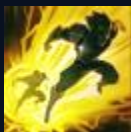
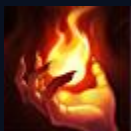



	● Author	● Pre-Game
	<i>x About me</i>	<i>x Summoners</i>
	<i>x Why Ahri</i>	<i>x Runes</i>
	<i>x Socials</i>	<i>x Team Comp</i>
	● Champion	● In-Game
	<i>x Pros / Cons</i>	<i>x Items</i>
	<i>x Abilities</i>	<i>x Gameplay</i>
	<i>x Tips &amp; Tricks</i>	<i>x Strategy</i>

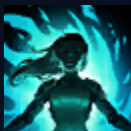
Sup friends, My names Ambitieux, or Chantz. I'm a High Diamond / Low Masters Ahri OTP. I've been playing since season 2, and usually obtain Diamond every season. I've peaked out at around 50 LP Masters in NA. I'm also a Twitch streamer and do that on the daily, showing my adventures in ranked while having a good time. If you guys want to catch me or ask any questions, don't be afraid to do so in any form below.





**FLASH:** Flash is the most standard and safest rune to date in League. You will need this for either offensive or defensive purposes. Can also make flashy plays with it, I don't suggest not using it.



**IGNITE:** Ignite in this case is almost a need for  [Ahri](#) Specifically, she doesn't have the best kill pressure early and this allows her to not only confirm kills but adds lots of pressure too. With this up its almost a guaranteed kill once you turn 6 and can land ur full combo.



**CLEANSE:** Cleanse is truly only needed in defensive matchups against heavy CC laners. like  [Twisted Fate](#) accompanied by  [Elise](#) Jungle, or of the works. For more info check back up at the top and under the notes for summoner spells.