***KINDRED SEASON 10***

##### PASSIVE: MARK OF THE KINDRED = INNATE: Both Lamb and Wolf mark targets to hunt. Scoring a takedown against a hunted target collects a stack of Mark of the Kindred. MARK OF THE KINDRED: Lamb gains 75 − 250 (based on marks) bonus range on her basic attacks and Mounting Dread. INNATE - LAMB: Lamb is offered a selection of enemy champions to hunt if she has not been in combat with them in the last 6 seconds. Once selected, the mark is applied after an 8-second delay and thereafter it can be collected by Kindred. Lamb gains the ability to select a new target every 75 seconds. Targets successfully hunted cannot be marked again for 4 minutes. INNATE - WOLF: Starting at 3:15, Wolf periodically marks a random large monster within the enemy team's jungle for 180 seconds. The hunted camp is highlighted on the mini map to both teams. Once the hunted target is slain or the mark expires, Wolf will wait 45 seconds before selecting a new target. The type of monster that Wolf can mark changes based on Kindred's current Mark of the Kindred stacks: 0= Rift Scuttler | 1 – 3= Rift Scuttler | Crimson Raptor, Gromp | 4 – 7= Ancient Krug, Blue Sentinel, Greater Murk Wolf, or Red Brambleback | 8 + = Rift Herald or Baron Nashor, Dragon or Elder Dragon

##### Q : DANCE OF ARROWS = ACTIVE: Lamb dashes toward the target location, gaining 35% (+ 5% per mark mark) bonus attack speed for 4 seconds and firing an arrow at up to 3 nearby visible enemies that deals physical damage. Her current attack target within any proximity will be prioritized by one of the arrows. Dance of Arrows' total cooldown is reduced to an amount while Lamb is within the area of Wolf's Frenzy. Casting Wolf's Frenzy reduces Dance of Arrows' current cooldown to the same amount. Dance of Arrows resets Lamb's basic attack timer. Lamb can cast any of her abilities during the dash. Dance of Arrows will cast at max range if cast beyond that.

##### W : WOLF'S FRENZY = PASSIVE: As Kindred move and attack, they build up to 100 stacks of Hunter's Vigor. At maximum stacks, Lamb's next basic attack heals her for 0% − 100% (based on Kindred's missing health) of 47 − 81 (based on level). The heal is not triggered if Kindred is at full health. ACTIVE: Wolf dashes to the target location, then claims the surrounding area as his territory for the next 8.5 seconds, separating from Lamb. He automatically attacks the closest nearby visible enemy within the area, prioritizing the last enemy Lamb has attacked, then enemy champions, then non-champions. Wolf's attacks deal magic damage and scale with 25% of Kindred's bonus attack speed. Against monsters, his attacks deal 150% damage and slow the target by 50% for 2 seconds.

##### E : MOUNTING DREAD = ACTIVE: Lamb fires a shot at the target enemy that slows them by 50% for 1 second and applies a stack of Mounting Dread for 4 seconds. Her basic attacks each apply an additional stack, refreshing the duration and stacking up to 4 times. Her next basic attack against a target with 3 stacks directs Wolf to pounce on the target, consuming all stacks to deal additional physical damage, capped at 300 against monsters. The additional damage will critically strike against targets below 15% − 65% (based on critical strike chance) of their maximum health, increasing the missing health portion by (50% + 35% 35%), and cannot critically strike otherwise. The base damage of the pounce can independently critically strike.

##### R : LAMB'S RESPITE = ACTIVE: Lamb blesses the ground under herself for 4 seconds and enters a 0.264 seconds cast time. All units inside the zone gain a minimum health threshold of 10% of their maximum health, and will become invulnerable for the remaining duration when they reach or are at the threshold, during which they also cannot be healed, but can still regenerate health. All targetable units within the zone are healed when the blessing ends.