

# How to play Rengar in TFT Season 14, best items, team compositions...

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In TFT Season 14, Rengar will play a support role in dealing damage to the main champions, with the ability to leap to the enemy with the lowest health and deal significant physical damage. The Street Demon provides health, ability power, and physical damage to teammates within the drawn tiles, while the Executioner allows for burst damage, especially effective when the target is below 30% health.

And although he has to compete with many other champions, if you have the opportunity to upgrade Rengar to 3 stars and it seems advantageous for him, you shouldn't miss it.

## Standard Rengar build in TFT Season 14

The best items for Rengar include:

1. **Bloodthirster:** Increases damage and healing, helping Rengar survive longer.
2. **Giant Power:** Increases AD and AP, and adds Armor and Magic Resistance.
3. **Hand of Justice:** Similar to Giant Slayer but provides health and does not stack.
4. **Infinity Edge:** Provides shields and magical power, supporting defense.

Besides the healing and tanking items mentioned above, you can also get Rengar a Duskblade to make his comeback even stronger.



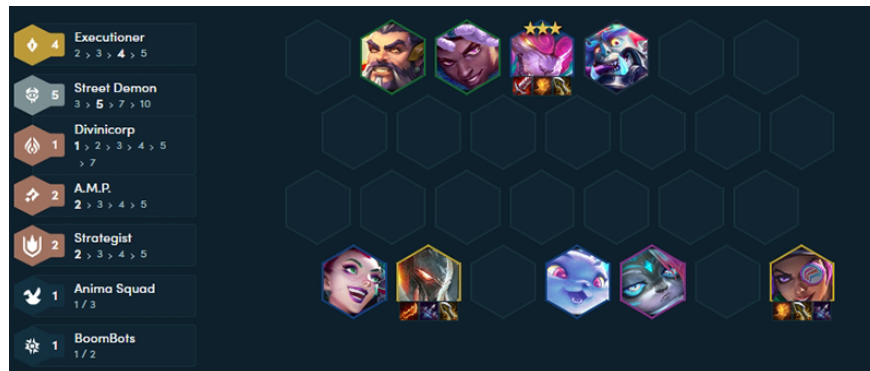
## Position for Rengar

1. Rengar should be placed in the front or middle row so he can quickly jump to the enemy team's main damage dealer, maximizing his offensive potential. This allows him to reach the enemy backline and deal damage effectively, especially with his initial jump range of about 2 tiles.

## The ideal Rengar team composition

The combination of Executioner and Street Demon creates a balance between Rengar's two origins. Therefore, we should focus on what surrounds these two origins, initially starting with low-cost Executioner or Street Demon champions to build a solid team composition.

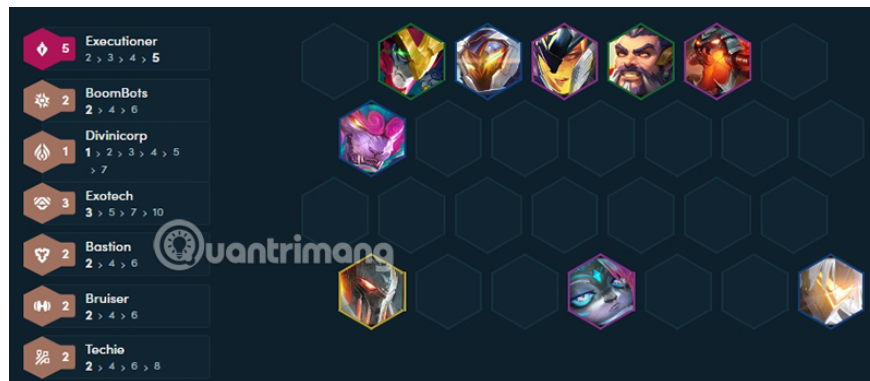
If you intend to roll for Rengar, reach level 7, save over 50 gold, and slow-roll for Rengar at level 7. Also, choose any upgrades related to Executioner, Street Demon, or Rengar to further increase his power.



With the above team composition, damage won't just rely on Rengar, but also on Vex, Samira, Urgot, and even Vex is a good damage dealer. Although not maxed out with buffs, this team's damage is very high; its only weakness is the lack of tank champions. So you should focus on building items and possibly rolling for Mundo or Ekko as well.

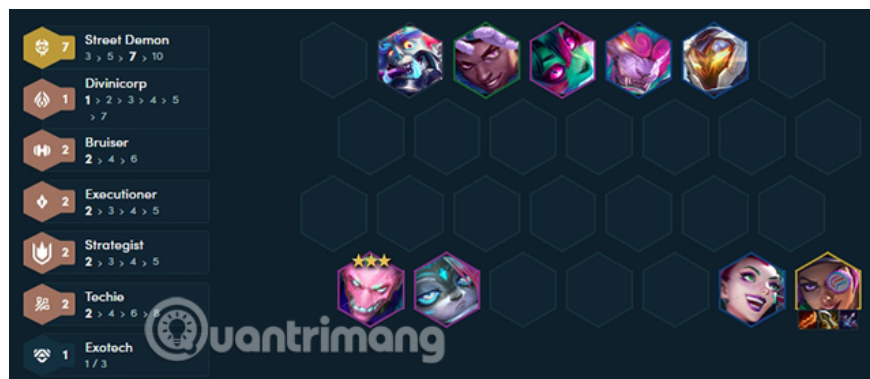
## Executioner

Because Executioner champions are strong in damage, the more enemy champions below 30% health they deal, the more damage they take, making Rengar an easy early-game burst damage dealer. Although there are few Executioner champions, their synergies are very flexible, allowing you to activate many different synergies in your team. Prepare items not only for Rengar but also for other Executioner champions like Varus, Vex, Urgot, etc.



In addition, prepare a thick tank wall to withstand and absorb damage, allowing the tank champions in your team to stand long enough for the Executioners to deal damage. Your goal is a 3-star Rengar or Varus, 5 Executioners, and a combination of tank champions as shown in the image, including: Cho'Gath, Sejuani, Mordekaiser, and Shyvana.

## Street Devils



Similar to the Executioner, the Street Demon is also an easy trait to combine, but it provides health, AD, and AP bonuses instead of critical strike bonuses like the Executioner. However, the Street Demon can grant these stats to other champions, even if they are not Street Demon champions themselves.

Place the champions you've upgraded well into the colored slots to increase their supported stats. If Rengar isn't carrying the team, focus on other champions, specifically any champion you see frequently.

## Rengar clan



## Street Demon

Allies standing in the painted hexes gain bonus Health, AD, and AP. Some hexes are special and grant 50% increased stats. Street Demon Champions receive double stats.

1. (3) Increases 6% Health, 6 Skill Power, 6% Physical Damage.
2. (5) Increase 10% Health, 10% Skill Power, 10% Physical Damage.
3. (7) Increases 15% Health, 15% Skill Power, 15% Physical Damage.
4. (10) Increases Health by 25%, Skill Power by 25%, Physical Damage by 25%, and dyes the entire arena.

## Executioner

**Characteristics:** Executioner's skills can deal critical hits. They gain bonus Critical Hit Rate and Critical Hit Damage. If the enemy's health is below 30%, Critical Hit Damage is doubled.

1. (2) Increases Critical Hit Rate by 25%, Critical Hit Damage by 8%.
2. (3) Increases Critical Hit Rate by 35%, Critical Hit Damage by 15%.
3. (4) Increases Critical Hit Rate by 45%, Critical Hit Damage by 20%.
4. (5) Increases Critical Hit Rate by 55%, Critical Hit Damage by 25%, and adds 15% Resistance.

Rengar is a strong pick in Season 14, especially in reroll compositions. With the right position, optimal equipment, and a good support core, he can become the main carry leading the team to victory. And if taking care of Rengar isn't working out, don't worry, there are plenty of other Executioner and Street Demon champions you can use.

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