

THE ART OF  
**SUPPORT**

BLOODWATER  
PSEUDONAUT



# **The Art of Support**

2<sup>nd</sup> edition

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## Lyubomir “**BloodWater**” Spasov

The Art of Support (1<sup>st</sup> edition) was released one year ago; back then, trinkets were new, green wards were still in the shop, and instead of buffs, Dragon used to give global gold. Times have changed, metas have shifted, and the Support role is an entirely different beast now.

BloodWater, a man who could kill you with his stare alone, has read through each chapter, and meticulously weeded out any unnecessary and irrelevant information. He’s also included his insight into the current Meta, and his unique perspective of the Support role as well.

Pseudonaut, author of the 1<sup>st</sup> edition, has worked alongside BloodWater to help organize his thoughts and discuss at-length certain viewpoints. We wanted to make sure our ideas were well thought out before committing them to pen and paper.

As you read through this book, we strongly recommend you pace yourself, and take a break after each chapter. If you simply read through each chapter back-to-back, you will have difficulty retaining the information. Be sure to stop and play a few solo queue games before moving onto the next chapter.

Remember, it’s not a race!

# **Chapter 1**

## The Training Grounds

<b>1.1</b>	The Cardinal Rule	Page <b>10</b>
<b>1.2</b>	Mini-map Hawk	Page <b>12</b>
<b>1.3</b>	The Overseer	Page <b>15</b>
<b>1.4</b>	Conceptualizing Match-Ups	Page <b>17</b>
<b>1.5</b>	Preparing Minions	Page <b>21</b>

# **Chapter 2**

## Ready, Set, GO

<b>2.1</b>	Auto-Pilot Syndrome	Page <b>24</b>
<b>2.2</b>	Level 1 – Shoving vs. Harassing	Page <b>32</b>
<b>2.3</b>	Abusing Power Spikes	Page <b>33</b>
<b>2.4</b>	Harassing	Page <b>36</b>
<b>2.5</b>	When to Recall	Page <b>40</b>

# **Chapter 3**

## The War on Wards

<b>3.1</b>	Wards Galore	Page <b>44</b>
<b>3.2</b>	Practice Safe Warding	Page <b>49</b>
<b>3.3</b>	Fight the Good Fight	Page <b>50</b>
<b>3.4</b>	Team Fights and Objective Wards	Page <b>53</b>
<b>3.5</b>	Alternative Wards	Page <b>55</b>

## **Chapter 4**

### Minion Management

- 4.1** \*Brr\* It's Freezing Outside Page **63**
- 4.2** Shove, Shove, Shove Your Wave Page **66**

## **Chapter 5**

### Roam the Seven Seas

- 5.1** Is Roaming in Your Blood? Page **70**
- 5.2** Whose Lane is it Anyways? Page **71**
- 5.3** Timing Roams Page **73**
- 5.4** Follow the Yellow Brick Road Page **74**
- 5.5** Use the Buddy System Page **80**

## **Chapter 6**

### Ganks, Coming to a Lane Near You

- 6.1** Anticipating Ganks Page **83**
- 6.2** Setting Up Ganks Page **86**

## **Chapter 7**

### Dealing with Disadvantages

- 7.1** FeedAlert Page **95**
- 7.2** When to Strike Page **96**
- 7.3** Ward Jammer Page **98**
- 7.4** Tower Defense Page **101**

## **Chapter 8**

### Ending Games

<b>8.1</b>	Aggressive Warding	Page <b>106</b>
<b>8.2</b>	Hands in the Cookie Jar	Page <b>108</b>
<b>8.3</b>	Pressuring Objectives	Page <b>110</b>
<b>8.4</b>	Prioritizing Objectives	Page <b>119</b>

## **Chapter 9**

### Team Fighting

<b>9.1</b>	To Peel or Not to Peel	Page <b>123</b>
<b>9.2</b>	Dichotomy of Styles	Page <b>124</b>
<b>9.3</b>	Threats, Weaknesses, and Strengths	Page <b>128</b>

## **Chapter 10**

### Mentality

<b>10.1</b>	Goals	Page <b>133</b>
<b>10.2</b>	Don't Worry, Be Happy	Page <b>136</b>
<b>10.3</b>	Perception is Reality	Page <b>137</b>
<b>10.4</b>	Fatigue	Page <b>140</b>

## **Chapter 11**

### Practice Makes Perfect

<b>11.1</b>	Spamming	Page <b>143</b>
<b>11.2</b>	Replays	Page <b>144</b>
<b>11.3</b>	Lessons	Page <b>145</b>

# **Chapter 3**

## The War on Wards



## 3.1 Wards Galore

Benjamin Franklin's advice still rings true today, especially when it comes to ward coverage:

*“An investment in knowledge pays the best interest.”*

Nearly every item in League provides an immediate benefit. Wards, however, do not immediately benefit us; they are a tool to gather knowledge over a period of time. The Support's job is to squeeze as much knowledge out of every ward placed, and experience the greatest return on investment.

Ward coverage is similar to car insurance: The amount of time you spend searching for a better deal (better location), and the more money you invest (Pinks and Sightstone), the more safety and protection you'll have. Sightstone offers a maximum of three green wards, and once they're used, won't replenish until you return to base. Due to this limitation, you need to be strategic about how often, and how many wards you place. Running out could spell disaster.

### **Option One - “The Tricky Trinket”**

If you don't have Sightstone, you'll have to rely on trinkets for vision (always buy Sightstone as soon as possible; if you can't buy it on your first back, do whatever you can to save up the 800 gold for your second or third back).

Yellow trinkets last 60 seconds, and have a cooldown of 120 seconds. This means you and your AD can alternate warding river, and keep one pathway warded at all times. Avoid pushing the wave, especially when you have no information on their jungler (against passive junglers like Warwick and Nunu, you can push without worrying about their ganks).

## “The Tricky Trinket” (Blue/Red)



### Blue Side

Spot 1 (noted by the “1” next to the light blue ward) is the safest option. On blue side, your main concern will be junglers flanking through tri-bush. Junglers can certainly gank through river, or even through lane, but it’s more likely they’ll wrap around through tri-bush (after sneaking through your jungle, or simply through river), especially when the wave is stagnant in the middle of the lane.

Whenever the wave pushes, continue to place trinkets in Spot 2 instead. This gives you enough time to react to river ganks, but still leaves you vulnerable to tri-bush ganks (although these are very rare, as junglers won’t spend the time to sneak through your jungle, knowing the wave may push back by the time they arrive).

Against aggressive Supports, or those you need to maintain vision against (Leona, Blitzcrank), Spot 3 is an option, but don't place your trinkets here if you're against a very aggressive early-game jungler like Lee Sin or Jarvan IV.

As a side note, if you're laning early-on and shove the wave into turret, but don't have any trinkets left, you can always:

- Stand back and let the enemy push for free. This works best against aggressive players who push, regardless of their circumstances.
- Shove the wave into turret, so it resets. This works well against passive players who won't stop you from shoving.
- Stand in the middle of the wave, and bait your opponent into using AoE spells on you. This naturally pushes the wave (opponents can't resist free damage).

### **Red Side**

Red Side actually has a natural advantage when it comes to defending themselves from ganks. Notice how Spot 1 provides vision of junglers coming from tri-bush **and** river. Blue side can never keep vision of both gank routes with just one ward.

About 80-90% of the time, you'll ward Spot 1, giving you plenty of time to react to ganks. Spot 2 (inside of the bush) is to stop junglers from sneaking into your lane. Lee Sin, Jarvan IV, and Rek'Sai all have a way to jump over the wall from inside of your jungle, and sneak up from behind you!

## “The Double Decker” (Blue)



### Blue Side

“The Double Decker” is an efficient way to use your limited Sightstone wards (3 for starters, 4 if upgraded). With only three wards at your disposal, here’s how you squeeze the most value out of them:

- Don’t place all three wards down at the same time. Doing so would leave you vulnerable to ganks once they expire.
- Place just two initially (shown in the above image).
- Use a **“Tricky Trinket”** spot for your final ward.

**Spot 1A:** Ward this spot every single time. This will protect you from roaming mid-laners and flanking junglers.

**Spot 2A/B/C:** Use your second ward in one of these spots, based on which paths their jungler has been ganking from.

## “The Double Decker” (Red)



### Red Side

These spots provide you with similar protection. Remember to place your third ward in one of The Tricky Trinket spots, but only after these two expire. That gives you six minutes of ward coverage.

**Spot 1A:** This is the main location to protect yourself from junglers and mid-laners.

**Spot 1B:** If you place this ward farther into the jungle, you and your solo-laners can harass when the jungler is at Raptors.

**Spot 2A:** This lovely spot protects you from most junglers ganking through tri-bush.

**Spot 2B/C:** If you ward farther back, you can actually see their jungler taking Red Buff or Krugs. Only ward in spot 2C if their Red is spawning soon; otherwise, ward spot 2B.