

Alune build guide for TFT Season 11, how to play Alune in TFT Season 11.

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Alune is a unique champion in Teamfight Tactics Season 11, alongside Kobuko. She's considered a key mid-game damage dealer, alongside Yone and other Dark champions. Because Dark champions are sufficient to balance a team composition with both tankiness and attack power without needing to combine them with any specific TFT Season 11 Origins, you only need to gather enough Dark champions to build a 6-Dark team. If you didn't know, Alune is Aphelios's older sister.

Dark Alune build in TFT Season 11, Dark Alune build guide for TFT Season 11.

Alune in TFT Season 11 will definitely have a mid-game role alongside Yone. Darius and Yorick can deal good damage early game but will need support later on. Alune will need a good build of Oversized Rod > Tear of the Goddess > Wooden Bow > Oversized Rod > Training Gloves.

Because dealing magic damage to Alune will require items like **Shojin's Spear, Jeweled Gauntlet, Sorcerer's Hat, Demon's Tome, Archangel's Staff, Blue Buff, Hextech Gunblade, Red Buff, and Giant Slayer.**

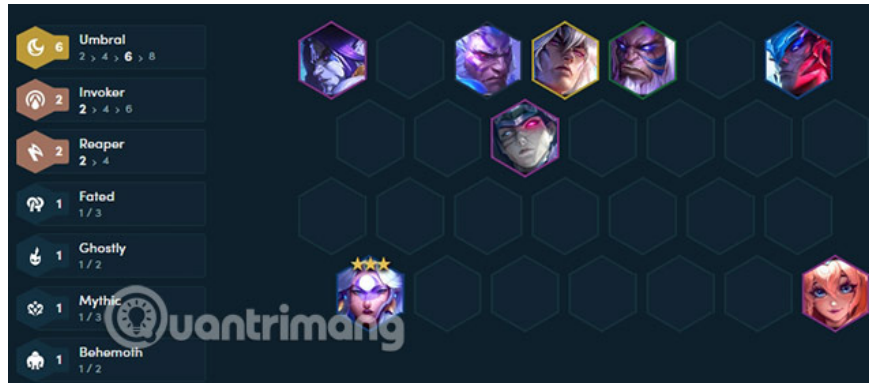


As a 3-gold champion, Alune won't need anyone to carry her equipment. However, equipping her with all three items in the mid-game, especially when she's only 2 stars, can be difficult. Furthermore, you won't always have magic items available. So, if you've decided to roll for Alune to 3 stars, prioritize finding magic items as soon as you have her at 2 stars.

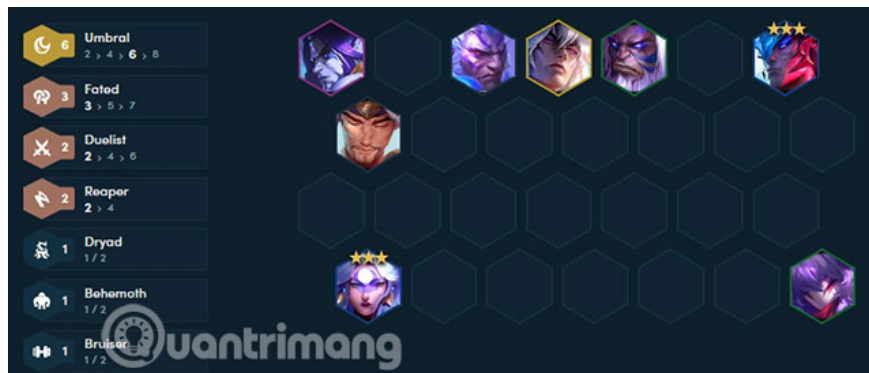
Alune TFT Season 11 Team Composition, Alune TFT Season 11 Build

Darkness

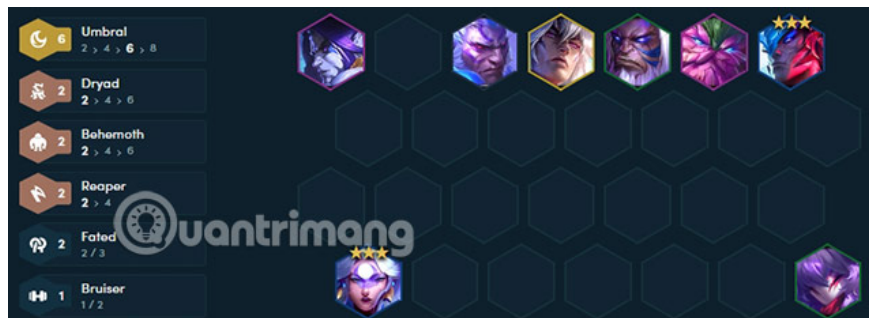
6 Dark is the final milestone you should aim for, as this is also the easiest team composition to build if you've been focusing on Dark from the start. With sufficient tank and damage throughout the game, you can combine it with other champions to further activate the synergy in your team.



Sett is the last champion you need to add to your team. There are a total of 6 Dark champions, and 2 slots are still available. You can flexibly switch between these two positions depending on whether you're lacking damage or tankiness in your team. Ideally, however, if you see a high-cost champion appearing frequently, 4-5 gold is fine.

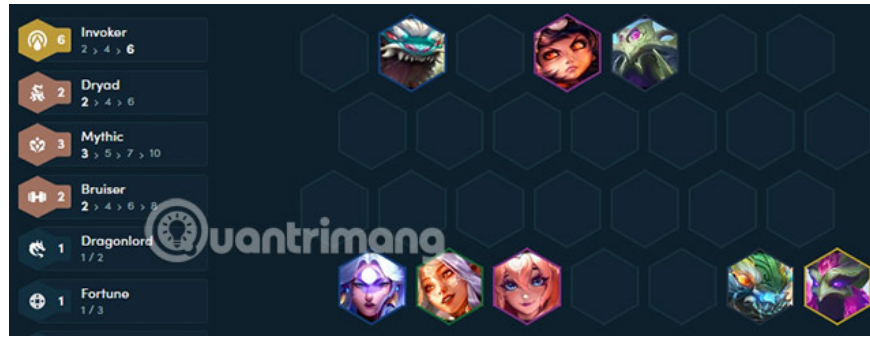


You can roll for Yone or Alune to 3 stars, or just one champion to 3 stars, and level up immediately while waiting for higher-cost champions later in the game. Note that if you're slow-rolling, you should only roll with over 50 gold.



6 Wizards

Similarly, you'll build 6 Mages like 6 Dark, but for tanks, you'll have to look for them in other origins. Forest Spirit is the best choice at this point, as Rek'Sai and Gnar are suitable early game picks. You can upgrade these two to 3 stars because this team will be quite weak in terms of tanking.



Towards the end of the game, gather all the Sorcerer champions and give Annie full tank items. Rek'Sai and Gnar.

Skills, stats, and origins

Skills and stats

Alune - Dark Magician/Sorcerer

1. **Skill:** Shattering the Moon
2. Meteor shower pierces the row with the highest total enemy health. The meteors deal magic damage evenly distributed among all enemies hit. Deals magic damage to the current target. All enemies hit have their magic resistance reduced by 20% for 6 seconds. Increases attack speed by 40%, shared among allies in the Alune row for 5 seconds.



1. Cost: 3 gold
2. Blood: 650/1170/2106
3. Mana: 20/60
4. Zodiac sign: 25
5. Magic Resistance: 25
6. Magical power: 100
7. DPS: 28/50/91
8. Damage: 40/72/130
9. Attack speed: 0.7

10. Critical hit rate: 25%
11. Range: 4 cells

Clan

Darkness

The Dark Moonlight illuminates the squares on the floor, creating a shield for the champions standing on them when combat begins. Champions illuminated by the moonlight will finish off low-health enemies.

1. 2 Dark: 250 shields - threshold 12% health
2. 4 Dark: 500 shields - threshold 20% health
3. 6 Dark: 750 shields - illuminating the entire arena.
4. 8 Dark: Defeated enemies have a 100% chance to drop loot - threshold 25% health.



Sorcerer

Every 3 seconds, all your champions gain additional Mana.

1. 2 Mages: Adds 5 Mana to all.
2. 4 Mages: Adds 5 Mana for all, 15 for Mages.
3. 6 Mages: Adds 15 Mana for all, 15 for Mages.

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