


**Scarra teamfight tactics item cheat**

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**Next**

# Scarra teamfight tactics item cheat



Reserve Bow	Sword, Large Bow	Tear
<ul style="list-style-type: none"> <li>Item 1</li> <li>Item 2</li> <li>Item 3</li> <li>Item 4</li> <li>Item 5</li> <li>Item 6</li> <li>Item 7</li> <li>Item 8</li> <li>Item 9</li> <li>Item 10</li> <li>Item 11</li> <li>Item 12</li> <li>Item 13</li> <li>Item 14</li> <li>Item 15</li> <li>Item 16</li> <li>Item 17</li> <li>Item 18</li> <li>Item 19</li> <li>Item 20</li> </ul>	<ul style="list-style-type: none"> <li>Item 1</li> <li>Item 2</li> <li>Item 3</li> <li>Item 4</li> <li>Item 5</li> <li>Item 6</li> <li>Item 7</li> <li>Item 8</li> <li>Item 9</li> <li>Item 10</li> <li>Item 11</li> <li>Item 12</li> <li>Item 13</li> <li>Item 14</li> <li>Item 15</li> <li>Item 16</li> <li>Item 17</li> <li>Item 18</li> <li>Item 19</li> <li>Item 20</li> </ul>	<ul style="list-style-type: none"> <li>Item 1</li> <li>Item 2</li> <li>Item 3</li> <li>Item 4</li> <li>Item 5</li> <li>Item 6</li> <li>Item 7</li> <li>Item 8</li> <li>Item 9</li> <li>Item 10</li> <li>Item 11</li> <li>Item 12</li> <li>Item 13</li> <li>Item 14</li> <li>Item 15</li> <li>Item 16</li> <li>Item 17</li> <li>Item 18</li> <li>Item 19</li> <li>Item 20</li> </ul>
Negatron Cloak	Giant's Belt	Spatula
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Use the table of articles above to quickly find the necessary elements in your TFT games! We all know how little time you have between TFT rounds to plan what you will do with your articles. This is where our paper comes from. Updated for Set 6- TFT GIZMOS and GADGET! You can click on the article filter to keep track of what items you currently own, and easily see what advanced objects you can create with them! We use the fucking cheat format to adapt to all the information you might need on the screen, so you can read what an item does without having to tabulate team tactics and hover or click on the articles. More games and less stress Using our TFT object. If you are here to read what every TFT object does in advance for the time we also have a complete list of each article in the TeamFight tactics below. Academy Emblem +15 Beginning of mana weeter is also Academy. You cannot equip a champion who is already Academy. [Only one-for-one] Arcanist Emblem +10 Ability Ability Loaker is also an archaeologist. You cannot equip a champion who is already an archaeologist. [Only --only one per sample] Archangel staff +10 Ability Power +15 Starting mana during the fight, the holder gains 25 ability capabilities every four seconds. Assassin Emblem + 5%Dodge Chance + 10%Critical Strike Chosther is also a killer. I can't equip a sample that's already a killer. [Only --only one per sample] BF Sword +10 damage from Banshee's Claw + 15%Dodge Chance +150 Health When the fight begins, the holder and all allies within one test in the same row earn a shield that blocks the damage and effects of the first enemy skill, up to 600 damage. Bloodtherster +10 Attack damage +20 MAGIC Resist Damage Physical cure the owner for 33% of the damage treated. After the fall below 40% of the holder gains a maximum health shield of 30% which lasts up to 5 seconds. Blue Buff +30 Mana Start After throwing their ability, the holder gains 20 mana. [Single - only one per sample] Bramble Vest +80 Armor Armor bonus damage from incoming critical hits. When hit by an attack, deal 60 / 80 / 120 magic damage to all nearby enemies (once every 2.5 seconds). Chain Vest +20 Ability Goblet +20 Magic Resistance +15 Hand Start When the fight starts, the bearer and all the allies within 1 hexagon in the same row gain 30 Ability for the rest of the fight. Challenger emblem +10% Attack Speed Wearer is also a Challenger. You can't equip a champion who's already a Challenger. [One à Only one per sample] Chemtech Emblem +150 Health Wearer is also Chemtech. [Single à Only one per sample] Deathblade +20 Attack Damage The wearer earns 50 / 75 / 100 Attack Damage bonus (including components). Dragon Claw +200 Magic Resistance If you suffer real or magic damage caused by a Ability, throw a fireball at the Ability caster that deals magic damage equal to 18% of their maximum health (0.5 seconds of cooling). Frozen Heart +20 Armor +15 Initial Hand Reduces the attack speed of enemies within 2 hexagons by 25%. [Unique à Unique per Champion]

Garroybe Stoneplate +20 Armor +20 Magical Resistance The wearer gains 18 bonus armors and bonus magical resistance for every enemy he hits him. Giant Hunter +10 Damage Attack +10 Attack Speed The abilities and attacks of the wearer deal a 20% damage bonus. If the target has more than 1800 maximum health, the target increases to 60%. Giant Belt +150 Guardian Angel +10 Attack Damage +20 Armor Prevents the first death of the owner, putting them in stasis instead. After 2 seconds, they return with 400 Health and lose all the negative effects. [Unique à Unique per Champion] Guinsoo's Rageblade +10 Ability +10% Attack Speed Attack awards a +6% Attack Speed bonus for the rest of the fight. This effect can stack any number of Hand of Justice +15 Beginning Hand +15 Probability of Critical Scepter The wearer earns both of the following wins: +10 Attack Damage and 10% Power Power. Attacks and Abilities heal for the 10% of the damage done. inflicted. At the beginning of each design phase, one of these buffs is taken to 30%. HEXTECH GUNBLADE +10 DAMAGE OF ATTACHMENT +10 Power The real and magical damage of the carrier from power recover for 33% of damage inflicted. The owner also heals their lowest health ally for quantity itself. Imperial emblem +10 Attack Damage Wearer is also imperial. You can't equip a champion already imperial. [Unico à € "ONLY ONLY FOR SHAMPLE] Infinity Edge + 75% Probability Critical Attack + 10% Damage Dà € ™ CRITICAL ATTACHMENT + 10% DEGNATION DO EVERY POINT OF PROBLE CRITICAL ATTACK UPPER TO 100 % becomes + 1% damage Dà € ™ critical attack. [Unico à € "Only one per sample] Ionian spark +10 power +20 magic resistance The enemies within 3 hexagons have their magic resistance reduced by 50%. When they launch a skill, they are zipped and suffer magic damage equal to 250% of their maximum Mana. JILLY GLOVE +10 POWER + 30% DEBT DEFECTION + 15% PROBABILITY Dà € ™ Critical Attack The real and magical bearer damage can critically hit. [Unico à € "Only one per sample] Last Whisper + 10% Attack speed + 15% Probability of critical blow When the bearer inflicts a critical blow, the target reinforcement is reduced by 70% for 5 seconds. This effect does not detach. [Unique à € "only one per sample] solar iron pendant +10 power power +20 armor at the beginning of the fight, those who wear it and all the allies within 2 hexes in the same row right and left earn A 300/350/400 sanitary shield for 8 seconds (depending on the level of the star). MORELLONOMICONE +10 power +150 health when the bearer inflicts magic or real damage with its power, burns the target, inflicting 25% of its maximum health as real damage in 10 seconds and reducing healing by 50% for the duration of the burn. [Unico à € "Only one per sample] Mutant emblem +20 Magic Resist Wearer is also a mutant, you can equip a sample that is already a Mutant. [Only One per Champion] Rod unnecessarily great +10 Power of Negatron Mantle +20 Magic Magic QuickSilver +20 Magic Resist + 15% Dodge Chance + 20% speed Attack The support is immune to the control of the crowd in combat for 15 seconds. [Unico à € "Only one per sample] Rabadonà € ™ s DeathCap +75 Rapid cannon power + 50% Attack speed Increases the connection radius of those who wear 1 hex and basic attacks cannot be missed. Recurve bow + 10% speed Attack Redemption +150 Health +15 Initial mana every 5 seconds, the bearer radiates an aura to the allies within 1 hex, curing them for 18% of their missing health. The affected allies suffer from 25% reduced damage thanks to multi-target skills and attacks for 5 seconds. Hurricane Runaan +10 Damage of attack + 10% Attack of attack +20 Magic resistance The bearer attacks shoot lightning against another enemy nearby, inflicting 75% of the attack of the attack of those who wear it as physical damage. Female sinto +20 armor + 15% escape the beginning of the fight, the bearer shoots a straight beam forward that delays the first launch of the affected enemies, increasing their maximum mana of 35% up to the launch. [Unico à € "Only one per sample] Sparking gloves + 5% Critical Strike Chance + 10% Dodge Chance Spatula must do something ... Shojin Lancia +10 Attack Damage +15 Start Mana The portor attacks restore 8 additional mana. Stazik Shiv + 15% Attack speed +15 Start Mana Every third attack by the bearer triggers a chain lightning that bounces on 4 enemies, inflicting 70 magic damage and reducing their magic resistance of 50% for 5 seconds. Cloak Sunfire +150 Health +20 Armor every 2.5 seconds, a random enemy within 2 spells is burned for 20% of its maximum health as real damage in 8 seconds. Each healing that receive is reduced by 50%. Syndicate Emblem +20 Armor Wearer is also a syndicate. You can't equip a champion that is already a union. [Unique à € "only one per sample] The tactical crown your unit cap of 1. Goddess tear +15 Starting gloves Mana Thief +15% Critical Strike Chance +15% Dodge Chance At the beginning of each spin, the wearer equips 2 random items which are at the end of the round. The quality of these items depends on the player's level. It cannot be equipped with a sample that already has another item, nor can the holder be equipped with other items. [Single à Unique per Champion] Titanà s Resolve +10% Attack Speed +20 Armor When the wearer attacks or suffers damage, he gains 2 Attack Damage and Power Ability. This stacks up to 25 times, at which point the holder gains 25 Armor and Magic Resist. Armor of Warmog +1000 Health Zekeà s Herald +10 Attack Damage +150 Health At the start of the fight, the wearer and all allies within 1 hexagon in the same row on the right and left gain 30% bonus Attack Speed for the rest of the fight. Zephyr +150 Health +20 Spell Resist At the start of the fight, banishes for 5 seconds the unit that reflects the operator's position on the other side of the board. It goes through the effects of CC immunity. [Single à Unique per Champion] Portal Zzà Rot +200 Health +15% Attack Speed At the beginning of the fight, the wearer mocks the enemies within 4 hexagons. Also, when the wearer dies, a voidspawn shows up, making fun of nearby enemies.

## References