Tft cheat sheet items and champs

I'm not robot!

New champions from TFT Set 7 - Dragonlands have been added and the cheat sheet is up to date! Which wacky combinations will you discover? Plan out your team comps with our champions to pick in between rounds. Our cheat sheet makes it easy to see all TFT champions and origins they belong to. If you're here for a list of all TFT champions and what they do, you can also find that below! Champions and origins they belong to. If you're here for a list of all TFT champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Champions and what they do, you can also find that below! Damage, and heals himself for 250 / 325 / 400. 45 50 / 100 0.65 1 Anivia summons a prismatic storm around her target, dealing magic damage 325/475/750 over 3 seconds. Enemies in the storm have their Magic Resist reduced by 40%. 25 25 40 / 80 1.7 4 Ao Shin fires a barrage of lightning strikes 15/20/00 at random enemies. Each strike deals magic damage 225/400/2500 and drains 10 Mana from the target. 50 50 0 / 180 0.8 4 Ashe fires a volley of arrows 8/8/8 for 125/175/250 damage. Enemies hit by at least 1 arrow take magic damage and suffer 30% reduced Attack Speed for 3 seconds. 20 20 40 / 90 0.7 4 Aurelion Sol summons an unstable black hole underneath a random enemy. After 2 seconds it implodes, dealing 375/625/5000 magic damage to all enemies in the area and increasing their damage taken by 20% for 10 seconds. Black holes generated after 18 seconds of combat are larger and deal 15% more damage. 50 50 0 / 60 0.8 4 Bard sends magical energy towards the largest group of enemies, stunning them for 1.25/2/15 and causing them to take 20% increased damage while stunned. If he hits at least 1 enemy, Bard dances in celebration. 40 40 140 / 200 0.7 4 Braum raises his shield for 4 seconds, reducing his damage taken by 60% / 70% / 80% from that direction. 60 60 30 / 60 0.6 1 Corki launches a barrage of 4 missiles towards his target, striking the first enemy hit for 50% / 70% / 200% of his Attack Damage and reduce the target's Magic Resist by 5. Active: Daeja's attacks deal bonus 25/40/150 magic damage and reduce the target's Magic Resist by 5. Active: Daeja's attacks deal bonus 25/40/150 magic damage and reduce the target's Magic Resist by 5. Active: Daeja's attacks deal bonus 25/40/150 magic damage and reduce the target's Magic Resist by 5. 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For the next 5 seconds, Daeja's attacks launch three barrages. 60 60 0 / 100 0.6 4 Diana shields herself for 350/450/600 amount for 6 seconds and summons 5/6/7 orbs around her. shield refreshes. 35 35 0 / 70 0.75 1 Elise transforms into Spider Form for the rest of combat, losing 1 Attack Range and replacing her ability with Venomous Bite. Elise's next attack deals bonus 210/260/310 magic damage. If this kills her target, she ascends becoming untargettable before dropping near the lowest Health enemy and immediately casting Venomous Bite again. 35 35 0 / 40 0.75 2 Ezreal fires an energy bolt towards his target. The first enemy hit takes 200/250/325 magic damage and grants Ezreal 20% bonus Attack Speed, stacking up to 5 times. 15 15 0 / 40 0.65 5 Gnar transforms into Mega Form, jumping to his target and knocking up nearby enemies for 1 second. Gnar also gains 50/80/150 Attack Damage and 30/40/60 Armor. 40 40 0 / 70 0.65 2 Hecarim summons spectral riders that charge through his target, dealing 100/200/1600 magic damage and stunning enemies hit for 2.5/2.5/8 seconds. 60 60 60 / 105 0.75 1 Heimerdinger lobs an egg at the highest Health enemy, dealing 225/325/475 magic damage and stunning them for 1.5 seconds. 15 15 50 / 100 0.65 4 Idas hardens her scales for 2 seconds, reducing incoming 35/55/300 damage. She then roars, healing herself for 450/600/3000 and shield other allies for 150/250/777 for 5 seconds. The shield grants 30% Attack Speed while it holds. 50 50 80 / 150 0.55 1 Illaoi slams her idol into the ground, summoning 3 lashing tentacles and dealing 125/175/250 magic damage to enemies in a cone. Illaoi steals 33% / 33% of Armor and Magic Resist from each enemy hit for 6 seconds. 50 50 / 100 0.6 1 Jinx summons a line of traps centered on her target. Traps detonate after a brief delay, dealing 250/400/600 magic damage and stunning enemies hit for 1.5/2/2.5 seconds. Jinx gains 25 mana for each empty trap. 20 20 50 / 100 0.7 4 Karm fires a burst of energy towards her target, dealing 210/280/350 magic damage in a small area around the enemy hit. 20 20 0 / 50 0.7 4 Karm fires a burst of energy towards her target, dealing 275% of his Attack Damage to enemies hit and bonus 90/150/275 magic damage to the first enemy hit. 25 25 0 / 45 0.75 1 Lee Sin kicks his target, stunning for 1.5/2/2.5 seconds and knocking them back. The target and all enemies they hit take 295/375/495 magic damage for 4 seconds. 45 45 40 / 80 0.55 1 Lillia strikes a small area around her target's location, dealing 190/240/320 magic damage to the enemy at the center of the blast. 40 40 0 / 50 0.7 1 Lulu enchants the nearest 3/4/5 targets. Enchanted allies gain 70%/80%/120% Attack Speed for 5 seconds. Enchanted enemies are stunned and transformed into harmless dragonlings for 1.5 seconds, taking 20% increased damage while stunned. If there are too few units nearby, Lulu will enchant herself. 25 25 75 / 150 0.7 3 Nami launches a wave at her target that bounces to 2 additional targets, prioritizing low Health targets. Enemies hit take 150/180/210 magic damage and allies hit are healed for 170/190/210. 20 20 50 / 90 0.65 3 Each Combat: Neeko disguises herself as the nearest allied champion, adding their bonus Attack Damage, Attack Damage her ally's Health. When the shield breaks, she transforms into Neeko Form and casts Pop Blossom dealing 275/400/1200 magic damage to nearby enemies and stunning them for 2 seconds. Neeko then casts Pop Blossom dealing 275/400/1200 magic damage to 1 and gaining bonus movement speed and 40%/40% Attack Speed. While in Cougar Form, every 3rd attack swipes her target for 225% of her Attack Damage, 30 30 0 / 50 0.7 3 Nunu encourages Willump to bite his target, dealing 350/500/900 magic damage. If Willump's target has less Health than he does before the bite, it deals an additional 33% damage and becomes true damage. 50 50 40 / 100 0.55 1 Passive: Olaf seeks glorious death, permanently gaining 5 Attack Damage and gaining 35%/50%/75% Attack Speed for 4 seconds. If he's below 50% Health, the Attack Speed is doubled. 50 50 0 / 60 0.7 1 Ornn summons an elemental that charges towards Ornn through the farthest enemy, dealing 175/275/575 magic damage to enemies hit and stunning them for 1.25/1.75/8 seconds. 70 70 80 / 160 0.6 1 Pyke dives towards the lowest Health enemy and slashes in an X, dealing 325/450/15000 to other enemies struck. Enemies hit suffer 50% reduced healing for 8 seconds. If Pyke hits an enemy below 25%/33%/1% Health, he executes them and immediately recasts Death From Below. 40 40 0 / 50 1 1 Qiyana dashes to the best position to strike enemies with her blade, dealing 200/275/375 magic damage and disarming enemies hit for 1.5/2/2.5 seconds. 30 30 40 / 100 0.75 1 Ryze hurls 1 arcane orb at his target, dealing a 180%/260%/420% of his maximum Mana as magic damage. Each cast increases his maximum Mana by 20 and the number of orbs thrown by 1. 25 25 0 / 20 0.65 4 Sejuani swings her mace wide, hitting all enemies in a cone for 5% of her maximum Health. She quickly strikes again, repeating the damage on her target and the enemy directly behind it and stunning them for 1.5/1.75/2 seconds. 40 40 50 / 90 0.55 1 Senna launches black mist toward the farthest enemy, striking the first enemy hit and dealing 200%/200% of her Attack Damage on a small area. The first enemy hit is dealt bonus 300/500/700 magic damage. 15 15 30 / 90 0.7 4 For the next 4 seconds, Sett gains 50/60/80 Armor and Magic Resist, and every other punch deals 160% of his Attack Damage as bonus physical damage. 40 40 30 / 60 0.7 1 Shen creates a zone around himself for 3/4/5 seconds, in which all nearby allies dodge Basic Attacks. While it's active, Shen gains 30/40/60 Magic Resist. 45 45 75 / 105 0.7 1 Shi Oh Yu enters Jade stance, gaining 25% damage reduction, immunity to crowd control, and empowering her next 3 attacks with special effects that deal 250%/275%/1000% of her Attack Damage and stuns the target for 1.25 seconds. Attack 2: Deals 275% of her Attack Damage as true damage. Attack 3: Ends the stance, dealing 1000% of her Attack Damage to all enemies in a line and knocking them up for 1.5 seconds. 70 70 0 / 70 0.75 1 Shyvana transforms into Dragon Form for the rest of combat, replacing her ability with Flame Breath. She then becomes untargettable before dive-bombing the largest group of enemies, dealing 1050/1650/30000 magic damage. 70 70 0 / 60 0.8 1 Skarner shields himself for 300/360/420 for 8 seconds, and gains 175%/200%/225% Attack Speed while it holds. 45 45 40 / 90 0.6 1 Sona plays her ultimate chord towards the farthest enemy, dealing 250/350/1000 magic damage to enemies and stunning them for 2/3/8 seconds. 30 30 80 / 160 0.7 4 Passive: While any ally is below 50% Health, Soraka gains an additional 5 mana per attack. Active: Soraka calls down a shower of stars over the next 2 seconds. Allies are healed for 120/180/1000 each time a star hits them. 35 35 50 / 150 0.7 4 Swain transforms into Dragon Form, replacing his attacks with fireballs that deal 65/105/165 magic damage and replacing his Ability with Greater Fireball. Greater Fireball. Swain's next fireball deals 100% more damage and explodes in an area around his target. 30 30 0 / 45 0.7 4 Syfen charges again. After charging, Syfen bites an enemy dealing 500%/600%/3000% of his Attack Damage and ignoring 50% of the target's Armor. 70 70 120 / 175 0.55 1 Sylas whirls his chains, dealing 110/170/240 magic damage to enemies hit and applying Mana-Reave, increasing the cost of their next ability by 35%. If this hits at least 1 Mana-Reaved enemy, Sylas shields himself for 365/415/475 for 6 seconds. 45 45 70 / 140 0.6 1 Tahm Kench shields himself for an amount plus 10% maximum Health for 6 seconds. While the 240/250/275 shield holds, the next 3 enemy attacks he receives during this duration deal 50/125/175 magic damage to the attacker. 40 40 60 / 120 0.5 1 Talon stealths for 1.5 seconds and flings out a ring of blades, dealing 75%/100%/300% of his Attack Damage to enemies hit. He then leaps to an enemy and recalls the blades, dealing 325% of his Attack Damage to his target. 40 40 50 / 100 0.8 1 Taric grants himself and his closest ally a protective rune that increases Armor for 60/80/150 for 6 seconds. 45 45 0 / 50 0.6 1 Thresh hooks the farthest enemy, dealing 175/350/800 magic damage and pulling them toward himself for 2/2/2 explosive charges, prioritizing the closest targets without a charge. Charges detonate after 3 seconds, dealing 140%/170%/210% of her Attack Damage to nearby enemies and bonus 100/150/225 magic damage to the target. 20 20 0 / 60 0.7 4 Twitch hurls an exploding flask at his target, dealing 120%/120%/120% of his Attack Damage plus bonus 40/80/150 magic damage and reducing the Armor of enemies hit by 40% for 5 seconds. 20 20 40 / 80 0.7 3 Varus sends out a cosmic tendril towards his target that strikes the first enemy hit, dealing 250%/250% of his Attack Damage and stunning them for 1.5/2/3 seconds. Tendrils then spread to 3 nearby enemies, dealing 100/180/300 magic damage to his target and heals himself for 270/300/330. 45 45 20 / 70 0.6 2 Volibear rages, gaining bonus 550/1000/1800 Health. For the rest of combat, every 3rd attack deals 110/160/225 bonus magic damage to the target, and magic damage to additional 4/4/4 nearby enemies. 45 45 0 / 60 0.75 1 For 4 seconds, Xayah's attacks also fire a feather for 8% of her Attack Damage, and 2/2/4 extra feathers to enemies near her targets. Each one deals 18% of her Attack Damage plus bonus 12/20/60 magic damage to enemies hit. 25 25 0 / 90 0.75 3 Yasuo shields himself for 175/250/2000 for 1 second and dashes through his target, slashing nearby enemies for 160%/200%/3000% of his Attack Damage. Every third cast, his slash deals 250% damage, hits a larger area, and knocks up enemies for 1.5 seconds. If Yasuo hits only the last enemy left alive, he repeatedly slashes them until they die. 50 50 0 / 25 1 1 Yone's basic attacks alternate between dealing bonus 90/150/225 magic damage and dealing 33%/33%/33% of his Attack Damage. 40 40 0 / 0 0.9 1 Zoe doesn't have her own spell. As a Spell Thief, she will borrow spells from other dimensions during combat and cast them as if they were her own. 20 20 30 / 100 0.75 4

TFT: Gizmos & Gadgets has arrived with patch 11.22, bringing us ... Item Cheat sheet. High quality uersion for my high quality ... Gizmos & Gadgets we have an opportunity to update our existing items with learnings from the item-heavy mechanics of TFT: Reckoning. Some items are getting a new look, while one we think so FONdly of is getting ... TFT: Gizmos & Gadgets has arrived with patch 11.22, bringing us ... Item Cheat sheet. High quality uersion for my high quality ... Gizmos & Gadgets we have an opportunity to update our existing items with learnings from the item-heavy mechanics of TFT: Reckoning. Some items are getting a new look, while one we think so FONdly of is getting ... We all know how little time you have between rounds of TFT to plan out what you will do with your items. That's where our cheat sheet comes in. Updated for Set 7 - TFT Dragonlands! You can click on the Item Filter to keep track of what items you currently own, and easily see what advanced items you can create which here! Teamfight Tactics Champions Cheat Sheet - Set 7, TFT Dragonlands. Use this page as a handy in-game reference for every TFT Set 7 champion's classes and origins. If you want more details on a specific champion you can find their rarity, stipility, and stat information in the champion list below! Become a better TFT plays with Mobalytics. ... item cheat sheet, and much more in your game client while you play with our FREE app. ... TFT: Gizmos & Gadgets has arrived with patch 11.22, bringing us ... Item Cheat sheet, and much more in your game client while you play with our FREE app. Download. ... Research all there is to know about champs from the item-heavy mechanics of TFT: Reckoning. Some items are getting a new look, while one we think so FONdly of is getting ... Term of TFT. Reckoning and prove the sheet and origin synteps an

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