants Kayn wallwalking capabilities and movement speed, crucial for map mobility and ganks. R - Umbral Trespass enables him to dive into an enemy he's damaged, becoming untargetable and dealing heavy burst damage upon exit. To play Kayn effectively, it is essential to master key summoner spells. Smite is mandatory for jungle control, securing buffs, objectives, and faster clears. Flash provides surprise engages, escaping bad fights, or repositioning during critical moments. Together, they give Kayn the tools needed to gank effectively and make game-changing plays whether he's going Shadow Assassin or Rhaast. The best runes for Kayn depend on his chosen form: For Shadow Assassin (Blue Kayn), the optimal setup is: Primary - Domination, Keystone - Dark Harvest, Sudden Impact, Eyeball Collection, Ultimate Hunter. This combination maximizes burst damage and mobility, allowing for one-shot squishies and swift escapes. For Rhaast (Red Kayn), the recommended runes are: Primary - Precision, Keystone - Conqueror, Triumph, Legend: Tenacity, Last Stand. These runes boost Kayn's sustain and durability, making him a menace in prolonged teamfights. The best build for Kayn is dependent on his form but features a solid core setup: For Shadow Assassin (Blue Kayn), the recommended items are: Eclipse, Youmuu's Ghostblade, Edge of Night, Serylda's Grudge, Maw of Malmortius, Ionian Boots of Lucidity or Mobility Boots. For Rhaast (Red Kayn), the suggested build is: Goredrinker, Black Cleaver, Death's Dance, Spirit Visage, Sterak's Gage, Plated Steelcaps or Mercury’s Treads. Adapt based on the enemy team, building armor vs AD, MR vs AP, and swap items as needed. Key combos for Kayn vary depending on his form: As base Kayn, a simple combo is Q > Auto > W for rapid trades or W > Q > Auto for starting with a ranged slow. For Shadow Assassin (blue Kayn), a deadly burst combo is R > Flash > Q > W, where you use R to enter a target, Flash behind them, and exit. By mastering these build paths, runes, items, and combos, players can unlock Kayn's full potential in both his Rhaast and Shadow Assassin forms. ========== Kayn is considered one of the most versatile champions in League of Legends, and mastering his various builds, runes, items, and combos is crucial for unlocking his full potential. The key to success lies in knowing when to transform and how to execute the right combination of abilities. Conclusion Mastering Kayn's build, rune selection, itemization, and combo execution can make a significant difference in gameplay. With this guide, you'll be able to adapt your playstyle, outplay your opponents, and carry your team to victory. Popularity and Winrate Kayn Jungle has a 50.0% win rate with a 6.6% pick rate in Emerald+. The most popular build for Kayn Jungle is the Eclipse, Plated Steelcaps, Black Cleaver, Spear of Shojin, and Spirit Visage build, which has a 51.6% win rate. Builds and Runes The best runes for Kayn Jungle are Conqueror, Triumph, Legend: Haste, and Last Stand in the primary tree, as well as Axiom Arcanist and Transcendence in the secondary tree. The most popular build takes advantage of Dark Harvest as a keystone, Sudden Impact, Grisly Mementos, and Treasure Hunter in the primary tree, and Cosmic Insight with Magical Footwear in the secondary tree. Alternative Builds If you're looking for alternatives, you can use Flash and Smite as your Summoner Spells. The runes that this build takes advantage of are Conqueror as a keystone, Triumph, Legend: Haste, and Last Stand in the primary tree, and Axiom Arcanist with Transcendence in the secondary tree. Skill Order and Items Regardless of which build you choose, it's essential to stick with the Q - W - E skill order. The items for each build are as follows: Eclipse, Plated Steelcaps, Black Cleaver, Spear of Shojin, Spirit Visage, Hubris, Ionian Boots of Lucidity, Opportunity, Serylda's Grudge, Edge of Night, and Axiom Arc. Tips and Strategies Don't be afraid to use alternative ganking routes with your E. Get your transformation as quickly as possible by ganking and skirmishing with the enemy team. Use Blue Kayn if the enemy has lots of squishy champions, and opt for Red Kayn if they have tanky champs. Recommended Items and Runes For runes, take Adaptive Force in offense, Adaptive Force in flex, and Health Scaling in defense. For items, build Eclipse as your first item, followed by Plated Steelcaps and Black Cleaver. Finish with Spear of Shojin, Spirit Visage, and Sterak's Gage. Skill Order Right now, this build has 51.6% win rate over 2,253 matches played. Optional Your second option for Kayn Jungle build would be to take Flash and Smite as your Summoner Spells. The runes that this build takes advantage of are Dark Harvest as your keystone, Sudden Impact, Grisly Mementos and Treasure Hunter in the primary tree, and Cosmic Insight with Magical Footwear in the secondary tree. The shards used in this build are Adaptive Force in offense, Adaptive Force in flex and Health Scaling in defense. The items for the build are Hubris, which you should build first, followed by Ionian Boots of Lucidity as your second item and Opportunity as your third item. The rest of the items in order are Serylda's Grudge, Edge of Night and Axiom Arc. The skill order for this build is Q - W - E. In the current patch, this build has a 50.7% win rate over 1,254 matches. Alternative If you're looking for alternatives, you can use Flash and Smite as your Summoner Spells, with runes being Conqueror as your keystone, Triumph, Legend: Haste and Last Stand in the primary tree, and Axiom Arcanist with Transcendence in the secondary tree, as well as Adaptive Force, Adaptive Force, and Health Scaling as your rune shards. The items that this build incorporates are Voltaic Cyclosword as your first item, then Plated Steelcaps as a second item and Black Cleaver as a third item. You want to finish the build with Spear of Shojin, Kayn Jungles Dominance and Weaknesses in Patch 25.17 - A Comprehensive Guide ========== Kayn Jungle Build Overview The Kayn Jungle build is a popular choice among players due to its high damage potential and ability to roam effectively. The recommended ability order is Q-W-E, which can be adjusted based on individual playstyle and team compositions. Visage and Death's Dance Build Visage and Death's Dance builds share similar characteristics, with the ability to scale well into the late game. For this build, prioritize Q-W-E order and use Flash and Smite as summoner spells. The recommended rune tree is Dark Harvest, Sudden Impact, Grisly Mementos, and Treasure Hunter, while Cosmic Insight serves as a secondary tree. Off-Meta Kayn Jungle For an off-meta Kayn Jungle build, consider using Flash and Smite as summoner spells. Run through the primary rune tree of Dark Harvest, Sudden Impact, Grisly Mementos, and Treasure Hunter, with Cosmic Insight as a secondary tree. Focus on Adaptive Force, Adaptive Force, and Health Scaling shards. Situational Items and Runes Adjust your build according to your game's context, matchup, and enemy champions. Consider taking Armor or Magic Resist runes depending on the champion you're about to lane against. Kayn Probuilds Check out the latest Kayn probuilds from top players and analyze them for inspiration. In-depth Build Stats Dive into more detailed statistics on Kayn builds with additional analysis from LoLalytics. Best and Worst Matchups Kayn is favored in several matchups, but be aware of his weaknesses against certain champions. Use our matchup guide to increase your chances of winning a game. Additional Notes Remember that individual skill, team composition, and the opponent's skill all play a crucial role in determining the outcome of a match.Kayn's Abilities Overview Kayn is a melee assassin with abilities that focus on dealing physical damage and manipulating his surroundings. His Q, Reaping Slash, allows him to dash forward and deal damage to enemies in his path, while his W, Blade's Reach, is an area of effect ability that knocks back enemies and slows them. Is Kayn More Effective at Damaging Melee or Ranged Champions? In general, Kayn excels at dealing physical damage to melee champions. His Q ability is particularly effective against them, as it allows him to dash forward and deal damage to multiple targets in a short amount of time. This makes Kayn well-suited for dueling or engaging multiple enemies at once. On the other hand, Kayn's W ability, Blade's Reach, can also be used to knock back and slow champions, making it more effective against ranged champions who are trying to stay at a distance. However, his E ability, Shadow Step, is not particularly effective against champions who are already moving quickly, as it only allows him to move faster for a short time. Can Kayn's Abilities Be Used to Take Advantage of Enemy Formations? Yes, Kayn's abilities can be used to take advantage of enemy formations. His Q ability can be used to initiate team fights or to harass enemy champions in the laning phase. His W ability can be used to knock back enemies and create space for himself and his allies. Is There a Wait Time Between Form Changes? Once Kayn is primed, he will only need to wait 4 minutes before being able to transform again. This means that he can continue to use his abilities to build up orbs even while in a different form, making it easier for him to transition between forms as needed. How Does Kayn's Ultimate Ability Work? Kayn's ultimate ability, Umbral Trespass, allows him to infest a marked enemy champion for up to 2.5 seconds, revealing them and becoming untargetable for the duration. This can be a powerful tool in team fights or when trying to escape from danger. Overall, Kayn is a versatile champion with abilities that allow him to deal physical damage and manipulate his surroundings. His Q ability makes him particularly effective against melee champions, while his W ability and ultimate ability make him well-suited for dealing damage to ranged champions. ========== Kayn's Trespass Effect Ends Early Kayn can escape from his body after reactivation or at the end of the duration, dealing physical damage to the target. When using Shadow Assassin form, Umbral Trespass grants Kayn a 200 bonus range and resets The Darkin Scythe's cooldown when he emerges from an enemy champion. ========== viewing rhaast and sa matchup preferences which one is preferred rhaast or sa why view answers asked on august 1, 2017 rhaast has a major issue with blue kayn due to his ward dashes and q abilities. he can dodge your attacks with ease. building serpent's fang against his shields and eclipse can be helpful in countering him. viego is not a hard matchup unless he builds bruiser or crit. if he builds crit, he becomes an easy target as his shield allows him to block damage. blue kayn can also knock you away from your allies with his ultimate ability, so it's best to avoid dueling him if you're weaker. extreme matchups involve mental focus and strategy. don't tilt or blame teammates, and stay focused on the team's goals. Shaco is a very annoying matchup due to his w ability, which can cancel any ability and deny vision while in walls. he also has a fragile clone that deals more damage. taking oracle lens and tracking his position can help counter him. Viego is considered an extreme hard matchup as he dodges combos with his w/q abilities and chases you through walls. high ms on his r ability makes it difficult to deal with him. if you're ahead in gold/level, only engage in duels.Looking forward to seeing everyone at the meeting tomorrow and discussin our strategies. ========== Looking forward to seein Tank Nunu tomorrow and discussin how to handle him. Even Manageable. Use your Qs after his R ends. Don’t ult if he has his. He kites if you miss abilities. Even Can be annoying. Invades, steals camps, and escapes with E. Squishy if lethality/no armor. Has DoT on passive and R stealth. Punish his mistakes. Even Don’t let him scale. Have team buy Control Wards and invade his jungle. During his R, you can exit with your Q to damage him. Tiny Annoying due to DoT and Eclipse shields. Easy matchup—kill his hounds with W. Even Avoid dueling in bushes. Dodge his R and prevent scaling (invade me). Major Tough. His W fears you out of walls. Silences from stealth with E. Always track him—retreat from walls where he might ult. Never fight without vision of him. Minor Easy. She lands CC (cocoon) or dodges in spider form. When she Rappels, you can damage her with your Q. Even Annoying if tank. Otherwise easy. Avoid his CC—he’ll stunlock you. Medium. She dodges abilities with W. Don’t duel during ult form. Dodge her E with Q. Squishy without armor. Even Don’t give him dragons. AP build = easy. Bruiser = problematic. High MS. Track her fury bar for dragon form. Even Annoying. Dodge his counterstrike stun. He outduels if ahead. Extreme Very annoying—extreme HP/armor/CC. Weak in meta; leave him to your ADC. Minor Easy—no dashes, often takes Exhaust. His R damages you during your R. Invade him when ahead. Extreme One of the worst. Heavy CC, bush invisibility, invades/shields. Build Serpent’s Fang and Edge of Night. Major Annoying—high CC, knocks you from walls, tanky. Not meta but bad for Blue Kayn. Extreme Blue Kayn’s hardest counter. Knocks you from walls, blocks Q, high HP/armor. Even Rare matchup. I’d call it easy. Major Dodges abilities with W. Has skillshot R, dashes on E. Builds HP/armor. Slightly annoying. Even Only issues are CC/HP/armor. Far from hardest. Ideal Works well with you when hunting targets in the enemy jungle or catching overextended ADCs/mid laners in lane. Strong Perfectly supports your dives into the backline. Excellent with slows, massive damage, stun, and long-range ultimate. Strong A great champion providing shields, extra healing, enemy slows, and speed boosts. Only downside: if Yuumi is too dumb and stays on the ADC when you're hard-carrying 1v9. Strong Excels with you in teamfights—massive Q damage, heavy W slow, and great lifesteal scaling with HP. While you eliminate the backline, he'll tank the frontline. Ideal Amazing help in teamfights, ganks, or duels thanks to his R and follow-up E CC. Strong Gives you a third life, just like Zilean. Strong Excellent CC. Ideal An excellent champion who gives you a second life. Speeds you up and adds a stun to your engage. Ideal Supports aggressive jungle invades, ganks, and engages. Rely on her during early-mid game. Strong Dominates any teamfight with his R. Strong Backs up all your engages, ganks, and teamfights. Has fear on abilities and massive map impact with R.