

# Heroic's Constellation Priority Guide

\*\*\*\*Updated version found here: [📄 Constellation Priority Guide](#) \*\*\*\*

Star crystals and nova crystals are both region specific, so they can be in short supply. These upgrades also eat up a lot of champion fragments, so it's important to prioritize what you want to upgrade first. You can spend wild fragments, but if you aren't careful you will quickly run out of them.

## Constellation terms

**Base star powers:** the original 1,2, and 3 star powers. Usually all three need to be acquired first before getting other constellations, but in the rare cases where you can branch out right away (Vayne, Norra) prioritize getting these first.

**Fourth Star Power:** This node permanently gives the champ one of the powers that are normally gained during adventures, such as Sorcery, Crush, or Fast Deal. This costs 60 champion fragments and 10 region specific star crystals.

**Fifth Star Power:** This power is usually Manaflow, or an upgraded second star power with an additional starting mana. It costs 80 champion fragments and 40 region specific star crystals.

**Sixth Star Power:** An ultimate power, typically has increased scaling to help you keep up with the highest difficulty challenges. It costs 100 champ fragments and a regional Nova Crystal to unlock.

**Bonus Stars:** these are all of the nodes that are not Star Powers. They can be divided into 2 groups. The first group costs 40 champion fragments each, and starts with "Star of." The second group all cost various amounts of gemstones, and start with the word "Celestial."

The "Celestial" stars are just little bonuses, and are never critical to a champion's power. They are also very expensive and are not blocking other stars. These are not high priority so this guide will be completely ignoring them. Whenever you see "Bonus Stars", this is only referring to the ones that start with "Star of"

## Priority Criteria

This guide is designed to help the average player decide where to prioritize. Between region locked adventure rewards and monthly challenges, this game really pushes players to have a wide roster of strong champions. So instead of prioritizing absolute power of the upgrades, this guide considers what will increase the quality of your entire roster.

Each champion is given a basic priority ranking, based on **Low**, **Medium**, or **High** priority. This takes into account how much this would increase the usefulness of the champion, how easy it is to obtain the power, and if there are better uses for your resources elsewhere. The Low investment section is what I recommend going for if you have champion fragments to spare, but don't want to heavily invest in the champion. Typically this is the path that leads to the best bonus star, and/or 4th star power. If one of the nodes is **bold**, this is a high priority node that will make a big difference in the power of your champion. Ideally, I want to see the sixth star powers

in action first before I judge them, so I made a Sixth Star Summary section where I list anyone who has tested it out, along with their builds.

One last thing before we start. In the constellation screen, there is a button in the lower left corner with three stars. This menu will list all of the stars in two categories, power stars and bonus stars. Using this menu will help you easily follow along with this guide.

## Bandle City

### Norra

Fourth Star Power: **Low**

Sixth Star Power: **Low**

Bonus Stars: **Low**

Low investment: *Star of Bounty* > *Star of Blessing* > *Star of Wonder*.

Sixth Star Summary: (Tested by Snnuy): The stat increase between the normal followers and champions is not that impressive, compared to what other other 6 stars can do, though they do occasionally come with useful abilities.

- Possible relics to run for 6 star: Hidden Tome, Star gem, Echoing Spirit, Norra's Portal Accelerator, Archangel's Staff, Grand General's Counterplan

Norra at 3 stars is strong, but the rest of her constellations are underwhelming. The issue is that nothing in her constellations really scales her power level to keep up with higher difficulty. If you have spare Norra fragments, take *Star of Bounty*, *Star of Blessing*, *Star of Wonder*, and *Star of Discovery* and stop there. Be careful with *Star of Legends*. Giving your support champs *Portal Pals* means that if you pick up a low cost support champ, playing it will flood your hand with 2 random expensive units. Many people, myself included, find this to be a bad power, but some players like it. Her 4th and 5th star powers are not as important as the other Bandle options. *Surprise Summoning* is very flashy, but the other Bandle City sixth stars are just better. She doesn't get very much from constellations compared to the others, only pick them up if you think they look fun.

### Vex

Fourth Star Power: **High**

Sixth Star Power: **Medium**

Bonus Stars: **High**

Low investment: *Star of Blessing* > ***Star of Discovery*** > *Explosive Finale*.

Sixth Star Summary: (Tested by Heroic) It doesn't cause you to fully clear the enemy board like Jinx or Swain's 6 star, but it spreads gloom to every enemy, which helps level Vex quickly. It doesn't completely transform how you play the champion like Yuumi, it just lets her do what she already does better.

- My preferred build: Fear-Cleaving Axe, Found Fortune, Packed Powder. Vex's 4th star lets you easily trigger plunder each turn, which makes Packed Powder an easy pick.

(Scourge's Stash is a fine replacement). Fear-Cleaving Axe is especially strong with her 6 star. Last slot is a flex pick. I go with Found Fortune, but other options include Loaded Dice, Z-Drive Prototype, The Beast Within, or Utmost Despair.

All of Vex's bonus stars are excellent. Her most impactful one is *Star of Discovery*, which gives +4 damage to any spell that you add to your deck. This is one of the single best constellation upgrades in the game. *Explosive Finale* gives Vex some much needed Nexus damage, and is particularly strong into challenges like Chronicle of Ruin, where enemy units die a lot. These are the two important upgrades you should focus on getting early. After that just pick up the other bonus stars when you can, and the 5th and 6th stars are pretty good options too.

## Yuumi

Fourth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **Medium**

Low investment: *Phalanx* > *Star of Bounty*.

Sixth Star Summary: (Tested by LehmonNation) Very strong power that scales up your entire board to massive stats, but requires a few turns to get there. This is the most powerful Bandle 6 star in the game so far.

- Lehmon's build: Disciple of Shadows, Succubus's Brand, Succubus's Brand. Play Yuumi instead of attaching, you'll lose the poros but get husks that you can start scaling up with each turn when you play another unit. Not useful for Small Stuff challenges, but useful elsewhere.
- Or standard Yuumi builds: Disciple of Shadows, Galeforce, The Beast Within/ Spirit of the Buhru

*Phalanx* is a very strong power for Yuumi, and you need to get this power in order to access the rest of Yuumi's constellations, so prioritize this early for your Bandle star crystals. *Star of Wonder* gives your poros an extra item, which is very good since you will usually be attaching Yuumi to one of them. This node is locked behind *Manaflow*, so this is an extra reason to unlock that too. Otherwise, you can start unlocking the bonus stars to the left on the way to *The Power of Friendship*. *Star of Blessings* is nice to have. Her 6th star power is incredibly strong. One build that you can run with it is Disciple of Shadows with Succubus's Brand. This lets you scale up your units each turn with the husks, and you can easily get a full board of units with high stats in just a few turns.

## Heimerdinger

Fourth Star Power: **Medium**

Sixth Star Power: **Medium**

Bonus Stars: **Medium**

Low investment: N/A

Sixth Star Summary: (Heard multiple accounts of it, but not by content creators) This one is very similar to Vex's in that it does not completely change the champion, it just lets them do what they were already doing better. The extra upgrades give you a head start on stacking Tech upgrades, but it's not always consistent. Get it if you like Heimerdinger and just want him to be a little better, but otherwise, go with Vex, Yuumi, or save your Nova Crystal for future champs.

Heimerdinger's 4th star, Biggledust Sprinkle, is pretty underwhelming, since it mostly just applies to your tech units that Heimerdinger makes. Unfortunately, you have to unlock this before accessing the rest of his constellations, so you'll have to get it sooner or later. Most of his bonus stars just give more of your units tech, which is nice, but nothing really stands out. The extra mana from Manaflow is particularly valuable for Heimerdinger, since he's a more expensive champ and you really want to start spending as much mana as you can on spells. So consider going down to *manaflow* first. From there, you might as well pick up *Star of Blessings* for 10 damage Hexliterator.

## Bilgewater

### Miss Fortune

Fourth Star Power: **Medium**

Sixth Star Power: **High**

Bonus Stars: **High**

Low investment: *Star of Bounty* > *Star of Blessings (Make it Rain)*

Sixth Star Summary: (Tested by Heroic and LehmonNation) Super strong power. Greatly enhanced by Shock & Awe relic. I've run this into multiple 5.5 and 6.5 weekly Nightmares without any issues. She can handle just about anything. So this gets high recommendations from me for completing hard content.

- My preferred build: Shock & Awe, Found Fortune, Echoing Spirit.
- Lehmon's build: Shock & Awe, The Beast Within, Packed Powder.

Right away, you have a choice to either go left and get *Yipp's Genius*, go right and get *Manaflow*, or go up and get *Guns Blazing*. All are good options, get whichever you can afford first. If not going for any star powers, go for *Star of Blessings (Make it Rain upgrade)* first, as that's her best bonus star. *Star of Discovery* and *Star of Blessings (powder monkey upgrade)* are nice, but they are not along the path towards any of her star powers so shouldn't be prioritized.

### Pyke

Fourth Star Power: **High**

Sixth Star Power: **Medium**

Bonus Stars: **High**

Low investment: *Lie in Wait* > *Star of Discovery* > *Star of Wonder*

Sixth Star Summary: (Looking for someone to test) It looks pretty strong, just need to see it in action.

Go for *Lie in Wait* first. Having this along with the next upgrade, *Star of Discovery*, means that any additional followers you acquire will have lurk. This makes triggering your lurk each turn a lot more consistent. *Star of Wonder* is also very nice. This lets you free attack with Snapjaw Swarm without it dying from blockers, so it can attack again. The bonus stars on the left side are less impactful, but go for those when you have extra Pyke fragments. With *Death From Everywhere*, you will always lurk as long as a unit or spell is on top of your deck, and summoning an extra unit attacking when you attack is also quite powerful. But this is competing with one of the best 6 stars in the game with MF. It's still a good option if you really do want this one instead.

## Demacia

### **Lux: Illuminated**

Fourth Star Power: **High**

Sixth Star Power: **Medium**

Bonus Stars: **High**

Low investment: *Crush* > *Star of Legends* > *Star of Blessings*

Sixth Star Summary: From what I've heard, it's pretty good, but not as powerful as Vayne's. You get both a spell in hand and free mana when you attack, both of which are very valuable for Lux.

*Crush* is the first node you have to take, and it's a great power for Lux. From there, go left if you have enough crystals for *Manaflow*, or go right if you have the nova crystal for *Lady of Light*. All of the bonus stars are great. *Star of Wonder* synergizes really well with *Lady of Light*, but unfortunately, they are on complete opposite ends of the constellation and would take a lot of resources to get both. For a low investment upgrade, start by getting *Star of Legends* and then *Star of Blessings*. The decreased cost to Prismatic Barrier is a huge buff.

### **Vayne**

Fourth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **High**

Low investment: *Armed to the Teeth* > *Star of Discovery* > ***Star of Wonder***

Sixth Star Summary: (Tested by LehmonNation) She has very high turn 1 damage potential. She can clear just about any non-Nightmare fight turn 1.

- Lehmon's Build: Chosen by the Stars, Fear Cleaving Axe, Lost Chapter. You can opt for Spellweaver's Symphony, Living Weapon or Gunsu's Rageblade if you don't have the Axe. You can use Death's Foil instead if the enemy's stats are too large (Nightmares)

*Get Armed to the Teeth* first. This power is very strong on Vayne, and is necessary to get to her best upgrades. Next, either get *Manaflow*, or get *Star of Discovery* and *Star of Wonder*. This Tumble upgrade is huge. Once you have those, you can get *Star of Bounty* or go straight for *Purge With Silver*. Although extra mana is good for anyone, Vayne benefits from the *Manaflow* particularly well. This lets you play her turn 1, and with Lost Chapter you can Tumble right away and just dominate the board.

## Freljord

### Ashe

Fourth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **High**

Low investment: ***Treacherous Terrain*** > *Star of Bounty* > *Star of Wonder* > *Star of Legends*

Sixth Star Summary: (I've seen this in action, but not from any content creators) Build: Triple Gatebreaker. Into 5+ star challenges, she can scale up very quickly. Easily enough to just end any game when she comes into play.

Ashe might have the best fourth star power so far with *Treacherous Terrain*. Just this one upgrade makes her feel twice as strong. Not only that, you need to unlock this to get to the rest of her constellations, which are also very good. Get this right away. Go straight for *Manaflow* or *Gift of Avarosa* if you have the right resources for them. Otherwise, get *Star of Wonder* first. *Star of Discovery* can be skipped.

### Volibear

Fourth Star Power: **Low**

Sixth Star Power: **Medium**

Bonus Stars: **Medium**

Low investment: *Star of Blessings* > *Star of Bounty* > *Star of Legends*

Sixth Star Summary: (Tested by LehmonNation) A pretty strong power, but less consistent into harder challenges than Ashe.

- Lehmon's Build: Cease and Desist, Icon of Valhir, The Beast Within. This build has 2 pay to win relics, but if you don't have those there are others you can try. Found Fortune, Starforged Gauntlets, Portal Pals to name a few.

Volibear's fourth star power is one of the worst in the game. It has anti-synergy with his *Sky Splitter*, since that will often kill the same unit that just gained vulnerable. You are better off spending those Freljord crystals on Ashe first. Luckily, Volibear's best bonus stars are on the right side and don't require getting his fourth star. Be sure to pick up *Star of Blessings*, *Star of Bounty*, and *Star of Legends*.

# Ionia

## Lillia

Fourth Star Power: **Medium**

Sixth Star Power: **High**

Bonus Stars: **Medium**

Low investment: *Star of Bounty* > *Star of Legends* > *Star of Discovery* > *Crush* > *Star of Wonder*

Sixth Star Summary: (Tested by LehmonNation and Heroic) This power adds a pretty significant amount of aggression to Lillia's deck. It also speeds up her level up and triggers summon abilities additional times.

- Lehmon's Build: Transmogulator, Spectral Scissors, Death's Foil. The attacking ephemeral Lillia won't die because of Death's Foil. You can sleep it so that it stays alive for the next turn, and when you attack, you can transform it into a bigger unit and make even more units with Spectral Scissors.
- Heroic's Build: Fear-Cleaving Axe, Stalker's Blade, Death's Foil. Stalkers and Death's Foil are a great combo, since the ephemeral copy of Lillia starts attacking right away and does not get destroyed by the stalkers strike. The buff from Fear-Cleaving Axe also gets an extra trigger. The Axe can be swapped out for a second Stalker's Blade in the Nightmare adventures where you need extra board clear.

At the very least, try to get to *Star of Legends*. Giving your support champs Stalker's Blade is really strong. This is a summon effect that can be triggered every time your unit wakes up. If you want to invest further, *Crush* is pretty good. Overwhelm is nice on Lillia since you can sleep an enemy mid-combat and do full nexus damage. Be sure to pick up *Star of Wonder* if you go this route, as making Dream-Laden Bough burst speed is amazing. *Dreamwoven Spirits* is nice, as it triggers summon abilities again, helps level Lillia faster, and gives her some extra aggression.

## Yasuo

Fourth Star Power: **Low**

Sixth Star Power: **Medium**

Bonus Stars: **Medium**

Low investment: *Star of Bounty* > *Star of Legends* > *Star of Wonder* > *Star of Discovery* > *Star of Blessings*

Sixth Star Summary: (Looking for someone to test)

Yasuo's 4th star power, *Dragon's Rage*, is very low priority. It will give Yasuo himself some extra stats, but will not do much for his other units. Fortunately, it is out of the way and you can always completely skip it. All of his bonus stars are available without needing to unlock any star powers. It's a good idea to prioritize only getting his bonus stars first, and save your Ionian Star crystals for either Lillia, or a future champ. Your first goal should be to get *Star of Legends*, and then *Star*

*of Wonder*. These are his 2 best bonus stars. And extra stun is always useful, as is having spellshield on his most important follower, the Fae Bladewirler. You can even run Corrupted Star Fragment on Yasuo to transfer the spellshield to him. *Manaflow* on Yasuo is not really that important, so focus on Lillia's 5 star first. His 6 star, Typhoon, will help control the board by either recalling units, or Yasuo killing them by striking first. In theory, this combos nicely with the Yasuo's Windblade relic, but a lot of the time, those units will die to Yasuo before actually being recalled.

## Ahri

Fourth Star Power: **Medium**

Sixth Star Power: **High**

Bonus Stars: **Low**

Low investment: *Star of Blessings* > *Star of Legends*

Sixth Star Summary: (Tested by SpicyToast) Very powerful power that can help her clear any Nightmare level challenge with ease.

Having Stalkers Blade on your support champs is pretty nice, and *Star of Blessings* giving barrier to one of your units along with *Hold It!* adds a lot to her defenses. Her bonus stars are not the most exciting overall but her 6 star is one of the best. It lets you just completely destroy the enemy nexus in the first few turns just by doing what you were already doing, recalling your units.

# Piltover & Zaun

## Caitlyn

Fourth Star Power: **Low**

Sixth Star Power: **Medium**

Bonus Stars: **Medium**

Low investment: *Star of Bounty* > *Star of Wonder* > *Star of Legends*

Sixth Star Summary: (Tested by Heroic and LehmonNation) This adds a lot to Caitlyn's power and lets her easily clear challenges up to and including Lissandra with ease. Unfortunately, she still can struggle with Nightmares even with 6 stars. I still think it's very fun and worth having, as long as you have other options for clearing Nightmares.

- Lehmon's Monthlies build: Hextech Rifle, The Beast Within, Archangel's Staff. Monthlies build
- Heroic's Lissandra build: Hextech Rifle, Echoing Spirit, Chemtech Duplicator. Hextech Rifle is really good with the 6 star, but if you don't have it that's fine. You can replace it with something like Grand General's Counterplan, Archangel's Staff, or Guardian Angel.

*Officer Backup* is pretty nice, but nothing game changing. *Star of Legends* is her best bonus star, but the rest are pretty good as well.



## Ekko

Fourth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **Medium**

Low investment: *Sorcery* > *Star of Blessings*

Sixth Star Summary: (Tested by Heroic and LehmonNation) This is a strong power with a lot of ways to build around. Fully invested Ekko can handle almost any Nightmare pretty easily.

- My preferred build: Echoing Spirit, Cease and Desist, Galeforce. Possibly the best 6 star Ekko build. A single predict makes Ekko strong enough to get the free attack from Cease and Desist. Every turn, you play one of these buffed Ekko's to free attack with scout, which gives you a rally. Attack with Ekko twice each turn as your units continuously get their stats doubled from predict.
- My build #2: Oath of the Guardians, Stalker's Blade, Star Gem. The units created from Oath already have their stats doubled, so finding them in a predict will quadruple their original stats. Oath of the Guardians was already a strong relic for Ekko, and these stat boosts just synergize with it even more. Stalkers is there to give an extra time trick.
- Lehmon's build: Echoing Spirit, Gatebreaker, Galeforce. Play 3 cost Ekko, attack twice, predict a lot, recall Ekko. Summon a buffed up Ekko next turn for huge nexus damage

*Sorcery* is the first node you have to get, and it's very strong. *Star of Blessing* is the next upgrade to get, and it's his best bonus star.

## Jayce

Fourth Star Power: **Medium**

Sixth Star Power: **Medium**

Bonus Stars: **High**

Low investment: *Gearing up* > *Star of Bounty* > *Star of Blessings*

Sixth Star Summary: (Tested by LehmonNation) Jayce can copy spells a lot, and each copy will trigger his 6 star, so it's really strong.

- Lehmon's build: Disciple of Shadows, Jayce's Hextech Battery, Archangel's Staff. Can do 40 damage from 6 star on turn 2. Play Jayce turn 1. Play a double cast (Star of Discovery) 6 cost spell turn 2, 20 damage from 6 star, level Jayce and refill 6 mana with the Battery, play another double cast 6 cost for 20 more damage.

The Armed Gearheads from *Gearing Up* aren't that useful by themselves. But they let you play Jayce turn 1 with Disciple of Shadows. If you run Hidden Tome, Jayce's Hextech Battery, Archangel's Staff, or Lost Chapter, then you can start playing your 6 cost spells by turn 2. His bonus stars are pretty good in general, and they just follow the spiral path, so just start unlocking them as you go around.

## Jinx

Fourth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **Medium**

Low investment: *Sorcery*

Sixth Star Summary: (Tested by LehmonNation) 6 star Jinx can annihilate just about anything.

- Lehmon's build 1: Loose Cannon's Payload, Packed Powder, Luden's Tempest (or Big Guns). Pretty standard build, Luden's gets even more value with 6 star.
- Lehmon's build 2: Big Guns, Riptide Battery, Riptide Battery. You want to try to clear the board and then play her turn 2 and have most of the Riptide damage just go straight to the nexus.

Sorcery is quite powerful on Jinx. This lets her take on the most aggressive challenges like the Swain adventure much easier. If you want to go even further, pick up *Manaflow*, followed by *Star of Discovery* and *Star of Blessings*. *Get Jinxed!* is an option if you want to just completely nuke the most challenging adventures, but there is a lot of really strong competition in P&Z constellations, so see if the other upgrades that I mentioned are enough damage first before investing.

## Vi

Fourth Star Power: **Low**

Sixth Star Power: **Medium**

Bonus Stars: **Low**

Low investment: *Star of Bounty* > *Star of Discovery* > *Star of Blessings* > *Star of Wonder*

Sixth Star Summary: (Tested by LehmonNation) This one seems like the weakest P&Z option to me, but it's still strong. The others are just all so good.

- Lehmon's build: Cease and Desist, Disciple of Shadow, Gatebreaker. It's like the usual Vi plan, play a bunch of cards, then drop a big Vi to hit nexus on play. But now you can do it by turn 2 with the extra attack scaling and Disciple of Shadows.

The most common way to play Vi is probably by running gatebreakers and doing tons of nexus damage for playing her, so *Crush* doesn't seem very useful. But if you are running a Strength of Stone build, you will want it. *Manaflow* is always nice, especially for someone like Vi who wants to spam a lot of cards quickly. Like all of the other P&Z 6 stars, *We Run These Streets* is a strong choice.

# Noxus

## Darius

Fourth Star Power: **Low**

Sixth Star Power: **Low**

Bonus Stars: **Low**

Low investment: *Star of Bounty* > *Star of Blessings*

Sixth Star Summary: (Tested by LehmonNation) The 6 star seems to be inconsequential more often than not, since the summoned unit is not attacking, and Darius can usually end games quickly without them.

- Lehmon's build: Starforged Gauntlets, Spectral Scissors, Loaded Dice. This build doesn't have any special interactions with the 6 star, it's just a very good general build for Darius.

*Hold it!* is an incredible power, but it doesn't really contribute much towards Darius' win condition. Same with his 6 star, *The Hand of Noxus*. Usually you are so aggressive with Darius, that you can just win turn 1 even at 3 stars if you can draft the right cards and powers in your run. Because of this, you may want to save up and get *Manaflow* first, as this is the one major upgrade that will actually help him end games faster. *Star of Legends* is pretty good, the right support champ can often win you games with Darius, and giving it more attack is good. Otherwise, his other good bonus star is *Star of Wonder*. This makes his Legion Grenadier a 1 cost unit, and since it already has Spirit Stone, you can fill your whole board with them. Unfortunately, for whatever reason, they decided to lock this upgrade behind the 6 star (or an expensive gemstone bonus node). This upgrade should be pretty good, but it's hard to justify spending a Nova Crystal to get there.

## Samira

Fourth Star Power: **Medium**

Sixth Star Power: **Low**

Bonus Stars: **Medium**

Low investment: *Star of Bounty* > *Fast Deal* > ***Star of Legends*** > *Star of Discovery*

Sixth Star Summary: (Looking for someone to test)

*Star of Legends* is one of her best upgrades, so go towards that first. The rest of her bonus stars are also pretty decent. *Beautiful and Brutal* is okay, but not as strong as Swain's 6 star. The issue with it is that you get the attack token at the start of the turn, and so it doesn't buff any more units you play that turn.

## Swain

Fourth Star Power: **Medium**

Sixth Star Power: **High**

Bonus Stars: **High**

Low investment: *Star of Bounty* > *Raiding Party* > ***Star of Discovery***

Sixth Star Summary: (Tested by LehmonNation) Swain's got the best Noxian 6 star by far, and one of the very best in the game currently. He can easily nuke the whole board and the enemy nexus in the first or second turn with 6 star.

- Lux's Incandescent Baton, Shock & Awe, Big Guns. Shock and Awe helps give early nexus damage to scale up his damage buff from the 3 star power. Then any spell or skill that hits an enemy will nuke the whole board.

The number one priority should be getting *Star of Discovery*. This upgrade really helps him scale up his damage much faster in the early game, so that you can start doing extra spell and skill damage right away. Go for *Star of Blessings* next, and then you can go for either *Manaflow* or *Demonic Ascension* from there. Swain has by far the best Noxian 6th star power currently available.

## Runeterra

### Aatrox

Fourth Star Power: **High**

Sixth Star Power: **Medium**

Bonus Stars: **High**

Low investment: *Armed to the Teeth* > *Star of Discovery* > *Star of Blessings*

Sixth Star Summary: (Looking for someone to test)

- Potential build: Swain's Raven Army, Packed Powder, The Scurge's Stash. With Full constellations, Aatrox becomes a giant unit, and playing him turn 1 is likely the strongest option.

You have to get *Armed to the Teeth* to get to the rest of his constellations, and that's fine because it's a great upgrade. Then you can either go down and get *Manaflow* first, or go up towards the 6 star. All of the bonus stars are great.

### Neeko

Fourth Star Power: **Low**

Sixth Star Power: **Medium**

Bonus Stars: **Low**

Low investment: None

Sixth Star Summary: (Tested by LehmonNation) 7 damage to all enemies and nexus with a full board. The damage to all the enemies is more significant here than the nexus damage overall.

- Lehmon's build: Echoing Spirit, Fear-Cleaving Axe, The Beast Within. Shapesplitter Neeko and then double up on the Axe effects. Overwhelm helps get attacks through after *Pop Blossom* destroys blockers.

Her fourth star power, *Survey Corp*, is pretty mediocre, but it's necessary to get to the rest of her constellations. The bonus stars are all rather underwhelming, but her sixth star power is strong. Luckily, you can get to *Pop Blossom* right away, so you can just do that and ignore everything else.

### **Fiddlesticks**

Fourth Star Power: **Medium**

Sixth Star Power: **High**

Bonus Stars: **Medium**

Low investment: Disarmed

Sixth Star Summary: (Tested by Sunny and Spicy Toast) Very powerful power that both clears the enemy board and buffs yours.

- Build: Harmless Scarecrow, Shock and Awe, Norra's Portal Accelerator. This Build works both with and without the 6th star, and it lets you terrify as much as possible. Unfortunately, these are all p2w relics, but it is their best build. You don't need all 3 relics, any of them will help. I don't have the scarecrow, so what I run is Shock & Awe, Norra's Portal Accelerator and Loaded Dice.

Disarmed is very helpful, since Fiddlesticks' main weakness is not being able to survive the early rounds before your nightmares are revealed. The best bonus star is *Star of Discovery*. If you are not going for the 6th star right away, prioritize this one next. The 3 star triggers once per instance of damage, and impact is one of the best ways to trigger it.

### **Evelynn**

Fourth Star Power: **Medium**

Sixth Star Power: **Medium**

Bonus Stars: **Low**

Low investment: *Biggedust Sprinkle*

Sixth Star Summary: (Looking for someone to test)

Evelynn benefits more than most champions from *Manaflow*. So you can either just get *Biggedust Sprinkle* first, or start heading left for *Manaflow*. The 4 star is pretty nice for +1/+1 on husks, but it's not that game changing. Going up towards her 6 star is where her best bonus stars are: *Star of Blessings* and *Star of Wonder*.

## Shadow Isles

### **Gwen**

Fourth Star Power: **Medium**

Sixth Star Power: **High**

Bonus Stars: **Medium**

Low investment: *Star of Bounty* > *Star of Legends* > *Crush*

Sixth Star Summary: (Tested by LehmonNation)

- Lehmon's build: Disciple of Shadows, Luden's Tempest, Galeforce. Turn 1 Gwen build, it can end almost any encounter in turn 1, and she always has attack token in the first round.

There are 3 paths to go, each one leading to one of her star powers. Each of these is worth getting, you can choose a path based on which power you have the resources for. *Crush* plus *Star of Legends* on the right path is a great combo, allowing your support champ to really dominate games. If you have the epic relic Disciple of Shadows, going straight for *Last Dance* is a major consideration.

## Viego

Fourth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **High**

Low investment: *Star of Blessings* > *Star of Discovery* > *Crush*

Sixth Star Summary: (Tested By SpicyToast)

- SpicyToast's build: Disciple of Shadows, Spectral Scissors, Starforged Gauntlets. While this 6 star doesn't end games as quickly as Gwen, it really synergizes with the rest of his powers very well. You will be playing a lot of Encroaching Mists, and they will buff up all of your units everywhere. This allows even your weak units to trigger his 2 star power, *Harrowing Path*.

All of Viego's upgrades are really good, but you can get almost all of his bonus stars before getting any powers. So you can potentially start with those and save your first star crystals for Gwen so that both are upgraded. *All Will Serve* is particularly strong as it will let you scale up all of your units to 4+ power for Harrowed Path much quicker.

# Shurima

## Kai'sa

Fourth Star Power: **Low**

Fifth Star Power: **High**

Sixth Star Power: **High**

Bonus Stars: **Low**

Low investment: *Star of Bounty* > *Star of Legends* > *Star of Blessings*

Sixth Star Summary: (Tested by SpicyToast and LehmonNation) This is a sleeper top tier power. It actually gives the unit you target with Second Skin all of Kai'sa's keywords, regardless of if

she's in play or not. So from turn 1 you can easily get some really powerful units to apply a ton of early pressure.

- SpicyToast's build: Full Build, Galeforce, Dreams of Yordles. Stacks tons of keywords on units in play turn 1, usually wins before Kai'sa can be played.

Your number one priority should be going for her fifth star, *Voidtouched II*. This is the only fifth star that is more than just *Manaflow*. It not only gives +1 mana (it says +2 because it overrides the original *Voidtouched*), but also further buffs units with 6 keywords. This should at the very least always be a buff to Kai'sa's stats, but it's also not hard to get that many keywords on your other units. Her fourth star power is good with The Beast Within, as it gives all of your units the Dragon subtype. Her bonus stars are pretty underwhelming. The one exception is *Star of Legends*. Having easy access to scout which you can transfer to Kai'sa with Second Skin is really powerful. You can choose to stop after getting *Voidtouched II* and *Star of Legends*, or continue by unlocking Dragon's Rage and making your way up to *Wield the Abyss*.

## Taliyah

Fourth Star Power: **High**

Sixth Star Power: **Medium**

Bonus Stars: **High**

Low investment: *Supple Stone* > *Star of Bounty* > *Star of Blessings*

Sixth Star Summary: (Tested by LehmonNation)

- Lehmon's build: Icon of Valhir, Big Guns, Secret Technique. Interesting and powerful build that really takes advantage of all of her constellations. Valhir and big guns increases the damage from 6 star, while Secret Technique doubles the buff from Shaped Stone. With *Star of Wonder* doubling that spell, it's giving a unit +8/+4 for 1 mana.

*Supple Stone* is a nice power for Taliyah, letting you build out your board faster in the early game. It is also needed to access the rest of her constellations. Get this right away if you have a lot of Taliyah fragments to spend. If you want to use your Shurima Nova Crystal, go left and down towards her 6 star, *Throw Another Rock!* If not, go up and grab *Star of Bounty* and *Star of Blessings*, which are her best bonus stars. Although *Manaflow* is really good for Taliyah, you may want to prioritize your Shurima crystals for Kai'sa's *Voidtouched II* first.

# Targon

## Morgana

Fourth Star Power: **High**

Sixth Star Power: **Medium**

Bonus Stars: **Medium**

Low investment: *Spellslinger* > *Star of Bounty*

Sixth Star Summary: (Tested by Heroic) 5 star Morgana can already complete most adventures, including nightmares, without problems. The 6th star helps end the game much faster, and with the few aggressive adventures that she was struggling with (like The Scout's Scheme which plants puffcaps)

- My build: The Beast Within, Stacked Deck, Loaded Dice. Since *Share My Torment* only buffs attack, they can still easily be destroyed. I run Stacked Deck mainly to give them some extra health, this is usually enough to keep them out of ping damage range. As long as her units stay alive, you can end the game by turn 3 with this build. Whenever I get the Black Shield relic, I will try to use that in place of Loaded Dice.

*Spellslinger* for Morgana is very good, so don't hesitate to get this. Next priority is going for *Manaflow*. Morgana benefits a lot from having 3 mana, since this lets you play Lisa and Doly turn 1, into Morgana turn 2. Her best bonus star, *Star of Discovery*, is right after *Manaflow*. If you have multiple Targon Nova Crystals, or if you just really like Morgana and want her to be able to take on just about anything, then go for *Share My Torment*. Otherwise, you may just want to save your Nova for now to see what other Targonians get constellations.