

TFT Set 15: A bug list (patch 15.5 onwards)

Updated 10/10

We all know how many bugs there currently are in the game, but I am not sure if people are even aware to what extent it goes and how hard of an impact it has on units and fight progression.

I am compiling a list of either clear or suspected bugs and odd interactions that should not happen if we strictly follow what the spell, trait, augment, or item says it should do.

I wouldn't want to see some of these bugs in the coming tournaments.

Exploits are not listed.

Whenever I can, I'll add a clip or screenshot.

Clear Bugs:

- **Lulu.** Currently easier to reroll due to how its pool works. Our Japanese friends tested it in some custom games and found out how bad it is. I made translation/summarization here:
<https://x.com/DocodaLive/status/1973270516590059898>
(Bandaaid fixed in 15.6)
- **Random target swaps:** A milder version of a very bad bug we had a bunch of sets ago where units just kept swapping targets. This bug seems to happen a lot in SG (Poppy/Jinx), but happens to other units too (have seen Lux and Darius randomly swapping). It happens on/after a cast. No CC or any immunity involved. This clip probably shows one of the most blatant examples. Katarina randomly taunts Poppy: <https://outplayed.tv/league-of-legends/1nXlrD/>
This bug should probably be a high-priority fix
- **Kalista overkill damage transfer:** A bug that is still not fixed is Kalista's overkill damage. Introduced after the bugfix on the fateful Kalista oneshot day, this bug makes it so Kalista's overkill does either 0 or 1 true damage from SF. This really hurts her overall performance. Clip:
<https://outplayed.tv/league-of-legends/xmbMkG/>
Also, her overkill often does not work on units with Round Two.
- **Yasuo ulting reviving Ksante:** Simple bug, should not happen. I am quite sure there's a lot more that Ksante can randomly soak while reviving. It's just not ok as that makes him basically have three lives (First life, rezzing, second life). Clip:
<https://outplayed.tv/league-of-legends/mElkWE/>
- **Invincible after death:** From what I've seen, it happens when a unit receives a protector shield just as they are supposed to die. Have seen it happen in a clip with Akali and one of my own games with Rell, both times it looks like they received a shield just as they were dying. So far only seen it happen on boards with protector in. Clip here: https://x.com/Eiji_dev/status/1973943384617463937

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Other speculation is Braum causing this. Might be an interaction between Braum and Protector.

- **Braum mana locking mage casts:** Unsure if fixed already, but when Braum grabs a unit that is doing their second cast, they get mana locked. Seen happening on tectonic titan Malphite.
- **Akali last unit cast:** When Akali uses her ability, it is supposed to either dash through multiple targets when there's more than one target left or dash three times through the same unit when it's the last unit left. Currently, Akali can do both in one cast if her targets die while dashing and there ends up being only one unit left. Even worse, if the last target isn't marked she will straight up fly to them. While fights are often decided at that point, there are still cases where she could lose in a proper 1v1. This kinda takes that chance away. Clip: <https://outplayed.tv/league-of-legends/KZ84rW/>
- **Braum when killing units:** Braum will always do the full duration of his spin even when the unit is technically dead (probably because they want him to do his full AOE damage). This has unintended effect like in the following clip, where a "dead" Ryze can just keep casting and saving them some hp points. <https://outplayed.tv/league-of-legends/XldOkb/>
- **Sniper's Yasuo fights at 3 range instead of 2 (used to also be on Fishbones):** Seems to only happen at vertical range, not horizontal. This adds a question: Is vertical range in general currently bugged? Clip: <https://outplayed.tv/league-of-legends/Yle8xY/>
Also confirmed this happens with Sniper's focus.
Edit: This seems to happen with every unit (even without range-increasing artifacts). So far, spotted Jhin, Karma, RFC Vi all hitting with extra range.
- **Corrupt Vampiric Scepter / Cursed Blade (Fixed 15.6)**
- **Augment tailoring 2-1 (Fixed 15.6)**
- **Trainer Golem getting small dupes replacing emblems:** <https://x.com/tftguidesgg/status/1973860951918326209>
- **3 Cost galaxy Lulu monster opener activating shop**
- **Executioner Leesin getting locked:** Clip: <https://outplayed.tv/league-of-legends/gLx2a7/loI>
- **Sett gets locked when casting just as Akali ults**

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- Thief's gloves and Lucky gloves bugs
- Star Sailor bonus lost when moving unit
- Kog shadow clone bugged
- Care package only for one stage (Fixed 15.6)
- On rare occasions, no one gets gold on a win in a round
- Trickster can still get interrupted by knockups (Trickster removed in 15.6)
- Karma ability doing no damage anymore after dying: Does not always happen. Might only be on away boards. Unsure what the cause.
- Caitlyn bullet disappearing on death
- Shop slots disappearing: Might be connected to Lulu, might be sth else.
- (Unconfirmed) Akali gets 2 extra mana on crit with double Nashor
- Kobuko is mana-locked even when his shield expires. Seems like he was given a static 3s mana-lock, which is kinda odd given other units can always get mana again on shield break.
- Unstoppable still doesn't work on ghost boards
- First bench slot issues
- Tooltips of other players are still only showing 1* information
- In Jinx Galaxy taking double Spoils of War is still bugged
- 15.6: Blue buff doesn't work on certain hero augments: Clip: <https://x.com/Deis1k/status/1976016230793478540>
- 15.6: Antiheal items do not spawn on shadow clone anymore
- 15.6: Can't buy Lulu/monsters to combine when bench is full: Clip: <https://x.com/Deis1k/status/1975994884273340500>

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Unclear/Suspected/Speculative Bugs:

- **Best Defense:** Best defense states that on shield, the next auto does extra damage. It looks like Poppy (and probably all other units) can actually split this damage. When multiple shields get applied and she kills a unit with her next auto, she still seems to be able to do extra damage on her next auto on a new target. This adds to how broken the power-up is.
- **Transfer students giving units with BA spat on them:** No one wants those units. We take the aug for Kata, Rakan, Jayce or Cait!
- Why has it been suspiciously hard to find uncontested units and does it feel easier to hit when contested?
Edit: By chance, I found pro's talking about this. This can't be a coincidence when so many people are experiencing this.
<https://www.twitch.tv/dankmemes011/clip/NaiveFaithfulDinosaurPoooound-tTRErQIEz0WX1SOF>

Odd interactions:

- **Katarina:** Her ability states, "Blink to the enemy with the lowest health within 2 hexes and deal 140 magic damage to enemies in a 1-hex radius." Currently, her in-game behaviour does not seem to support this. She seems to, more often than not, blink to the lowest % health enemy within 2 hexes. It doesn't always seem to be the case, though, so in totality, this unit is just an uncontrollable mess.
- **Ghost into real with 5 players left alive:** How is that a possibility? With the worst of luck you can play the strongest player two times in a row.
- **Space Camp not giving champs retroactively:** Should be a no-brainer now it's 1-cost only
- **Naafiri has a super long manalock due to shield:** I don't think that a Fighter unit should be manalocked because of a shield.

Extra: Complaints:

- Why is there still no pity system on the 4-7 anvil? Getting 0 natural swords is just terrible.
- Why do spat/pan carousels have random components instead of one of each?