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Volibear is a powerhouse in the top lane and jungle, renowned for his tanky prowess, sustain, and ability to effortlessly dive into enemy territory. With his electrifying abilities and crowd control, he can spark intense fights, absorb damage like a sponge, and disrupt enemy backlines with ease. As we dissect Volibear's kit, it becomes clear that his passive, The Relentless Storm, is the key to unlocking his untapped potential. It not only grants him bonus attack speed but also imbues his basic attacks with an electrifying magic damage after unleashing abilities. His Q, Thundering Smash, is a game-changer – it empowers his next attack to deal bonus damage and stun the target while granting him a burst of movement speed. Volibear's W, Frenzied Maul, is another crowd-favorite ability that deals damage and heals Volibear if used repeatedly on the same target. His E, Sky Splitter, summons a lightning strike that slows enemies and shields Volibear if he's within the area. And finally, his ultimate, Stormbringer, makes him leap to a target location, slowing and damaging enemies on impact while disabling enemy turrets temporarily – making it perfect for tower dives and hard engages. To harness Volibear's true power, we recommend the following playstyle: start with Doran’s Shield and a Health Potion in lane or Mosstomper Smite if you're jungling. Rush Radiant Virtue or Iceborn Gauntlet for tankiness and utility, then follow up with Thornmail (against heavy healing) or Spirit Visage (for more healing and magic resist). Add Dead Man's Plate or Force of Nature depending on the enemy comp. Finish with Warmog’s Armor or Jak’Sho, The Protean if you need even more staying power. The best summoner spells for Volibear are Flash and Ghost – Flash provides him with the mobility he needs to either close gaps or escape danger, which is essential for engaging or repositioning in fights. Ghost works especially well with his Q, Thundering Smash, allowing him to chase down enemies more effectively thanks to the stacking movement speed. As for runes, we recommend taking Grasp of the Undying as your primary rune, giving Volibear great sustain in lane and scaling well into tankiness and damage. Demolish helps him push towers faster, especially after winning trades. Second Wind or Conditioning makes him tankier as the game progresses. Overgrowth grants bonus HP over time. The best combos to learn for Volibear are: Q (Thundering Smash) to stun enemies, W (Frenzied Maul) to deal damage and start stacking empowered second hits, E (Sky Splitter) to slow and mark enemies, then instantly follow with Q to stun them. After landing the first W, wait for the cooldown to reset, auto-attack again, and use the empowered W for bonus damage and healing. In full all-ins, especially after level 6, start with Q to run in and stun, W, then pop R (Stormbringer) to disable towers and deal AOE damage. Drop E behind or on top of fleeing enemies to slow, then continue auto-attacking and using W off cooldown. You can also Q–Flash mid-run to instantly take down enemies.

========== ========== Volibear's surprise stun combos allow him to lock down targets and tower dive with confidence, making him a formidable force in the top lane or jungle. His ability to disable towers, chain crowd control, and heal through trades makes him an attractive pick in many team compositions. By mastering his simple yet effective combos and knowing when to go all-in, Volibear can turn the tide of any game. A well-built Volibear Jungle has a 51.9% win rate, with the most popular build featuring Cosmic Drive, Boots of Swiftness, Navori Flickerblade, Spirit Visage, and Thornmail. The most picked runes are Lethal Tempo, Triumph, Legend: Haste, and Last Stand in the primary tree, complemented by Magical Footwear and Jack Of All Trades in the secondary tree. When it comes to Volibear Jungle builds, players can choose from two main options: one that emphasizes Press the Attack, Celerity with Waterwalking, Rod of Ages, and Mercury's Treads, or another that focuses on Lethal Tempo, Triumph, Legend: Haste, and Last Stand in combination with Attack Speed, Adaptive Force, and Health Scaling. Both builds have their strengths, but mastering Volibear's combos remains essential to unlocking his full potential. To get the most out of Volibear Jungle, players should focus on getting close to the lane before activating his Q, diving towers with his Ultimate R when possible, and targeting picks in the mid-game. The correct Summoner Spells are Flash and Smite, and runes like Lethal Tempo, Triumph, Legend: Haste, and Last Stand will provide a solid foundation for this build.

========== Looking at a viable item and rune build for Volibear in current patch, you should focus on finishing your build with Spirit Visage, Thornmail, and Unending Despair. For ability max order, prioritize Q - W - E to maximize synergy. This particular build is performing well, boasting a 51.7% win rate across 1,736 matches played. Considering an off-meta Volibear jungle build, try combining Flash and Smite as your summoner spells. Opt for Press the Attack, Triumph, Legend: Haste, and Last Stand as primary rune tree choices, with Celerity and Waterwalking as secondary options. Use Attack Speed, Adaptive Force, and Health Scaling shards to enhance your items. When it comes to building situational items or runes, carefully assess your team, enemy champions, game state, and matchup to plan accordingly. For example, take either Armor or Magic Resist runes based on the champion you're about to lane against. To further improve your Volibear gameplay, check out probuilds featured by lolvvv and PBE Yunara builds. Join other Volibear mains to discuss favorite champions and share build stats. In Patch 25.13, consider picking Volibear into these favorable matchups to increase your chances of winning a game. However, avoid playing Volibear in the following unfavorable matchups, as these champions are considered counters in the current patch. To optimize your Volibear gameplay, prioritize QWES ability leveling order and focus on starting items like Black Cleaver. Complete Ionian Boots of Lucidity and Iceborn Gauntlet to further enhance your build. The core items for this build include Spirit Visage, Dead Man's Plate, and Thornmail, with the ability order remaining Q - W - E. Keep in mind that while champion matchups can influence your success, individual skill and team composition also play crucial roles in determining the outcome of a game.Volibear Season 11: Mastering the Stormbreaker Playstyle ========== For Volibear Season 11, players are encouraged to build a stronger rune page by utilizing this ability on marked targets, which heals and increases damage. The key item for Volibear is Sting Armor, as it provides a powerful defensive boost against enemy ranged heroes. Steraks Gage also excels at making Volibear an offensive behemoth in team fights. Another crucial item is Dead Man's Dish, which increases Volibear's armor and health while providing a passive that boosts his movement speed and first-full-load basic attack. As the preseason approaches, this guide will be updated to reflect any changes made by Riot. Darius is an effective counter to Volibear, as Hemorrhage can negate Storm Chosen's healing. This item makes Volibear an even more formidable fighter in team fights. It's essential to remember that Volibear's W activates the socket, so using it effectively is crucial. Timing is key when engaging in combat. The best shoe choices for Volibear are Mercurys Treads or Plated Steelcaps. If enemies deal damage with basic attacks, plate steel caps are a better option. Boots of Swiftness are optional but can provide an extra 15 MS when needed. Legendary items largely depend on the enemies faced. Titanic Hydra and Black Slicer are excellent choices if the enemy has a lot of armor. This build offers significant team value, requiring practice to master but providing substantial rewards. Note: Shockwave is not allowed in matches due to its potential for frustration. It slows movement speed by 75% for 2 seconds when cast near an enemy or after 4 seconds. ==========The Rise of Volibear: Honoring a Forgotten Playstyle in AP Meta ========== That part from history, I will still honor this playstyle as Riot has missed out on a huge opportunity to pursue a storyline between the Freljord and the Void. I will honor this because it takes place in the history of the AP Volibear meta. Riftmaker grants omnivamp while in combat at max stacks, which synergizes with Volibear's passive: The Relentless Storm allowing him to heal off the target. The more attack power he has, the faster attack speed he gains, and the faster he will heal. The Shrine Breaker name was created before Hullbreaker was born. Once Hullbreaker came out, it just made the playstyle even better. Back in the day, I used to build Frozen Heart, Frostfire, which is now Iceborn Gauntlet, Warmog's Armor, Sterak's Gage, and Titanic Hydra. Ever since Hullbreaker came out, Volibear only needed 3 items to end the game. At the time of mythics using either Riftmaker or Iceborn Gauntlet into either Nashor's Tooth or Titanic Hydra or both. Then once you had Hullbreaker + the Baron Nashor buff on the jacked supers, you were ready to go. This is what I consider to be one of my greatest Shrine Breaker clips. The point of this is to show you how powerful 3 items can be on Volibear. Be sure to turn the sound on now that season 14 has no more mythic items, with some new additional items added, we can build literally anything with the Hullbreaker and call it a Breaker build. The best thing about this season is we can now Fuse the Storm Breaker and the Rift Breaker playstyle together. We can play Iceborn Gauntlet and Riftmaker together! ========== cho'gath is a popular champion among top laners due to his formidable strength and crowd control abilities. however, new players may find it challenging to master the champion, so it's recommended that they read through various guides to learn more about this build. building cho'gath involves several key items and strategies, including first strike, wit's end, and revitalize. understanding how these items interact with each other is crucial for maximizing damage output and survivability. counters for cho'gath are available on counterstats, which provide detailed breakdowns of matchups between the champion and various opponents. building a strong foundation in counters can help players navigate challenging games against top laners. players seeking to improve their cho'gath gameplay often seek advice from experienced summoners, who share tips and strategies for overcoming common challenges. whether you're looking to dominate the competition or simply learn more about this powerful champion, there's no shortage of resources available on mobafire. in addition to guides and counters, players can also explore various skins and cosmetics to customize their cho'gath experience. with so many options available, it's easy to find a look that suits your style. overall, cho'gath is a versatile champion who can be played in multiple ways. whether you're an experienced top laner or just starting out, there's plenty of information and resources available to help you improve your gameplay and dominate the competition. for those new to mobafire, building guides, counters, skins, abilities, and q&a forums are all available on the site. ========== Kindred Build and Item Recommendations ========== For players familiar with playing Kindred, this article provides a great resource to quickly find a suitable rune selection for Patch 25.13. However, new players are advised to read other guides to understand why this build is effective on Kindred. Top Priority: Guides and Counters When starting a game of League of Legends, it's essential to consider the matchup between you and your opponent. This information can be found on CounterStats or by checking out Kindred guides for specific champion matchups. Kindred Jungle in Plat+ games has an enemy champion counter rating, which takes into account various factors such as kills, overall performance, and win rates. Understanding these ratings can help you decide whether to bully your opponent or play safely. Key Components of the Mark of Kindred Mark of Kindred is Kindred's passive ability that allows both Lamb and Wolf to mark targets for hunting. Lamb marks an enemy champion for death after an 8-second delay, while Wolf marks monsters in the enemy jungle every 40 seconds. The type and number of marks earned by Kindred influence her abilities: * At 4 stacks, Rift Scuttler, Crimson Raptor, and Gromp become marked. * With more stacks, Red Brambleback, Blue Sentinel, Ancient Krug, and Greater Murk Wolf are marked. * At 8+ stacks, Rift Herald, Baron Nashor, Elemental Drakes, and Elder Dragon are marked. When Kindred kills or assists in the death of a marked target, she gains a mark. Stacks also amplify her basic abilities: * Q - Dance of Arrows: Bonus attack speed increases by an additional 5% per stack. * W - Wolf's Frenzy: Current health damage increases by an additional 0.5% per stack. * E - Mounting Dread: Missing health damage increases by an additional 0.5% per stack. Targets successfully hunted cannot be targeted again for 240 seconds. Lamb can also change her target after 90 seconds if the target hasn't died in that time. Key Abilities and Stats Kindred's key abilities are: * Q - Dance of Arrows: A projectile attack that fires at up to three enemies, dealing physical damage and gaining attack speed for 4 seconds. Wolf's Frenzy reduces cooldowns. * W - Wolf's Frenzy: A passive ability that gains stacks as Kindred moves and attacks, restoring health upon the next attack. An active ability allows wolf to bite a marked enemy, dealing magic damage. * E - Mounting Dread: A weakening ability that slows enemies by 30% for 1 second, with additional effects when attacking within a few seconds. Ultimate Ability Kindred's ultimate ability is Lamb's Respite, which blesses the ground for an extended period. ========== This data provides insight into Master Yi's performance against other champions in Plat+ games. The counter rating shows the effectiveness of each champion as a counter pick against Master Yi. This rating takes into accoutnt various factors such as kill count, lead ratio, comeback ratio, and win percentage. It gives a comprehensive view of how well a champion can perform against Master Yi. The counter data for Master Yi in the jungle is also available. This includes information on how each matchup performs against him, including the enemy champion's counter rating. This can be useful for players looking to improve their gameplay or build strategies that are effective against specific champions. Master Yi has several abilities that make him a formidable opponent. His passive ability, Double Strike, allows him to strike twice with his fourth attack, dealing 50% of his attack damage as physical damage. His Q ability, Alpha Strike, makes him untargetable and teleports him to rapidly strike enemies near his target, dealing significant physical damage. Master Yi's W ability, Meditate, allows him to channel and restore health over a period of time. This healing is increased depending on Master Yi's missing health. While channeling, he takes reduced damage, which can be beneficial in team fights. His E ability, Wuju Style, increases his attack damage for 5 seconds. Master Yi's ultimate ability, Highlander, gives him a significant boost in movement speed, attack speed, and immunity to slows for 7 seconds. Champion takedowns extend the duration of this ability by 7 seconds. This makes Master Yi a powerful champion in the right hands. The counter data suggests that some champions are more effective against Master Yi than others. Players can use this information to build strategies that counter these champions or to improve their gameplay overall. ========== I've been playing Master Yi for over two years, but I only see him teamfighting with Statik and Infinity Edge. Am I missing something or is there a reason why people don't use Hydra on him? View (5) Answers Asked by dalpizzol on January 2, 2015 Skarner's abilities can be a complex topic to understand, but overall he is considered an easy-to-play champion with a simple kit. ========== Skarner is a viable pick for junglers looking to add some mechanicality to their gameplay. He offers a mix of crowd control and damage that can be quite effective when played correctly. His ultimate ability allows him to suppress enemies, making it easier for his allies to take them out. However, this comes at the cost of increased movement speed, which can make him more difficult to catch. Skarner's Q ability is particularly useful for burst damage, and his W ability provides a nice zoning tool for keeping enemies at bay. Overall, Skarner is a fun and mechanically sound champion that can be played in a variety of ways.Volibear's Abilities and Playstyle Remain Strong in Modern League of Legends ========== Volibear remains a formidable jungler in modern League of Legends. His abilities, including Frenzied Maul, Sky Splitter, and Stormbringer, continue to deal significant damage to enemies. Volibear's W Ability, Frenzied Maul, deals 5 / 30 / 55 / 80 / 105 (+1.0 per attack damage) (+6% of his bonus health) and marks an enemy for 8 seconds. The damage from this ability is increased by 50% (+0.15 per bonus attack damage) when used on a marked target, restoring Volibear's health in the process. His E Ability, Sky Splitter, summons a thundercloud that fires a lightning bolt, dealing 80 / 110 / 140 / 170 / 200 (+80% of ability power) plus 9 / 10 / 11 / 12 / 13% max health as magic damage and slowing the target by 40%. Nearby enemies are also slowed for 2 seconds. Volibear's R Ability, Stormbringer, transforms him into a more powerful version, gaining 200 / 400 / 600 health and 50 attack range for the next 12 seconds. Despite the changes to masteries and items, Volibear's playstyle remains largely intact. His abilities continue to provide valuable sustain and damage in team fights. However, players will need to adapt their strategies to take advantage of his abilities. For example, using Frenzied Maul on a marked target can be an effective way to deal massive damage and gain an advantage in lane. In terms of counters, Volibear's ability to roam and gank effectively makes him a formidable opponent for enemy junglers. His high health pool and ability to heal himself through Frenzied Maul make him a difficult target to kill. Nevertheless, players can use strategies such as denying Volibear gold and experience in lane or using abilities that can lock him down temporarily to gain an advantage. Overall, Volibear remains a strong pick for junglers looking to deal damage and control the enemy team's movements. His abilities continue to provide valuable tools for players who are willing to adapt their strategies to take full advantage of his playstyle.Heard about sieging, is it common knowledge? View (1) Answers Asked by ariad99 on November 29, 2020 I got banned for trying to cancel something and I spent all my money on the game, so I was begging for help View (4) Answers Asked by ariad99 on November 2, 2020 How do you get that Wukong Ward thing back or something like it? View (2) Answers Asked by ariad99 on October 24, 2020 Is there a new skin coming out for Wukong or something related to him? View (3) Answers Asked by FixMonkeyPlease on December 2, 2019 Does he just get destroyed then?? View (3) Answers Asked by Radioplays on March 23, 2018 Should I stick with the old runes or try the new ones? View (3) Answers Asked on October 3, 2015 I don't play as much anymore, but Wukong is still my favorite champ - he's just so fun to play. He can do top and jungle, but I wonder if he'd be good for ranked jungle too? I have... View (1) Answers Asked by sebas8181 on February 7, 2015 What do you guys think about Allorim's Hydra/Youmumus/LW build in soloq? As a Wukong player, I'm curious - I usually use Hydra/Black Cleaver/LW, but been experimenting... View (1) Answers Asked by Kroxan on November 12, 2014 Who's the more fun jungler between J4 and Wukong? View (2) Answers Asked by sebas8181 on October 14, 2014 I've started playing Wukong a lot lately - he's super strong and lots of fun to play. I always start with that combo, but I struggle against those really tanky tops like Mundo, Nasus, Chogath... View (2) Answers Asked by thrashmaniac92 on January 17, 2014 Why isn't Wukong seen at the top levels? Can you guys give me some insight? Sorry about my english. View (3) Answers

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