PASSIVE: KING'S TRIBUTE = INNATE: Whenever a nearby enemy dies, Trundle Heal power icon.png heals himself for 1.8% − 5.5% (based on level) of the target's maximum health.

Q : CHOMP = ACTIVE: Trundle empowers his next basic attack within 7 seconds to have an uncancellable windup, deal bonus physical damage and slow the target by 75% for 0.1 seconds. After using the empowered attack, Trundle gains bonus attack damage for 5 seconds and reduces the target's attack damage by half that amount for the same duration Chomp resets Trundle's basic attack timer.

W : FROZEN DOMAIN = ACTIVE: Trundle coats the target location in ice for 8 seconds. While he is within the area, he gains bonus attack speed, bonus movement speed, and 25% increased healing from all sources.

E : PILLAR OF ICE = ACTIVE: Trundle erects a pillar of ice at the target location for 6 seconds, which knocks back units hit to 225 units from its center. The pillar acts as terrain and slows nearby enemies.

R : SUBJUGATE = ACTIVE: Trundle drains the life force out of the target enemy champion, dealing magic damage and healing himself for the same amount. He also steals 40% of their current armor and magic resistance, and increases in size by 18% while reducing the target's size by 9.9%.Half of the total damage and stealing are applied instantly, and the other half, as well as the size modifiers, are applied every second over the next 4 seconds, even if the target has died. The armor and magic resistance will remain stolen for 4 seconds after the drain has ended.