

Sir. Tristan (Archer) - “Knight of Lamentation” (Mid Laner)



Passive: Failnaught's Echo

Tristan's invisible strings linger in the air after his performances.

- Every time Tristan casts an ability, his next basic attack is enhanced, gains 50% range and fires an invisible supersonic string at an enemy. Hitting an enemy applies a stack of sorrow on them (up to 3 stacks)
- At 3 Stacks of Sorrow the strings on the enemy snaps dealing a burst of physical and magical damage.

Q: Phantom Melody

Tristan plucks a heavy chord of his harp, sending a piercing sonic wave in a straight line.

- The Sound wave travels a massive distance, dealing physical and magical damage to all enemies it passes through.
- Damage is increased by up to 40% the further the sound wave travels.

W: Chords of Constriction

Tristan weaves a web of invisible sound wave strings across a targeted area on the ground for 4 seconds/

- Enemy champions who walk into the zone are immediately entangled. They take minor continuous physical and magical damage, and are Grounded
- If an enemy stays inside the web for more than 2 seconds, Tristan can recast the ability to snap the sound wave strings, pulling all entangled enemies toward the center.

E: Deflecting Cadence

Tristan plays a defensive, sweeping arpeggio to protect himself, casting a wall made of sound waves in front of him.

- All projectiles are neutralized upon making contact with the sound wave wall and enemies walking through it are slowed for 50% of their movement speed for 1.5 seconds.

Ultimate {R} : Failnaught

Tristan closes his eyes, as he laments this tragic world, and plays a beautiful devastating symphony that spans half the map.

- Tristan channels for 1 second, opening up a massive long range targeting area. He then plucks Failnaught up to 4 times.
- Each pluck fires a devastating slash of sonic energy in a circular targeted area, dealing massive physical and magical damage to all enemies within the area targeted and applying 3 Stacks of Sorrow and each enemy hit.
- The 4th and final strike deals bonus damage based on the enemy's missing health.