

I'm not robot!





Rework akali.

Riot Games gives players of its popular MOBA, League of Legends, a variety of game modes on a rotating basis. Some have made multiple returns over the years, while others have descended into the realm of obscurity, never to be seen again. Naturally, some are better than others. To make way for TFT, and to ensure an available slot for rotating game modes, players that have been with the game for a long time had to bid farewell to the permanent Twisted Treeline and Dominion maps — gone, but never forgotten. Some honorable mentions that didn't make this list include Black Market Brawlers, Dark Star: Singularity, Hexakill, Odyssey: Extraction, and OVERCHARGE. Now onto the ones that did make the cut!

10 Doom Bots Of Doom — AKA Nightmare Mode Ah, Doom Bots. This mode's structure was the same as that of Co-op vs. AI, but these bots were formidable opponents. Each was a mutated version of their original selves, gaining empowered abilities and the abilities of their fellow bots, as well as being imbued with curses that made them exceptionally difficult to defeat as the game progressed. An example of this is Doom Bot Lux being able to fire multiple Final Sparks in a circle around herself, and starbursts of Light Bindings flying out from one if it connected with you or a teammate. If you managed to survive for 15 minutes, fending off the bots constantly sieging you, The Evil Overlord of the Doom Bots would grace you with his infernal presence. It would then be up to you and your team to defeat him and win the game.

9 Nemesis Draft — Oh You Shouldn't Have... This was a game mode that had a draft structure similar to that of the normal draft pick mode, but with a twist — the enemy team chose your champion for you. Many times, people would choose supports for the enemy team, not realizing that they are actually strong, and relevant at all stages of the game. Ever had to try to kill a team with a Soraka, Thresh, Lulu, Nami, and Karma? The healing and shielding is ridiculous, and when facing multiple supports with utility at once, it's nearly impossible to kill one of them!

8 Legend Of The Poro King — Got Snax? Originally released for the Snowdown Showdown event, players fight across the Howling Abyss with the aid of the Mighty Poro King. In order to summon the benevolent sovereign, you and your team had to throw snowballs at the enemy team, landing ten hits before the Poro King dropped to your side of the map to aid in the siege of the enemy Nexus. In addition to exuding a healing aura to the team that summoned him, the Poro King can be fed special Poro Snax that had various spicy or cool effects.

7 Ascension — Shurima Will Rise Again This was a game mode released for the Shurima event that took place on the Crystal Scar, which was the map for Dominion when it was still around. With a raging sandstorm significantly reducing vision, players had to navigate their way around the map with teleporters, claim lost relics, and defeat other players. At the center of the map was Xerath, an ancient Ascended Magus that, when slain, granted one person on a nearby team the Ascension Buff. If your team was the only one to Ascend after defeating Xerath you'd receive an exclusive icon.

6 Hunt Of The Blood Moon — The Demons Gather Round A game mode for lovers of assassins, this one took place on a dark and misty Summoner's Rift beneath the light of a crimson moon. Two teams competed, using the essence of fallen enemies to vie for the blessing of the Blood Moon and temporarily gain the power of a demon. Spirits would roam the dark forests of the Rift, and could also be sacrificed to the Blood Moon, along with the souls of the Demon Herald's that spawned in either the Baron or Dragon pits.

5 Invasion — Take That, Cross Space Monsters! This was a Star Guardian-themed game mode where you could play as one of ten Star Guardians: Ahri, Jinx, Janna, Ezreal, Lulu, Lux, Miss Fortune, Poppy, Soraka, and Syndra. With their Star Guardian skins unlocked, you had to fight back against waves of monsters of all kinds with your teammates, culminating in a boss battle when you made it through the gauntlet. If any brave player found Invasion mode too easy, they could try their hand with the more intense Onslaught mode.

4 One For All — Insert Spider-Man Meme In this mode, people could vote on the champion they wanted to play during champion select, and whichever champion won the largest share of the vote, the whole team played — unless someone dodged. This is a game mode where (theoretically) ten Yuuims could catch it out, buffing one super Yuumi on each team if they were coordinated enough. There are a lot of fun and devastating synergies between champions, such as five Luxes CC-locking one champion and ulting them into oblivion, balls galore for five Syndra ultimates, and a kidnapping chain formed by any hook champion, to name a few.

3 Nexus Blitz — Fun And Games Until Sudden Death When this game mode returned during the Spirit Blossom Festival event, it was visually updated to reflect an area in Ionia known as the Temple of Lily and Lotus. The map's shape is reminiscent of Twisted Treeline, but with many improvements. This includes interactive mini-games such as URF Deathmatch, Bardle Royale, Loot Goblin (where you'd have the chance to beat on a Teemo for his money), and Prize Fight, where you could square up in a 2v2 or 1v1 setting.

2 Ultimate Spellbook — Spells Unbound This game mode found nearly as much success as U.R.F., and was a featured game mode that allowed players to pick one of three random ultimates to replace one of their summoner spells. Played on Summoner's Rift, you could see a giant Teemo if they had the opportunity to choose Cho'Gath's Feast, or an Ahri with Akali's Perfect Execution for a total of five dashes at the time of the game mode's release. That's up to eight dashes now, after Ahri got a small rework — which will be chaos when the mode makes another appearance!

1 U.R.F. — Ultra Freaking Awesome Mode The most popular rotating game mode in all of League of Legends (and the one with some of the most polarizing opinions), Ultra Rapid Fire was meant to be a one-off joke when Riot first released it for April Fools. However, positive player feedback means it just keeps coming back. In this game mode all champions benefit from the "Awesome Buff of Awesomely Awesome Buffing" — with the most prominent buffs being that spells cost no mana or energy, and spell cooldowns dramatically decreased. This is a game mode where tryhards usually AFK, and casual players enjoy rolling their faces on their keyboards as they dispatch enemies with cool effects.

NEXT: League Of Legends: Amazing Facts You Might Not Know About The K/DA Members Who are the best League of Legends champions? There's never a bad time to experiment with a new role or expand your personal roster of characters. But, with nearly 150 to choose from, it can be difficult to decide who you're going to take into the Rift, even if you know your desired role. To help you decide, this guide breaks down the top LoL champions you can play right now, whether you're looking to play in the top lane, mid lane, bottom lane, or in the jungle. Some champions have a higher skill ceiling than others, so the following list features potential picks for both experienced players and those just starting out. It also includes multiple playstyles and subclasses to help you find your niche.

Note: this is far from an exhaustive list. League of Legends' huge roster continues to grow, and while the champions mentioned above are a good starting point, personal preference plays a big part in finding a main. The best League of Legends champions are: Renekton, Sion, Vladimir, Mordekaiser, Shyvana, Vi, Lee Sin, Ekko, Twisted Fate, Annie, Ryze, Akali, Caitlyn, Ezreal, Xayah, Kai'Sa, Janna, Nautilus, Galio, Pyke, Top, Top Lane is often seen as an isolated part of Summoner's Rift. As a result, champions who dwell here hold their own through the laning phase and rarely leave the lane to contribute to fights until the middle stages of a game. This relative seclusion makes top lane one of the most competitively diverse areas of League of Legends, but a choice few subclasses tend to make the biggest impression. Beginner Top: Renekton Trading — brief, non-fatal skirmishes between lane partners — is an integral part of League of Legends, but nowhere is it more important than the isolated reaches of top lane. If you're new to it, few champions embody the concept more effectively than Renekton. His simple combo lets him close the gap on his opponent, incapacitate them, heal, and escape. He deals plenty of damage while not taking much himself. His ultimate, Dominion, is effective for lengthier fights, while his passive emphasizes the importance of resource management and playing around personal power spikes.

Alternative pick: Garen Sion if you'd rather not worry too much about your health bar, tanks with strong offensive and defensive capabilities are a good choice. Sion's W, Soul Furnace, produces a shield that'll keep you out of trouble and damage nearby enemies after it expires, as well as offering an extra incentive for good last-hitting. In a tricky encounter, Roar of the Slayer lets you whittle down enemy health bars before launching into battle with plenty of crowd-control thanks to Unstoppable Onslaught and Decimating Smash.

Alternative pick: Malphie Experienced Top (Image credit: Riot Games) Vladimir Top lane has traditionally been the hangout of bruisers who thrive on physical damage, but it's also been home to a handful of mages. Vladimir is the quintessential battlemage: he can wade into a fight, dealing huge amounts of area-of-effect damage, and use his blood magic to heal. Mastery of his Q and E are central to a successful laning phase, but get them right and The Crimson Reaper will become a potent late-game threat.

Alternative pick: Kennen Mordekaiser Juggernauts are a relatively safe bet as they both take and deal large amounts of damage, but their weakness lies in their lack of mobility. Thanks to his passive and his W, Mordekaiser can give and take a beating. His E, Death's Grasp, drags players towards him in a wide area to prevent their escape. Mordekaiser's ultimate, Realm of Death, plays a massive part in team fights: it removes the biggest threat from the battle by forcing them into a 1v1 duel.

Alternative pick: Yorick Jungle While other roles gain gold and experience from the minions that march tirelessly down their lanes, the jungler dwells in the forests between lanes, gaining power from neutral monsters that confer powerful buffs. As well as slaughtering the local fauna, jungle champions are responsible for major objectives like Baron and the Dragons. Then there's ganking — diving into lane to ambush opponents.

Beginner Jungle (Image credit: Riot Games) Shyvana Shyvana's speed and AoE damage make her particularly good at surviving. Once you've burned through monster camps with Burnout and Flame Breath, Shyvana can use Dragon's Descent to transform into a higher damage-dealing dragon, which expands her possible build paths.

Alternative pick: Olaf Vi Once you've learned to survive, go on the offensive. A successful gank often comes down to good timing, but you can improve your odds by picking a character with good crowd-control and mobility. Vi excels at both: use her to dash into lane with Vault Breaker before unleashing Assault and Battery.

Alternative pick: Amumu Experienced Jungle (Image credit: Riot Games) Lee Sin The Blind Monk is a difficult League of Legends champion to master. While most champions have four active abilities, Lee Sin's Q, W, and E all have secondary casts. The payoff is significant, however, as Lee Sin is one of the most effective early-game junglers. He's adept at clearing camps, ganking, and even counter-jungling his opposite number.

Alternative pick: Nocturne Ekko Many junglers use physical damage — particularly in the early game — but there's room for the occasional mage. Ekko requires preparation for effective ganking, but he offers impressive damage and potent CC if you can get everything lined up. His ultimate makes him relatively low-risk, as he's able to dive under a tower before rewinding back to safety.

Alternative picks: Nidalee, Elise Mid The mid lane has traditionally been dominated by high-damage mages, although a few blade-wielding assassins also call the lane home. Map awareness and lane management are key to success here: ganks can be prevalent, but pushing in your minion wave and then 'roaming' to assist another lane is often a route to success.

Beginner Mid (Image credit: Riot Games) Twisted Fate Twisted Fate has a number of tricks up his sleeve with just one ability: Pick a Card. The spell's three effects let him keep tabs on his mana, clear minion waves, or stun enemies before following up with other spells. His ultimate, Destiny, teleports him across the map, making it easy for him to roam other lanes.

Alternative pick: Lux Annie Annie is an easy-to-learn Burst mage, whose strength is stunning opponents before obliterating them with fire magic. Her long range and her Q lets her farm with relative ease without worrying about mana cost. But if not prepared, she's susceptible to ganks.

Alternative pick: Veigar Experienced Mid (Image credit: Riot Games) Ryze Ryze's high skill ceiling makes him a solid competitive pick. Getting him right requires a solid understanding of both his Flux and Rune systems, but when everything comes together, Ryze gains Area of Effect damage, enhanced crowd-control, and speed boosts. His ultimate, Realm Warp, allows for everything from the simplest roams to game-winning plays, even at professional level.

Alternative pick: Aurelion Sol Akali One of the slipperiest League of Legends champions, Akali is the embodiment of the mid-lane assassin. Capable of flipping back and forth across the entire map seemingly at will, she deals an impressive amount of both physical and magic damage. She can use Twilight Shroud to temporarily disappear to initiate daring escapes or strikes from the shadows.

Alternative pick: Fizz ADC ADCs tend to be weak early game, but their high range and damage helps them thrive later on. ADCs — or Marksmen, as Riot prefers to call them — tend to split into two camps: some rely on traditional auto attacks to unleash damage, while others alternate their basic attacks between powerful spells.

Beginner ADC (Image credit: Riot Games) Caitlyn Caitlyn boasts one of the longest ranges in League, which lets her deal plenty of damage while staying far from potential threats. Her Q allows her to poke enemies and kill minions from a distance, while her W and E creates safe zones in which Caitlyn can trap enemies and deal bonus damage.

Alternative pick: Ashe Ezreal Spellcasting ADCs are generally more complex than their auto-attacking counterparts, but Ezreal is a good place to start. His W and Q offer an easy, long-range combo, while Arcane Shift lets evade incoming enemies or close the gap on vulnerable foes. His ultimate, Truthseeker Barrage, contributes to skirmishes from across the entire map, too.

Alternative pick: Jhin Experienced ADC (Image credit: Riot Games) Xayah Xayah is a popular competitive pick, thanks in no small part to her ultimate, which makes her impossible to target and offers her a few seconds to escape. She also offers some of the most potent crowd-control of any ADC, but you'll need to pay close attention to your position to optimise the synergy between Double Daggers and Bladecaller.

Alternative pick: Vayne Kai'Sa Kai'Sa is another highly contested pick at professional level. She's something of a hybrid: Kai'Sa can use physical and magic damage depending on the strengths and weaknesses of the other players on the Rift. Her ultimate, Killer Instinct, lets her dash into the middle of the fight, which makes her a high-risk pick. However, the power in the rest of her kit promises a high-reward if you can get her right.

Alternative pick: Lucian Support The primary role of a support champion is to prop up the ADC by helping facilitate their kills or keeping them alive into late game. It's a broad role, but there are four key archetypes: defensive Enchanters, offensive Vanguard's, tanky Wardens, and high-damage Burst supports.

Beginner Support (Image credit: Riot Games) Janna Enchanters like Janna are defined by heals, shields, and low-level disruptive crowd control. Janna's shield helps her fit along most ADCs, which grants bonus physical damage on whomever it's placed. Zephyr and Howling Gale help keep threats off Janna's carry, while Monsoon scatters enemy teams.

Alternative pick: Sona Nautilus Lots of supports thrive on their ability to grab or snare enemy champions. Nautilus' Q, Dredge Line, helps him do both, with crowd-control potential found in the rest of his kit. As an added bonus, he's pretty tanky.

Alternative pick: Blitzcrank Experienced Support (Image credit: Riot Games) Galio Wardens are defensive tanks best used to keep enemies away from their carries. Galio's Q and E make him a little more aggressive than other members of his subclass, but his E gives him greater coverage in a team fight. His ultimate agives him presence throughout the map, something with which many other supports struggle.

Alternative pick: Taric Tahm Kench Pyke If you prefer to be the one dealing the damage, Pyke is an intriguing blend of assassin and support. His passive and W keeps him healthy and out of sight, which gives him the opportunity to pick off unwitting enemies with Bone Skewer and stun them with Phantom Undertow. If Pyke gets a kill with Death from Below, the assisting ally gains extra gold, which prevents too much disruption to the traditional League of Legends economy.

Alternative pick: Brand





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