PASSIVE: TRIUMPHANT ROAR = INNATE: Alistar generates a stack of Triumph for each enemy Champion icon.png champion he Stun icon.png stuns or Airborne icon.png displaces with his abilities, and each time a nearby enemy Minion icon.png minion or non-epic Monster icon.png monster dies. He generates 7 stacks if a nearby enemy champion or epic monster dies. At 7 stacks, Alistar consumes them all to Heal power icon.png heal himself for 23 − 142 (based on level) and nearby allied champions for「 double the amount. 」

Q : PULVERIZE = ACTIVE: Alistar smashes the ground, dealing magic damage to nearby enemies and Stun icon.png stunning and Airborne icon.png knocking them up simultaneously for 1 second.

W : HEADBUTT = ACTIVE: Alistar Dash.png dashes to the target enemy's location. If they are within 400 units upon arrival, he deals them magic damage and knocks them back 700 units over 0.5 seconds while also stunning them for 0.75 seconds.

E : TRAMPLE = ACTIVE: Alistar tramples the ground around him every 0.5 seconds over 5 seconds, becoming Ghost.png ghosted and dealing magic damage to nearby enemies. Each time this damages at least one enemy champion, he generates a stack of Trample that lasts for the remaining duration, stacking up to 5 times. At 5 stacks, Alistar's next basic attack against a champion within 6 seconds is empowered to deal 20 − 275 (based on level) bonus magic damage and stun the target for 1 second. This will end Trample prematurely.

R : UNBREAKABLE WILL = ACTIVE: Alistar cleanses himself of all Stun icon.png crowd control. For the next 7 seconds, he reduces incoming damage taken.