PASSIVE: UNSEEN PREDATOR = INNATE: Rengar generates 1 Ferocity upon casting a basic ability or using Savagery's Savagery's first attack. At 4 Ferocity, his next basic ability consumes them all to become empowered with an additional effect and grant him an additional cast along with 30 / 40 / 50% (based on level) bonus movement speed for 1.5 seconds. Reaching 4 Ferocity with Savagery Savagery or Bola Strike Bola Strike locks them from use for 0.1 seconds before and after casting. All Ferocity is lost after 10 seconds of being out of combat. INNATE: While in brush, Rengar gains Unseen Predator. UNSEEN PREDATOR: Rengar's basic attacks have massively increased range and cause him to leap to the target's location, attacking the target upon arrival and landing closer than his normal melee range. This generates 1 Ferocity if Rengar had 0 Ferocity at one point. Unseen Predator lingers for 0.35 seconds upon exiting brush but is lost immediately if Rengar casts Flash or Hexflash to do so. Rengar can cast any of his abilities during the dash. INNATE - BONETOOTH NECKLACE: Scoring a Damage takedown against an enemy champion within 3 seconds of damaging them grants Rengar a Trophy, once per unique champion and up to 5. An additional Trophy is made available through the event The Hunt is On! with the Head of Kha'Zix. Trophies grant bonus attack damage equal to 1% − 36% (based on adjustsize Trophies) bonus AD.

Q : SAVAGERY = ACTIVE: Rengar empowers his next two basic attacks within 3 seconds to gain 40% bonus attack speed. His first attack has an uncancellable windup, gains 25 bonus range, and deals bonus physical damage, reduced by 40% against structures. This attack will critically strike, though is not affected by critical strike damage, and its damage is increased by 0% − 66% (based on critical strike chance). FEROCITY BONUS: Savagery's damage is modified. Rengar gains 50% − 101% (based on level) bonus attack speed for 5 seconds.

W : BATTLE ROAR = PASSIVE: Rengar stores 50% of the post-mitigation damage he has taken in the last 1.5 seconds as grey health on his health bar, increased to 100% of damage taken from monsters. ACTIVE: Rengar roars, dealing magic damage to nearby enemies and 65 − 130 (based on level) bonus magic damage to monsters, and consuming his grey health to heal for the same amount. FEROCITY BONUS: Battle Roar's damage is modified. Rengar cleanses himself from all crowd control.

E : BOLA STRIKE = ACTIVE: Rengar throws a bola in the target direction that deals physical damage to the first enemy hit and slows them for 1.75 seconds, as well as revealing them for 2 seconds and granting sight of a 150-unit radius around them for the same duration. FEROCITY BONUS: Bola Strike's damage is modified. The target is rooted instead of slowed.

R : THRILL OF THE HUNT = ACTIVE: Rengar prowls for a duration, gaining bonus movement speed. After a 2-second delay, he also becomes camouflaged. During this time, Rengar will detect the nearest enemy champion in range, revealing and gaining sight of a 100-unit radius around them. Enemies detected are revealed for the remaining full duration. The nearest detected enemy within 1600 range is also marked, alerting all of their allies within 1200 range about Rengar's presence. Rengar's next basic attack within normal attack range against any enemy or with Unseen Predator to the marked enemy deals 50% AD bonus physical damage and inflicts armor reduction for 4 seconds.