

ACCEPTED REPORT - 0 API CALLS

TALON VS ZED - COMPLETED AUG 26, 2026

The lane deficit grew before the map opened.

RESULT	MATCHUP	KDA	RANK
Loss	Talon vs Zed	3 / 4 / 0	Silver IV
QUEUE	DURATION	CS	MATCH PATCH
Ranked Solo/Duo	20:09	120	26.17

MAIN LESSON

From 9:00 to 14:00, you fell from -870 gold and -1 level to Zed to -1,955 gold and -2 levels, so tighten your reset and mid-lane pressure decisions after bottom-side plays.

NEXT GAME FOCUS

From 7:00-15:00, turn every takedown or river move into a fast reset or a deliberate mid-lane return.

WHEN After a takedown or when you cross terrain from mid lane between 7:00-15:00, pause for one decision.

DO Choose reset, Dragon setup, or mid-lane pressure, then leave immediately when the chosen setup or exit is missing.

GOAL By 15:00, make the choice within 0:20 of each takedown or river arrival instead of waiting for another fight.

01 7:55-10:25

CLEAR CONFIDENCE

Reset after the Caitlyn kill at 8:55

WHAT HAPPENED

At 8:55 you killed Caitlyn in river, and at 9:00 you were bottom-side with 1,502 unspent gold.

TRY NEXT TIME

After the kill, reset for Boots, Long Sword, and Serrated Dirk, then return to mid lane for CS and experience if the wave permits; leave the bottom side if no safe follow-up is set.

WHY THIS MATTERS VS ZED

Against Zed, use the reset to preserve mid-lane resources instead of chasing through his retained mobility.

OPENING

Waiting until 9:54-9:57 to spend after the kill left your immediate power window underused.

WHAT COULD CHANGE

A faster spend could give you a stronger return to mid lane and reduce the tempo Zed gains while you remain away.

WHY HERE

At Silver IV, Caitlyn's death can create a brief response delay, so make one immediate choice between resetting and denying mid lane.

WHERE IT STOPS WORKING

Stronger teams cover Caitlyn's absence sooner, so do not rely on the bottom-side map staying open.

BE CAREFUL

Recall immediately if health requires it. Do not extend if the return path or mid-lane state is unsafe.

SOURCE FACTS

- Talon killed Caitlyn in river at 8:55.
- At 8:00, Talon was in river at -734 gold and -1 level. At 9:00, Talon was bottom-side with 1,502 unspent gold at -870 gold and -1 level. At 11:00, Talon was back in mid lane at -1,447 gold and -1 level. Purchases landed at 9:54-9:57.
- At 9:00, Kaisa was bottom-side, Master Yi was in jungle, Talon was bottom-side, and Thresh was in red base. Caitlyn, Zed, and Karma were recorded around river or bottom-side while Bel'Veth was in jungle. Periodic positions do not prove proximity.

MATCHUP PRINCIPLES USED

- Against Zed on Patch 26.17, Talon's early lane is a wave-denial problem rather than a default all-in. While health and jungle information permit pressure, make Zed choose between spending Q or Living Shadow resources on Talon and using them to collect the wave; convert that choice into CS, experience, recall, or plate value instead of chasing through retained mobility. Once Talon can clear reliably, leave MID only after preparing the wave, and punish an unprepared Zed roam through the guaranteed MID loss when following is unsupported. Metadata can judge lane deltas, purchases, departures, and later map outcomes, but cannot establish which spell Zed spent, exact wave control, or a missed lethal.
- After an early lead or takedown, Talon should make an explicit conversion choice among the MID wave or turret, a reset, an enemy-jungle invade, a side-lane roam, or objective setup. Following metadata can measure some conversion results, but the absence of a recorded event does not by itself prove that the choice failed.
- In Iron-to-Gold, the actionable post-takedown exploit is the response delay after a player leaves the map: make one explicit conversion choice immediately instead of waiting for another fight.

02 7:00-10:00

LIKELY CONFIDENCE

Qualify the river move at 7:00-10:00

WHAT HAPPENED

You moved from mid lane to river by 8:00 while Zed remained mid lane, then your team secured Dragon at 8:43 and Caitlyn died at 8:55.

TRY NEXT TIME

Before crossing terrain, choose Dragon setup with Kaisa, Master Yi, and Thresh or return to mid lane; identify Bel'Veth as the countergank risk and keep a terrain exit back toward mid lane.

WHY THIS MATTERS VS ZED

With Zed still in mid lane and ahead in level at 8:00, an unsupported river stay can surrender mid-lane resources, so prepare the wave before leaving when possible.

OPENING

Do not treat a river move as automatically justified by Talon's terrain access.

WHAT COULD CHANGE

A qualified route can retain the Dragon pressure while limiting the CS and experience cost against Zed.

WHY HERE

At Silver IV, your first disappearance can create pressure before a fight, but only when you pair it with a destination, setup, and exit.

WHERE IT STOPS WORKING

Stronger opponents cover terrain exits and distinguish a threat from a committed roam much faster.

BE CAREFUL

Wave state and vision are unknown. Leave rather than force the play if bottom-side setup is absent.

SOURCE FACTS

- Talon moved from a mid-lane recorded position to river by 8:00.
- At 7:00, Talon was mid lane at -654 gold and even in level. At 8:00, Talon was in river with 979 unspent gold at -734 gold and -1 level. Dragon was secured at 8:43 and Caitlyn died at 8:55.
- At 8:00, Kaisa, Master Yi, and Thresh were recorded bottom-side; Talon was in river; Zed was mid lane; Bel'Veth was in jungle. Periodic positions do not prove proximity.

MATCHUP PRINCIPLES USED

- Talon can cross terrain with Assassin's Path, so route selection and terrain cooldowns are part of evaluating rotations, invades, and escapes.
- Against Zed on Patch 26.17, Talon's early lane is a wave-denial problem rather than a default all-in. While health and jungle information permit pressure, make Zed choose between spending Q or Living Shadow resources on Talon and using them to collect the wave; convert that choice into CS, experience, recall, or plate value instead of chasing through retained mobility. Once Talon can clear reliably, leave MID only after preparing the wave, and punish an unprepared Zed roam through the guaranteed MID loss when following is unsupported. Metadata can judge lane deltas, purchases, departures, and later map outcomes, but cannot establish which spell Zed spent, exact wave control, or a missed lethal.
- In Iron-to-Gold, Talon's first supported disappearance can create pressure before a fight occurs because opponents often respond late or inconsistently. Cross terrain only after naming a destination, setup source, countergank risk, and exit; threatening fog pressure and returning MID is a valid outcome when the destination is poor.

03 13:15-15:00

CLEAR CONFIDENCE

Stabilize mid lane after the 14:00 deficit

WHAT HAPPENED

At 14:00 you were bottom-side and were -1,955 gold, -18 CS, and -2 levels relative to Zed.

TRY NEXT TIME

Use the next safe window to reset, prepare mid lane, and farm; pressure Zed only when health and jungle information let you make him choose between using resources on you or the wave.

WHY THIS MATTERS VS ZED

Against Zed, your early lane plan is wave denial and controlled pressure rather than chasing through retained mobility.

OPENING

Do not try to erase this deficit through a default all-in or an unsupported roam.

WHAT COULD CHANGE

Stabilizing the lane can protect experience and create a later roam window without deepening the Zed deficit.

WHY HERE

This is a fundamentals fix, not a rank-specific punish.

WHERE IT STOPS WORKING

Stronger Zed players preserve defensive mobility and punish you for spending health or Rake only to force priority.

BE CAREFUL

Exact wave shape, health, and spell availability are unknown. Do not commit if jungle information makes the lane contest losing.

SOURCE FACTS

- At 14:00, Talon was -1,955 gold, -18 CS, and -2 levels relative to Zed.

MATCHUP PRINCIPLES USED

- Against Zed on Patch 26.17, Talon's early lane is a wave-denial problem rather than a default all-in. While health and jungle information permit pressure, make Zed choose between spending Q or Living Shadow resources on Talon and using them to collect the wave; convert that choice into CS, experience, recall, or plate value instead of chasing through retained mobility. Once Talon can clear reliably, leave MID only after preparing the wave, and punish an unprepared Zed roam through the guaranteed MID loss when following is unsupported. Metadata can judge lane deltas, purchases, departures, and later map outcomes, but cannot establish which spell Zed spent, exact wave control, or a missed lethal.