**How to Play Lucian Like a Pro**

**Abilities**

Lightslinger is Lucian’s passive. After casting a spell, Lucian’s next basic attack shoots an additional shot. This makes Lucian’s trading and burst damage incredibly potent, as he can land an ability and two basic attacks in very quick succession. Lightslinger is also able to critically strike and make use of on-hit effects, which synergises perfectly with the current meta build.

Lucian’s Q, Piercing Light, deals damage to targets in a straight line. This is Lucian’s main trading and wave clear tool. It’s also possible to hit multiple enemies with Piercing Light, meaning that it can deal huge damage in a team fight if the enemies line up and get struck by it.

Ardent Blaze is a bit more of a utility spell. While it does deal some damage, its main use is the movement speed provided when Lucian or his ally attacks a target who has been struck by the spell, allowing Lucian to catch up to, or kite away from, his opponents. Ardent Blaze also grants vision at the explosion, making it useful for safely checking unwarded areas such as bushes.

Relentless Pursuit is Lucian’s E. Possibly the biggest skill expression tool within Lucian’s kit, Relentless Pursuit simply allows Lucian to dash in a chosen direction. The cooldown is also reduced for each Lightslinger shot that is landed, and reduces more if it hits an enemy champion, meaning that its cooldown can be fully reset with a well-executed combo or ability chain.

Lucian’s ultimate, The Culling, rapidly fires Lucian’s guns in a straight line. Lucian is also able to cast Relentless Pursuit during The Culling, allowing him to dodge key abilities while still dishing out damage from a distance. The Culling has a much longer range than Lucian’s normal auto-attacks, making it great for melting through enemies who are just out of range, or from a bit of a safer distance. The Culling also deals double damage to minions, so if a minion wave ever needs to be cleared incredibly fast, it's an option – but maybe not the wisest use of an ultimate ability.

**Laning**

Lucian has a quite dominant laning phase against most champions, especially melee ones. He can zone them away from the minions, and sometimes even deny minion experience due to how easily he can punish and out-damage them in a trade, thanks to the range advantage he has. He has a bit of a tougher time against ranged champions, but is still capable of holding his own.

Lucian is considered a lane bully and can force opponents into taking bad trades which they won’t win. He can also dodge skillshots with Relentless Pursuit, and punish the enemy for missing by trading hard onto them. As a lane bully, Lucian has a great laning phase against most champions.

**Team Fighting**

Lucian can be a big deciding factor in the outcome of a team fight based on how well it’s played. Far too often do we see a fight turned on its head due to an outplay from Larssen or Nemesis on the Lucian pick. Lucian’s job in a team fight is to deal as much damage as possible to the best targets available to him. In some cases, this can be wailing on the frontline while sliding around the battlefield with Relentless Pursuit, or it can be with a deep dive onto the backline, assassinating a squishier target with the immense burst damage he can output when played correctly.

**Conclusion**

Lucian is an incredibly strong AD lane bully who synergizes best with an AP threat in the jungle. This synergy is what we most often see, and one reason as to why he is such a strong pick in the current meta. If you’re looking for a solo lane, or even a marksman who has a high amount of skill expression and can hard win his lane, then try out Lucian.

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