

Comprehensive Meta Overview 10.21b

By AL3XEM

S Tier Comps

Vanguard Mystics Ahri: Core units: Aatrox, Sejuani, Cassiopeia, Yuumi, Ahri.

Potential finishes: 4 mystics, 4 Vanguard, 2 / 3 adept, 3 Mage, Random legendaries.

Potential chosens: Mystic chosen, Vanguard chosen (only thresh, aatrox or sejuani), Ahri mage chosen, Ahri spirit chosen (4 spirit with kindred).

First Carousel Priority: Glove > AP Rod > Chain = Tear.

Itemization:

Ahri: 1 AP item (Deathcap, Jeweled gauntlet) + 1 AP item / 1 Mana regen item (Rageblade, Shojin) Guardian Angel.

Sejuani: Any tank items.

Other units to itemize (Not important):

Yuumi: Blue buff or Chalice of Power (If chalice she is positioned next to ahri).

Zilean: Any mana regen item / mana item.

A+ Tier Comps

Ninja Assassins: Core units: 4 Ninjas (akali 3 star).

Potential finishes: 4 Assassin and 2 / 3 adept, 6 Assassin.

Potential chosens: Akali assassin chosen, any adept chosen, any assassin chosen.

First Carousel Priority: Tear = Bow > Glove > Sword.

Itemization:

Akali: RFC, IE, Blue Buff.

Other units to itemize (Not important):

Shen: Any tank item.

Pyke: Morello, Spark.

Any assassin: Chalice, Zekes. (Positioned next to akali)

Sharpshooter Jinx: Core units: Jinx, Jhin, Extra sharp, Azir, Sejuani, Aatrox.

Potential finishes: 6 sharpshooter, 4 vanguard, 2 / 4 mystic, 2 dusk, 3 warlord, 2 keeper.

Potential chosens: Any sharpshooter chosen (Highly recommended), Vanguard chosen (sejuani / aatrox), Mystic chosen (Shen, Yuumi, Cassio).

First Carousel Priority: Tear > Sword = Belt > Rod.

Itemization:

Jinx: Qss (Highly recommended), Shojin / Blue Buff, AP item / Blue Buff.

Sejuani: Any tank items.

Other units to itemize (Semi important):

Any sharpshooter besides Jinx: Zekes (High Value), Chalice (Medium Value).

Other units to itemize (Not important):

Cassiopeia: Mana item.

Jhin: Ad item.

Any 2 star backline unit: Locket of the Iron Solari.

A Tier Comps

Enlightened Talon: Core units: Talon, Morgana, Irelia, Shen, Janna, Lux, Pyke.

Potential finishes: 6 Enlightened (Only if Enlightened chosen, add in nami or flora), 3 Adept, 4 Mystic, 4 Assassin.

Potential chosens: Enlightened chosen, Adept chosen, Mystic chosen.

First Carousel Priority: Sword (Very Important) >> Glove > Chain.

Itemization:

Talon: IE, GA, AD item (BT / DB / GS)

Morgana: Morellonomicon, Mana item.

Other units to itemize (Not important):

Irelia / Shen: Any tank item. (Not sunfire if morgana has morello).

Lux: Chalice of Power (Positioned next to morgana and Janna)

Janna (Only if 3 star): Blue Buff / Shojin

Elderwood Ashe / Veigar: Core units: Nunu, Maokai, Ashe / Veigar.

Potential finishes: 2 / 3 Hunter (Warwick / Ashe / Kindred), 3 Mage (Only in veigar version, Lulu required), 6 Elderwood, 4 Brawler (Sett and Warwick + Nunu Maokai).

Potential chosens: Elderwood chosen (6 elderwood version), Mage chosen, Hunter chosen (Ashe, Warwick).

First Carousel Priority (Veigar Version): Tear (Very Important) >> Glove = Rod > Chain.

First Carousel Priority (Ashe Version): Sword = Bow = Glove > Chain

Itemization:

Ashe: Qss, Flex offensive (Deathblade / Infinity Edge / Rageblade / HoJ), Bow item (GS if vs brawlers, LW if vs vanguards)

Veigar: Bluebuff (Very important), HoJ, Qss / Gunblade.

Nunu: Any tank item.

Other units to itemize (Not important):

Lulu: Chalice of Power (Positioned next to Veigar, only in veigar version), Mana regen Item.

Warwick: Zekes (Positioned next to ashe, only in Ashe version).

Sett: Any AP / Tank item.

Ezreal: Any mana item.

Extra note: Elderwood can have Ashe AND Veigar carry but it requires very specific items and Elderwood Chosen or Mage chosen Veigar / Lulu. (3 Mages always crucial for Veigar Carry).

Dusk Riven: Core units: Riven, Cassio, Thresh, Vayne, Aatrox, Zilean, Jhin, Azir. At lvl 9 Kayn or Yone.

Potential finishes: 6 Dusk (Dusk chosen or Dusk spat), 4 Mystics, 4 Vanguards, Extra Legendaries.

Potential chosens: Dusk chosen (Not vayne), Sharpshooter chosen Jhin, Vanguard chosen Sejuani / Aatrox, Mystic chosen (not janna or yuumi).

Extra note: Dusk is a high skill cap as well as a very flexible composition and can be played in very many different variants, sometimes 2 dusk, sometimes 4 sharps etc. I recommend you play and explore this composition in a smurf / normals before trying it in ranked.

First Carousel Priority: Chain > Rod > Glove.

Itemization:

Riven: Any chain item, Tank item, Flex AP / Tank item. BIS: Ionic Spark, Bramble Vest, Titans Resolve / Sunfire Cape. (Items are over all very flexible and in some lobbies Dclaw > Titans / Sunfire).

Jhin: Qss, Any AD item, AD / Bow flex.

Other units to itemize (Semi important):

Kayn / Yone: AP / Mana item, Tank / AP flex, Defensive item.

Other units to itemize (Not important):

Zilean: Any mana regen / Mana item.

Cassio: Any mana item.

Moonlight Diana: Core units: Diana 3 star, Lissandra 3 star, Pyke, Akali or Katarina, Talon. (Diana or Lissandra has to be moonlight chosen).

Potential finishes: 6 Assassin (Requires assassin spat), 2 / 3 adept (3 adept only playable without akali), 2 dazzler, 2 mystic, 2 enlightened, 2 divine, Extra legendaries.

Potential chosens: Moonlight chosen only (can use assassin chosen but much harder to hit in time to spike).

Extra note: This is a slow roll LVL 5 composition, if you hit Diana and Lissandra 3 in stage 3 this comp could be considered A+ or S tier, but due to the inconsistency I have placed it in the A tier category.

First Carousel Priority: Glove >> Sword > Chain = Tear.

Itemization:

Diana: Infinity Edge, Titans, Defensive / Offensive flex (HoJ, JG, Qss, Bramble, Dclaw)

Other units to itemize (Not important):

Any Assassin (Not Diana): Chalice / Zekes (Unit positioned next to Diana), Locket of The Iron Solari (Unit positioned in the Center of all assassins).

Moonlight Lissandra: Core units: Diana 3 star, Lissandra 3 star, Shen, Irelia, Janna, Lux, Yone. (Diana or Lissandra has to be moonlight chosen).

Potential finishes: 4 Mystics, Extra Legendaries.

Potential chosens: Moonlight chosen only (can use Adept / Mystic chosen but much harder to hit in time to spike).

Extra note: This is a slow roll LVL 5 composition, if you hit Diana and Lissandra 3 in stage 3 this comp could be considered A+ or S tier, but due to the inconsistency I have placed it in the A tier category. Diana can be replaced by Sylas or Aphelios, but this makes you spike later due to those units being 2 cost and it's not optimal (out of the 2 sylas is the better option for sure, but is also usually more contested).

First Carousel Priority: Tear >> Rod > Glove.

Itemization:

Lissandra: Blue Buff (Very important), JG, Flex offensive (JG, HoJ, Deathcap, Gunblade).

Secondary moonlight unit: Zzrot, Flex defensive / Utility. OBS! Never put 3 items on the secondary moonlight unit.

Other units to itemize (Not important):

Any unit besides the moonlights and Lux: Chalice of Power / Zekes (Positioned next to Lissandra, Chalice being the better option).

Duelists: Core units: Yasuo 3 star, Jax, Lee sin, Irelia, Shen, Yone, Janna.

Potential finishes: 4 Mystics, 6 Duelist, 4 Divine, 4 Enlightened, 2 Dazzler.

Potential chosens: Yasuo / Jax chosen duelist, chosen Adept, chosen mystic. Any chosen duelist besides fiора in 6 duelist versions.

Itemization:

Yasuo: IE, HoJ, Titans (HoJ or Titans can be replaced with Last whisperer in vanguard heavy lobbies or with GS in brawler heavy lobbies).

Jax: Any tank item.

Other units to itemize (Semi important):

Lee sin / Yone: Blue Buff + Defensive flex.

Janna (Only if 3 star): Blue Buff / Shojin.

Morgana (Only in 4 enlightened 2 dazzler versions): Morellonomicon, Mana item / Luden.

Kalista (Only in 6 duelist version): RFC, Hurricane, Defensive / Offensive flex (Trap claw, Qss, GA, Gunblade, Deathcap).

Other units to itemize (Not important):

Any frontline unit, preferably Shen / Irelia: Zzrot, Tank flex.

General Itemization

S tier - Can be used in any composition late game with strong early game power: Sunfire Cape, Ionic Spark, Zz'rot portal, Zekes herald, Hand of Justice.

A tier - Can be used in any late game composition with reasonable early game power: Gargoyle stoneplate, Bramble vest, Dragonclaw.

B tier - Slamable but with underwhelming early game and / or late game power or is not very flexible:

Warmogs, Giantslayer, Infinity edge, Guardian Angel.

Least flexible first carousel items: Sword, Bow.

Most flexible first carousel items: Chain, Glove, Belt.

Finishing notes

All the comps listed above are the MAIN meta comps in this patch. Other comps are playable with the right units and items under specific circumstances but are not listed here due to being inconsistent and / or not fitting the A or higher Tier category.

Some honorable mentions are: Warlords, Moonlight Hunters, Reroll mages, 6 Fortune.

If you have any questions reach out to me on Twitch or Reddit username: AL3XEM.