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nasus aram guide

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Nasus ARAM Guide: Mastering the Tower Breaker in the Wild Rift of the Rift

When the League of Legends community talks about **ARAM** (All Random All Mid) the first thing that pops into mind is the chaotic, fast paced nature of the game. Every match is a single lane, a single objective, and a single goal: destroy the enemy nexus. In this environment, champion selection and playstyle matter more than ever. One champion that has carved out a niche in ARAM is **Nasus**, the Lurker from the Sands. Though Nasus is traditionally a top lane scaling champion, his kit translates surprisingly well to the ARAM format, providing a mix of damage, crowd control, and durability that can swing the tide of team fights.

This guide will walk you through everything you need to know to dominate with Nasus in ARAM: from rune choices and item builds to positioning, team synergy, and counter picks. By the end of this article, you'll feel confident picking Nasus for your next wild rift run and turning the tide of battle in your favor.

1. Why Nasus Works in ARAM

Nasus's strengths are amplified in ARAM for several reasons:

- Single Lane Focus – Nasus thrives on stacking his Siphon of the Sands (Q) quickly. In ARAM, you only have one lane and no need to worry about split push or jungle objectives, allowing you to farm at a relentless pace.
- Durability – His passive Spirit Siphon and Fury of the Sands (W) grant him sustain that is valuable in the constant skirmishes ARAM demands.
- Area of Effect (AoE) Crowd Control – Wither (E) can slow and damage multiple enemies, making it a powerful tool for disrupting team fights.
- Late Game Presence – Nasus's damage scales with level and itemization, meaning he becomes a formidable threat in the late game when team fights become prolonged.

Because ARAM is a fast paced environment where team fights happen frequently, Nasus's ability to stack Q and then use it as a powerful AoE tool in team fights gives him an edge over many other champions.

2. Champion Overview and Role in ARAM

Nasus is a tanky bruiser with a strong scaling potential. In ARAM, he typically plays the role of a front liner or "tanker shooter" hybrid. While he can be built more offensively, the most common approach is to give him enough durability to soak damage while still delivering burst from his Q and W.

Key attributes to keep in mind:

- Health & Armor – Nasus is naturally tanky, but his survivability improves with items that increase health and armor.
- Q (Siphon of the Sands) – The core damage source; stacking it early is essential.
- E (Wither) – Slow and damage; great for controlling enemies.
- Passive (Spirit Siphon) – Grants health and mana regeneration when killing enemies.

3. Optimal Runes for Nasus in ARAM

Choosing the right runes can make a huge difference in Nasus's performance. The following setup balances survivability, damage, and utility.

Primary: Resolve

1. Aftershock – Provides a shield after taking damage, helping Nasus survive burst.
2. Font of Life – Grants bonus health and a small heal when hitting enemies, synergizing with his sustain.

Secondary: Inspiration

1. Hextech Flashfire – Gives Nasus a flash at level 6, allowing him to reposition or escape.
2. Time Warp Tonic – Grants a short cooldown reduction and a small heal when out of combat.

Stat Shards

- Health +10
- Armor +5
- Attack Speed +10%

These shards provide a balance between durability and a slight boost to his auto attack damage, which helps when Nasus is built more offensively.

4. Item Build Path

The itemization of Nasus in ARAM depends on the match situation, but a core build that works well in most cases is outlined below. Feel free to adjust based on enemy composition.

Core Items

1. Sunfire Aegis – Grants health, armor, and a passive damage aura that deals true damage to nearby enemies, perfect for team fights.
2. Plated Steelcaps / Mercury's Treads – Choose based on whether the enemy team has heavy AD or AP. Both provide armor/magic resistance and movement speed.
3. Spirit Visage – Increases healing, boosts health, and provides magic resistance, enhancing Nasus's sustain.

Situational Items

- Thornmail – Good against high AD teams or those with a lot of auto attack damage.
- Righteous Glory – Adds armor, health, and a damage boost when engaging, helping Nasus initiate.
- Dead Man's Plate – Provides movement speed and a passive that deals damage to enemies when moving, useful for chasing or escaping.
- Adaptive Helm – Counter AP-heavy teams, especially if they have multiple damage sources.

Boots Choice

Generally, **Plated Steelcaps** are the default for Nasus in ARAM because they provide the best mix of armor and movement speed. If the enemy team relies heavily on AP or has a strong mage presence, consider **Mercury's Treads** for the added magic resistance.

5. Summoner Spells

Summoner spells are crucial for positioning and survival.

- Flash – The universal crowd control escape tool.
- Teleport – Allows Nasus to join fights across the map, especially useful in ARAM for team fights on the side lanes.

Some players prefer **Ignite** for extra burst or **Heal**for survivability, but Flash + Teleport is the standard combo for Nasus.

6. Skill Order

Nasus's skill order is straightforward, but it's important to prioritize Q for scaling damage.

1. Level 1: Q
2. Level 2: Q
3. Level 3: W
4. Level 4: Q
5. Level 5: Q
6. Level 6: E
7. Level 7: Q (or W if you want more sustain)
8. Level 8: Q
9. Level 9: Q
10. Level 10: Q
11. Level 11: E
12. Level 12: Q
13. Level 13: Q
14. Level 14: Q
15. Level 15: Q
16. Level 16: E
17. Level 17: Q
18. Level 18: Q

Keep stacking Q as much as possible, then use E for crowd control and W for sustain.

7. Mastering the ARAM Map: Positioning & Movement

In ARAM, the map is a single lane, so positioning is everything. Nasus should:

- Stay in front of the team to absorb damage.
- Use the lane's terrain to shield himself from skill shots.
- When engaging, use Wither to slow enemies and then follow up with Q for burst.
- When retreating, use Spirit Siphon to regain health and W to shield against burst.
- Use Flash to reposition during team fights or to escape.

8. Team Fight Strategy

Nasus excels in team fights when he can stack Q and use it to damage multiple enemies. Follow these steps:

1. Initiate with Wither on a key target, then use Q to deal massive damage.
2. Use W to block burst damage from the enemy's front line.
3. Keep your shield active by maintaining proximity to allies.
4. Position behind the frontline to avoid being targeted by crowd control.
5. When the fight turns, use Flash to reposition or Teleport to join other fights.

9. Counter Picks and How to Beat Them

Every champion has strengths and weaknesses. Knowing how to handle common counter picks can keep you alive.

- Jinx – She can out range Nasus. Keep her at a distance and use Wither to slow her. If you're on the backline, try to stay out of her Zap!
- Fizz – He can dodge Q. Use Wither to reduce his mobility and aim for Q on the crowd controlled targets.
- Leona – She can lock you down. Try to use W to block her burst and stay behind your team.
- Dr. Mundo – He's very tanky. Build Thornmail or Righteous Glory to counter his sustain.
- Rengar – He's a strong assassin. Use Wither to slow him and keep your distance.

10. Itemization Against Specific Threats

Adjust your build based on the enemy lineup:

- High AD Team – Choose Thornmail or Dead Man's Plate for extra armor and damage mitigation.
- High AP Team – Pick Adaptive Helm and Spirit Visage for magic resistance.
- Multiple Crowd Control – Build Righteous Glory for a damage boost when engaging, and consider Dead Man's Plate for a quick burst.
- High Mobility – Use Wither strategically and build Sunfire Aegis to provide a damage aura that can keep enemies in place.

11. Advanced Tips & Tricks

1. Stack Q Outside of Fights – Even in ARAM, you can find moments to farm. Use the lane's low traffic to keep stacking Q before the first team fight.

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