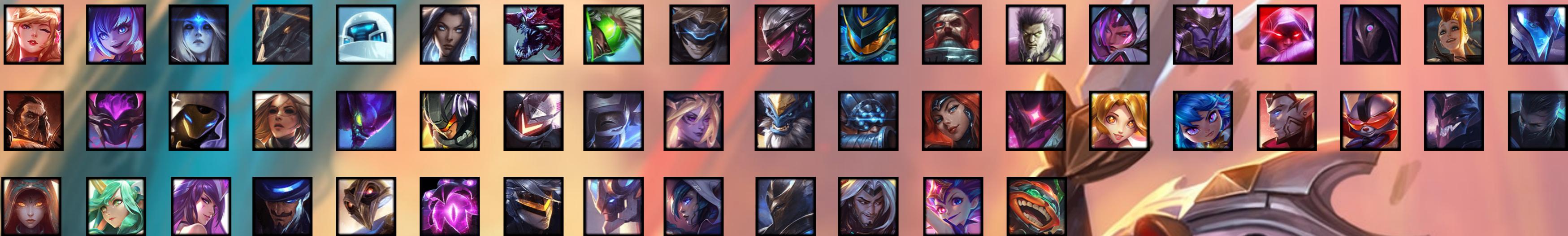


Your home for essential
TFT Info

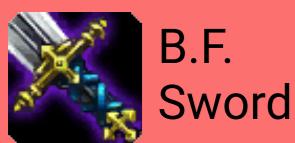
Champions



Champions



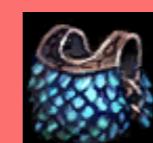
Items

B.F.
Sword

Display Combinations

Giant's
Belt

Display Combinations

Chain
Vest

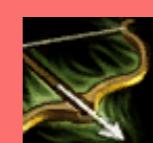
Display Combinations

Needlessly
Long Rod

Display Combinations

Negatron
Cloak

Display Combinations

Recurve
Bow

Display Combinations

Sparring
Gloves

Display Combinations



Spatula

Display Combinations

Tear of the
Goddess

Display Combinations



Origins



Class





Star Guardian - Origin

Star Guardian's spellcasts grant Mana to other Star Guardians. (Spreads among them)

3 - 30 Total Mana
6 - 60 Total Mana



Stats

Cost: 2
Health: 600 / 1080 / 1944
Mana: 60
Armor: 20
MR: 20
DPS: 34 / 61 / 109
Damage: 45 / 81 / 146
Atk Spd: 0.75
Crit Rate: 25%
Range: 3



Orb of Deception
Active

Ahri fires an orb in a line dealing magic damage to enemies it passes through. It then returns to her, dealing true damage to all enemies it passes through.

Damage: 175 / 250 / 375

Soucerer - Class

Star Guardian's spellcasts grant Mana to other Star Guardians. (Spreads among them)

3 - 30 Total Mana
6 - 60 Total Mana



mana cost 60

TFT Patch Notes 10.7

System

Galaxies Mechanic

Developer Notes: It's here and with pomp and circumstance! As a reminder all of your TFT games have a chance to start with one of the following effects (or no effect at all). You can tap the Galaxy Icon at the top banner to find out more information about any specific Galaxy.

The Neekoverse: Everyone gets two free copies of Neeko's Help.

Lilac Nebula: The first carousel contains only four cost units.

Medium Legends: Little Legends are larger and you have +25 starting health.

Other System Stuff

Shop Level 8 Drop Rates: 13/20/35/25/7% = 14/20/35/25/6%

The rules for which items stay and which bounce off when combining champions now prioritizes items on champs on the board over those you get from the carousel.

Traits

Blademaster chance to activate: 30%/55% 30%/60%

Brawler Health: 300/750 300/700

Chrono Attack Speed: 15%/35%/65% 15%/35%/75%

(Rework) Dark Star: When a Dark Star Champion dies, all other allied Dark Star Champions gain +25 (3), +35 (6) Attack Damage and Spell Power

(Rework) Mana-Reaver Reworked to: (2) bonus is now: Mana-Reaver attacks increase the mana cost of their target's next spell by 40%. There is no longer a 4-piece bonus.

Mystic Magic Resist: 30/120 35/105

Sniper Bonus Damage: 12% 15%