



Custom Champions



*Tonnerre, more or less. Best I could find to give the general aesthetics, but he wouldn't have a shield or sword.



<http://xelusprime.wix.com/ettiennev>

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*Chainbinder, more or less. It would match the color scheme and technological appearance, and it would also be longer.

Tonnerre, the Sky Caller

- Tank
- Mage

Stats:

- Health: Medium
- Attack Damage: High
- Attack Speed: Medium
- Movement Speed: Low
- Health Regen: Medium
- Armor: Medium
- Magic Resist: Medium

Passive: The Chainbinder

- Some of Tonnerre's abilities leave his weapon, Chainbinder, suspended in space for a total of 6 seconds, after which it returns to Tonnerre normally.
- Tonnerre can click on Chainbinder at any time during the suspension to consume energy and teleport to its location to reobtain it, after which he cannot teleport again for 30 seconds.
- While Chainbinder is suspended, Tonnerre can cast abilities but cannot attack; instead he gains a chain of energy that connects him to Chainbinder and moves with him in relation to Chainbinder's location, which deals a small amount of true damage every second to enemies touching the chain.
- Tonnerre gains bonus AD and AP whenever he's wielding Chainbinder, and gains bonus movement speed whenever the weapon is suspended.

Q: Sparking Winds

- Active: Tonnerre throws Chainbinder in a targeted direction, passing through units and dealing damage to all enemies hit.
 - When Chainbinder reaches its maximum distance, it stops and is suspended, spinning around and dealing damage every second to enemies around it.
- Passive: Tonnerre gains additional max Health while wielding Chainbinder, and ignores unit collision while it's suspended.

W: Deific Blow

- Active: Tonnerre slams Chainbinder on the ground in front of him, damaging and knocking back all nearby enemies.
 - Deific Blows deals double damage to enemies directly in front of Tonnerre and leaves Chainbinder suspended.
- Passive: When Tonnerre teleports to Chainbinder, he deals damage equal to the total amount of time Chainbinder had left before returning to Tonnerre as an AoE explosion, slowing all enemies damaged.
 - Tonnerre gains bonus attack speed while wielding Chainbinder, and gains increased energy generation while it's suspended.

E: Immortal Legend

- Active: Tonnerre increases his Health by 35%, his AD and AP by 20%, his Armor and MR by 10%, and Health Regen and Attack Speed by 5%.
 - These bonuses increase by 1% for every second Immortal Legend remains active, but decreases his movement speed by 10% every second as well.
- Passive: Tonnerre gains bonus Armor based on the percentage of missing Health he has.

R: The Ender's Storm

- Tonnerre spins Chainbinder around him, summoning a powerful storm that makes Tonnerre resistant to all movement-impairing effects as well as dealing damage to and slowing all enemies caught within the storm.
- Enemies take more damage at the center of the storm, and are silenced as long as they remain there.
- Tonnerre cannot remain still while The Ender's Storm is in effect, and will move in a straight line if not directed otherwise.

Lore:

- Tonnerre was an ancient god of violent weather and storms.
- He was once worshipped by a massive cult that sacrificed in his honor.
- His cult was destroyed by Shuriman forces.
- Tonnerre was held imprisoned in his realm until a group summoned him back to Valoran.
- The group divided up his power amongst themselves before trying to destroy Tonnerre, but he managed to break free and is now hunting down the group members to reclaim his complete power.



Calathus, the Rider General

- Tank
- Support

Stats:

- Health: 580 (+80.25)
- Attack Damage: 45 (+3.35)
- Attack Speed: .6% (+2.5%)
- Movement Speed: 340
- Health Regen: 8.05 (+.75)
- Armor: 25
- Magic Resist: 25
- Mana: 292 (+41)

Passive: The Rider of Alries

- **Colden's Adamance:** Calathus does not gain Armor or MR naturally. Instead, he gains a variety of damage reducing effects.
- Armor and Magic Pen and Shread are 50% effective against this damage reduction.
- Calathus can only gain 85% damage reduction from Steadfast Commander, Bercalik's Safeguard, and Dureban's Defense, and his damage reduction builds off of his Armor and MR.
 - Enduring: Calathus takes and deals 2% less damage (+1% per level) from enemy champions.
 - Infallible: Calathus takes and deals 10% less damage for every ally champion within 420/510/600 units of him.
 - Unyielding: Calathus takes and deals 3% less damage for every enemy champion within 420/510/600 units of him.

- Damage-increasing buffs are unaffected by Steadfast Commander.
- **Peren's Haste:** Calathus gains 30/45/60 bonus movement speed (+20% MS) whenever he's near an ally, and grants 20/30/40 movement speed (+10% MS) to allies within 300/400/500 units of him.

Q: The Vigor of Kahgan

Cost: 70/90/110/130/150 Mana

Range: 300

Cooldown: 10/9/8/7/6 seconds

- Calathus grants himself or an ally a stack of Invigorated Morale, boosting his or their AD and AP by 1/2/3/4/5 (+1 per level) points every time they damage an ally in range of Calathus, up to 70 bonus AD and AP for 2/3/4 seconds.
- Whenever Calathus or an ally kills an enemy champion while under the effects of Invigorated Morale, its duration is reset.

W: The Safeguard of Bersalík

Cost: 100/115/130/145/160 Mana (10/15/20/25/30 Mana per second)

Range: 600

Cooldown: 30/27/24/21/18 seconds (upon deactivation)

- Calathus shields an ally or himself, granting 9/13/17/21/25% damage reduction and 10/20/30/40/50 (+10% MS) movement speed upon cast to whoever Aegis Safeguard is cast on for 1/1.5/2/2.5/3 seconds.
- When cast, Aegis Safeguard blocks all crowd control for 1 second and doubles the bonus movement speed for every crowd control effect it absorbs.
- Only one ally can be shielded at a time.

E: The Lance of Ascalon

Cost: 75/80/85/90/95 mana

Range: 500

Cooldown: 15/14/13/12/10 seconds

- Passive: Calathus generates stacks of Gaining Ground as he moves, up to 100.
 - At full stacks, Gaining Ground is consumed and Calathus gains 15/20/25/30/35 (+ 15% MS) bonus movement speed and ignores unit collision for as long he remains in motion.
- Active: Calathus charges to a target, passing through and knocking aside all enemy units he collides with.
 - If Calathus charges an enemy, he deals 50/100/150/200/300 (+125% AP) damage (unaffected by his passive) on impact and slows them by 30/35/40/45/50% for 1.5 seconds.
 - If Calathus charges an ally, he grants them 10/20/30/40/50 (+25% MS) movement speed for 1 second on collision and gains 5/10/15/20/25 (+ 10% MS) movement speed himself for 2 seconds.

R: The Armaments of Parna

Cost: 250/350/450 Mana (30/45/60 Mana per second)

Range: 850

Cooldown: 120/100/80 seconds (upon deactivation)

- On activation, Calathus can first apply Svaig's Defense to himself or a nearby ally for up to 3/4/5 seconds.
- Svaig's Defense reduces all damage taken and dealt to the recipient by 12/16/20% (+1% of Calathus' max health, up to 20% extra), but only by 2/6/10% (+.5% of Calathus' max health, up to 10% extra) for himself.
- Once Svaig's Defense is applied, Calathus can then apply Ihman's Offense.
- Ihman's Offense increases all damage taken and dealt by the recipient by the same amount as Svaig's Defense.
- Ihman's Offense replaces Svaig's Defense if applied to the same target.
- Calathus can reactivate The Armaments of Parnet to cancel both bonuses.

Lore:

- A general of an independent army that was destroyed by Noxus.
- Calathus has since sworn vengeance against Noxus and all like them.
- Allied with Demacia before deciding that they were too concerned with fighting to win.
- Went rogue.
- Now fighting with a ragtag army and occasional allies from any side.



Landen, the Young Adventurer

- Fighter
- Assassin

Stats:

- Health: 575 (+80)
- Attack Damage: 55.47 (+3.3)
- Attack Speed: .661 (+2.8%)
- Movement Speed: 340
- Health Regen: 6.7 (+.66)
- Armor: 25.123 (+3.65)
- Magic Resist: 31.4 (+.833)

Passive: Fervorous Combatant

- **Endurance Fighter:** Landen uses Stamina as his resource, which starts at 230 (+10 per level), is increased by 25% of purchased health and 20% of purchased mana, and regenerates 5/10/15/20/25%* of its current amount per second.
 - Stamina regeneration is delayed by 2/1.5/1* second whenever Landen uses an ability.
Using multiple abilities in succession renews the delay.
- **Opportunity Striker:** Landen's critical strikes instantly return 20% of his current Stamina and cause him to automatically basic attack again for 75/80/85/90/95%* damage.

- Opportunity Striker can occur a maximum of 1/2/3* additional times in succession if the automatic attack is a crit.

Q: Arc of Triumph

- Cost: 45/55/65/75/85 Stamina
- Range: 600
- Cooldown: 4/3.5/3/2.5/2 seconds
- Landen throws his sword to a targeted area, dealing 25/45/65/85/105 (+45% AD) damage on impact.
- While the sword is out of his hands, Landen attacks with his fists, losing 50 range (175 to 125) but gaining .1/.2/.3/.4/.5 flat attack speed and up to 50% bonus attack speed based on how much Stamina he has.
- Once the sword hits the ground Landen can reactivate Arc of Triumph within 3 seconds to dash to the sword's location, dealing 50/100/150/200/250 damage (+50% Attack Damage) in an area around him upon arriving.
- After regaining his sword, Landen's next 1/1/2/2/3 basic attacks are guaranteed to deal 130% damage.

W: Relentless Adamance

- Cost: 3/5/7/8/10% of maximum Stamina
- Range: Self
- Cooldown: 9/8/7/6/5 seconds
- Passive: Landen reduces the effects and duration of all allied and enemy status effects by 35%.
- Active: Landen's Stamina Regen is halted for 3 seconds and his next basic attack during that time deals 90% damage and can't activate Opportunity Striker, but strikes instantly with 120/140/160/180/200 bonus range and heals him for 35% (+5% per 100 AD) of the damage dealt.
 - Landen has 1 second upon casting Relentless Adamance to cast it again, stacking the effect up to 5 times, but increases the Stamina cost by 10% each time.
 - The damage and healing of Relentless Adamance is reduced by 20% on additional uses within 2 seconds.

E: Swinging Frantically

- Cost: 90/120/150/180/210 Stamina (over initial duration)
- Range: 400
- Cooldown: 10/8.5/7/5.5/4
- Passive: Every 20/16/12/8/4 seconds, Landen will attack for 70/75/80/85/90% of his Attack Damage whenever an enemy deals damage to him.
- Active: Landen attacks with continuous, rapid swings for 3 second, gaining 14% (+2% per level) movement speed and dealing 130% attack damage to all enemies in front of him every .5 seconds, but at the cost of 5% of his current health on cast and 2% of his current health every other hit.
 - If Swinging Frantically kills an enemy, Landen doubles the remaining duration of Swinging Frantically and heals him for 25% of the damage he's taken over the duration. This can happen a maximum of two times.

R: The Final Attack

- Cost: 30/40/50% of maximum stamina
- Range: Self
- Cooldown: 120/90/60 seconds
- When Landen activates The Final Attack, he slows all nearby enemies by 85% for 1 second and enters a focused state for 10 seconds, generating a stack of Gaining Strength every time he deals damage while The Final Attack is active.
- Gaining Strength increases Landen's Attack Damage by 2% per stack.
- Landen can reactivate The Final Attack at any time or when the 10 seconds expire to unleash a single attack that deals up to 500% of his AD depending on how many attacks he landed while Gaining Strength is active.

Lore:

- Landen is a teenager of unknown origin, who claims to have been sent down from another realm to save Runeterra.
- He tried to start his heroic legacy by fighting crime in Piltover, but was chased out by the criminals and law enforcement alike.
- He then tried to make a name for himself in Demacia and Noxus, but was dismayed by the lack of recognition he received from officials in those areas as well.
- So Landen decided to set out on his own and fight anyone that crossed his path to create a legend for himself as a legendary warrior.
- He's still waiting for recognition as the greatest warrior to ever exist.



Ketchion, the Accursed Executioner

- Tank
- Fighter

Stats:

- Health: High
- Attack Damage: High
- Attack Speed: Low
- Movement Speed: Average
- Health Regen: Low
- Armor: High
- Magic Resist: High
- Resource: Energy

Passive: Decree of Swiftest Penalty

- Enemies under 10/15/20% health are marked for execution.
- Marked enemies take double damage from Ketchion and 1.5 times damage from Ketchion's allies.
- Whenever Ketchion or an ally kills an enemy via Decree of Swiftest Penalty, it goes on cooldown for half a second per remaining health point the executed enemy had.
- All gold and experience gained from enemies killed by Decree of Swiftest Penalty is doubled and shared between Ketchion and his allies.

- Ketchion gains stacks of Body Count (which increases his attack damage and reduces movement speed in combat) whenever he kills a marked enemy equal to their current level, and he gains stacks of Spread Legacy (which increases his Armor and MR and reduces his movement speed in combat) whenever an ally kills a marked enemy equal to their current level.

Q: Psychotic Enragement

- Cost: Low
- Range: Self
- Cooldown: Average
- Ketchion increases his Armor and MR based on his stacks of Body Count, Spread Legacy, Black Craving, Whet with Blood, and Butcher's Infamy, loses his ability to move, and taunts all enemies nearby for 1 second every 2 seconds that Guardian of the Axe is active.
- Ketchion consumes all stacks at various intervals (1 stack of Body Count, Spread Legacy, and Butcher's Infamy every 2 seconds, 2 stacks of Whet with Blood per second, and 1 stack of Black Craving per second) for as long as Psychotic Enragement is active.
- Tainted enemies take 2/3/4/5/6% of their maximum health each time they attack Ketchion.

W: Bloodshedder's Fulmination

- Cost: Average
- Range: Average
- Cooldown: Long
- Active: Ketchion creates a field around him that reduces enemies' maximum health every second by .4% per stack of Black Craving Ketchion has.
 - The range of Bloodshedder's Fulmination is also reduced by 1% per stack of Black Craving Ketchion has.
- Passive: Ketchion gains stacks of Black Craving whenever an enemy is killed by Decree of Swiftest Penalty equal to their current level. Black Craving stacks to 50 and cannot be lost unless consumed.
 - Ketchion gains .5% bonus maximum health per stack of Black Craving he has, but loses 1% movement speed while in combat.

E: The Wrathful Edge

- Cost: Average
- Range: Average
- Cooldown: Average
- Active: Ketchion throws his axe in a target direction, dealing critical damage to all enemies near it and reducing all movement speed debuffs by 10/20/30/40/50% while he does not hold his axe.
 - Enemies hit by The Wrathful Edge are rooted in place for 1/1.2/1.5/1.7/2 seconds.
 - Ketchion's Axe automatically returns to him when he auto attacks (with no effect) or after 3 seconds.
- Passive: Ketchion's attacks grant him stacks of Whet With Blood, up to 50, which reduce his in-combat movement speed and are consumed when The Wrathful Edge is activated to increase the damage it deals by 2% per stack.

R: The Headless Waltz

- Cost: High
- Range: Average
- Cooldown: Long
- Active: Ketchion can only activate The Headless Waltz on stunned, silenced, or suppressed enemies.
 - Ketchion summons a chopping block beneath his target (which suppresses the enemy until The Headless Waltz ends) before extending his axe and swinging it over his head with both hands, bringing it down and dealing percent missing health true damage as well as applying a bleed based on Ketchion's current stacks of Butcher's Infamy.
 - If The Headless Waltz kills an enemy with the initial strike, it grants Ketchion a short boost to his damage based on the damage dealt.
 - If The Headless Waltz kills an enemy with the bleed, it grants Ketchion bonus movement speed based on the amount of time the enemy stayed alive after being damaged.
 - If Ketchion kills an enemy marked by Decree of Swiftest Penalty with The Headless Waltz, he heals himself for the damage dealt and halves the cooldown.
 - All outside damage dealt to enemies suppressed by The Headless Waltz is prevented, instead being added to Ketchion's attack.
- Passive: Every kill or assist that Ketchion scores nets him a stack of Butcher's Infamy, which increase his Armor and MR at the cost of in-combat MS.

Lore:

- A royal executioner for Noxus before Urgot who killed thousands of prisoners, traitors, and civilians.
- So good at his job that he was hailed as something not fully human.
- One day, he was to execute a traitor accused of conspiring with forces to destroy Noxus from within.
- His prisoner, right before his neck was severed, transformed into a monstrous, black bird-creature and attacked Ketchion.
- The creature then cursed Ketchion with a bloodlust that would grow with every drop of blood spilt by his axe, eventually ridding him of all thought beyond killing, and then cursed his armor to never be removed and to solidify around him the more he killed.
- Ketchion killed the creature, but in doing so activated the curse, sending him into a rage.
- He was banished after he slew an entire war academy, wandering around killing people until Darius enlisted him as a beast of war.



Adrian, the Shackled Oracle

- Support
- Tank

Stats:

- Health: High
- Attack Damage: Low
- Attack Speed: Medium
- Movement Speed: Medium
- Health Regen: High
- Armor: Medium
- Magic Resist: Medium
- Resource: Mana

Passive: Possessed by Higher Powers

- Adrian deals additional attack damage based on his maximum health.
- Adrian's abilities gain bonus scaling based off of the difference between his current and max health.
- Adrian gains bonus max health for every takedown he scores.

Q: Fist of the Heavens

- Cost: Low
- Range: Average
- Cooldown: Low
- Active: Adrian's next attack will be a crit that heals him for a percentage of the damage done.
- Passive: Adrian's attacks grant him a shield equal to 30% of the damage that lasts for as long as he remains in combat.
 - The shield cannot exceed 15% of Adrian's maximum health.

W: Blessed by the Divine

- Cost: High
- Range: Average
- Cooldown: Average
- Adrian heals his target for a percent amount (based on Adrian's level) of their maximum health and up to three other nearby allies for 1/3rd of the original heal.
- The original target gains a shield that restores a percent of Adrian's energy whenever that ally takes damage while Blessed.

E: Energy Link

- Cost: High
- Range: Average
- Cooldown: Average
- Adrian grants himself or an ally a shield that reduces all damage taken by 80% for 4 seconds that reduces by 10% every time they're damaged.
- When Energy Link's shield fades, the shielded target is healed for a percentage of the total damage blocked by the shield.
- If a shielded ally dies while Energy Link's shield is active, it refunds its energy cost and a percentage of its cooldown based on the remaining percent of damage it would have blocked.

R: Cleared Vision

- Cost: High
- Range: Average
- Cooldown: High
- Adrian grants himself or an ally a buff that decreases ability costs by 50% (or cooldowns by 25%) for 5 seconds.
- Buffed targets also gain a massive boost to Armor and MR for the same duration.
- All healing to buffed targets is decreased by 60%.
- Adrian constantly loses mana every second for as long as Cleared Vision is active.

Lore:

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Sathom, the Demon's Legion

- Mage
- Assassin

Stats:

- Health: Low
- Attack Damage: High
- Attack Speed: High
- Movement Speed: High
- Health Regen: Low
- Armor: Medium
- Magic Resist: Medium
- Resource: Energy

Passive: Hand of the Eater

- Sathom's first attack or ability against an enemy mark them with Ravenous Gaze, which lasts for 5 seconds, slows them by 99% for .5 seconds, and reduces their next basic ability or attack to 0 damage.
- Sathom's second attack or ability against marked enemies grants Sathom bonus energy, consumes a base amount of health, grants him a stack of Drawn Blood, and renews the mark for one less second.

- Sathom's third attack or ability against a marked enemy cannot crit, heals Sathom for 50% of the damage, consumes a base amount of energy, grants him a stack of Drawn Blood, and renews the mark for one less second.
- Sathom's fourth attack or ability against a marked enemy consumes the mark, grants him a stack of Drawn Blood, and crits, dealing bonus true damage based on his stacks of Drawn Blood.
- Enemies damaged by Sathom's full combo take additional damage for 3 seconds after the mark is consumed, grant Sathom two stacks of Drawn Blood per hit, and cannot have the mark reapplied for 10 seconds.
- Enemies who escape the combo before the mark is consumed cannot have the mark reapplied for 10 seconds.
- Sathom can have a maximum of 40 stacks of Drawn Blood.
- Drawn Blood increases Sathom's attack speed by .5% per stack, and increases to 1% for 5 seconds when he executes a full combo.

Q: Horns of the Lost One

- Active: Sathom enlarges his horns and radiates demonic energy, dealing damage every second to himself and enemies (damage dealt to himself is not reflected) based on his stacks of Drawn Blood and increasing his passive damage reflect by 1% per stack of Drawn Blood.
 - Horns of the Lost One lasts for 5 seconds at full power and can remain for another 4 seconds, but the area damage and reflect decrease by 25% every second, and the Cooldown is increased by 30%.
- Passive: Sathom reflects 10% of all damage dealt to him back to all enemies around him.

W: Feed the Beast

- Active: Sathom opens the mouth on his right hand, causing his next attack or ability to consume a percentage of his target's health, shred a percentage of their Armor, and instantly consume Ravenous Gaze.

E: Legion United

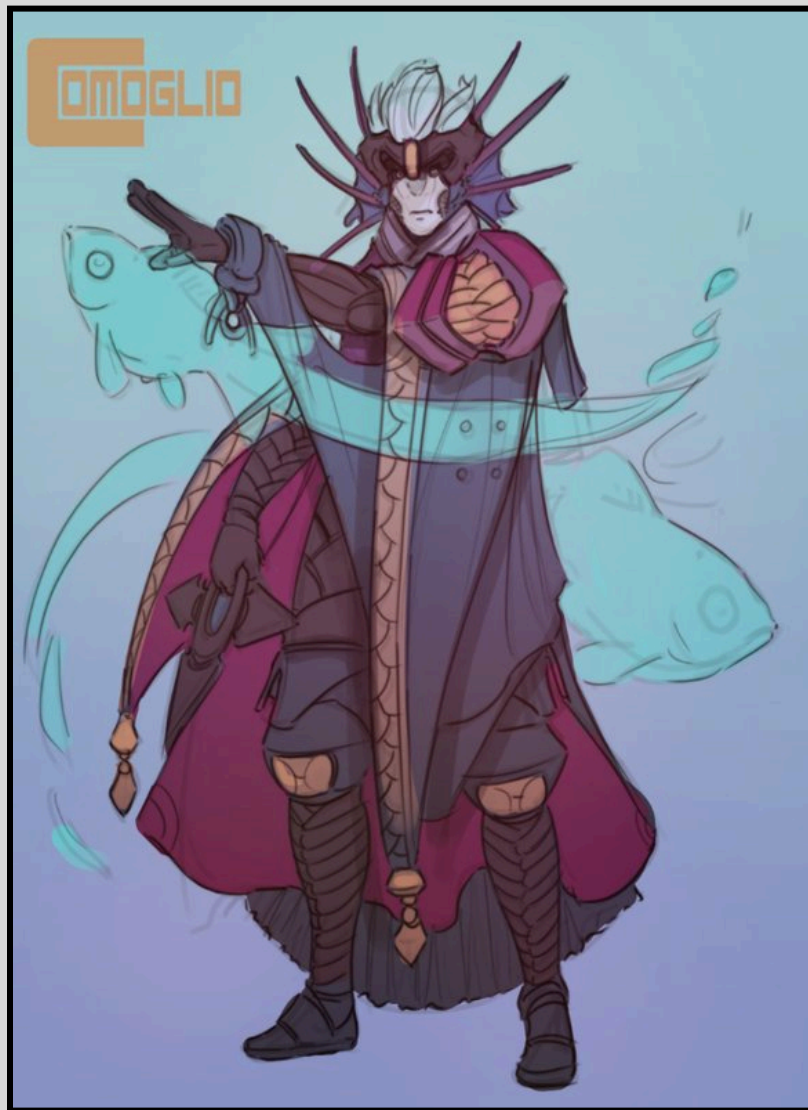
- Active: Sathom calls forth the powers in his gauntlet to

R: Herd of Swine

- Active: ---
- Passive: Sathom consumes all stacks of Drawn Blood on a kill to permanently increase his Attack Damage by half a point per stack of Drawn Blood at the cost of reducing his maximum health by 1 point per stack of Drawn Blood as well.

Lore:

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Percos, the Freshwater Prince

- Mage
- Support

Stats:

- Health: 550.4 (+81)
- Health Regen: 6.4 (+.56)
- Mana: 360 (+45)
- Mana Regen: 6 (+8)
- Attack Damage: 55.5 (+3)
- Attack Speed: .63 (+1.7%)
- Armor: 22.88 (+3.5)
- Magic Resist: 30 (+0)
- Melee: 125
- Movement Speed: 336

Passive: Soul of the Watersong

RIVER DWELLER: Percos gains up to 35–75% bonus Mana Regen, 1–10% CDR, and 2–20% bonus AP (based on level) over 4 seconds while in water. This effect fades instantly upon leaving Pools, but

upon leaving the river, Percos will create a 300–750 (based on level) unit-long trail of water where he walks for 5 seconds that grants him the same effects.

WATER GUARDIANS*: If Percos stands in water for 5 seconds and has 2 or less Water Spirits, he will spawn a Jadewater Spirit that lasts 60/120/240 seconds. Water Spirits replace Percos' basic attacks, and he can have a maximum of 3 Water Spirits active at once. Water Spirits redirect 15% of the damage dealt to Percos to themselves.

Q: Pools of Life

Cost: 50/75/100/125/150 MANA Cooldown: 22/19/16/13/10

PASSIVE: Percos gains 1–18 (based on level) (+10% AP) Health Regen while in water. This boost is doubled while standing on a Pool.

ACTIVE: Percos creates a Pool of Life at his feet. Each Pool lasts 10/25/40/55/70 seconds before disappearing and can restore a maximum of 100/250/500/750/1000 (+50% AP) health at a rate of 10/25/50/75/100 health every half-second to allied champions that stand on it.

If Percos stands on a Pool for 5 seconds and does not have 3 Water Spirits, he will spawn a Purewater Spirit and destroy the Pool.

Up to 2 Pools of Life can be deployed at a time, and deploying a third destroys the oldest one

W: Burning Seas

Range: 350 Cost: 60/55/50/45/40 MANA Cooldown: 10/9/8/7/6

ACTIVE: Percos boils his Water Spirits, dealing 45–275 (+60% AP) magic damage to all nearby enemies and applying Grievous Wounds for 3 seconds.

For the next 3/3/4/4/5 seconds, Percos' Water Spirits become Boiled, losing 4/5/6/7/8% of their maximum health with every attack but gaining 25/35/45/55/65% bonus attack speed and applying spell effects on hit. 7/9/11/13/15% of the damage dealt to enemies by Water Spirits becomes true damage.

If a Water Spirit dies while Boiled, they explode, dealing 50/100/200/300/400 (+45% AP) magic damage and applying Grievous Wounds to all enemies hit.

E: Waverider

Range: 500 Cost: 80/120/160/210/250 MANA Cooldown: 30/27/24/21/17

PASSIVE: Percos gains 25–55 (based on level) movement speed while in water. This boost is doubled for 2 seconds after using Waverider.

ACTIVE: Percos summons a wave and dashes in a targeted direction, traveling through terrain and units. Champions hit by the wave are slowed by 60% for .5–2 seconds depending on the distance the wave has traveled. Non-champions are pushed to the end of the wave.

Waverider's range is doubled when moving through the river. If Percos uses Waverider to move from the river onto land, his water trail will begin where he ends Waverider.

Percos can teleport between Pools of Life within 600/700/800/900/1,000 units of each other by casting Waverider while standing on a Pool. This has a 2/1.7/1.5/1.3/1 second channel time and a 120–90 second cooldown.

R: From the Deep

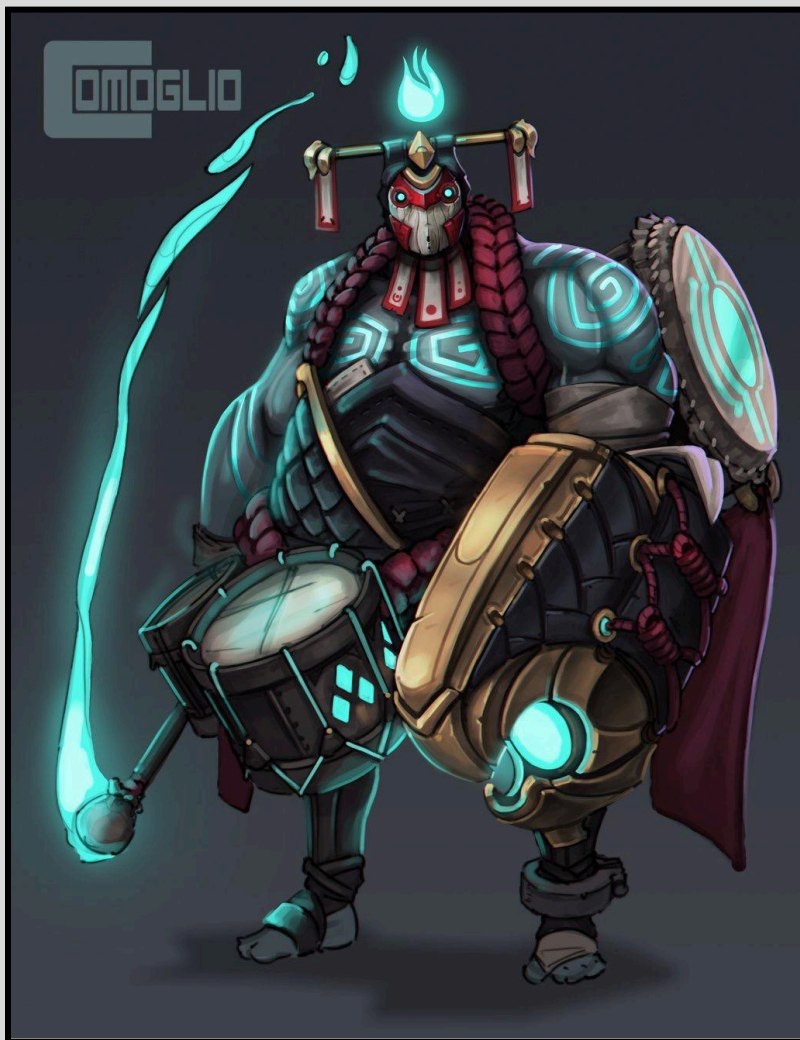
Cost: 15% OF MAXIMUM MANA + 10% OF MAXIMUM MANA PER SECOND

ACTIVE: Percos transforms his Water Spirits into monstrous Sea Eaters that rapidly increase in strength and size, gaining 25/50/75 bonus range, 20/30/40% bonus base stats, and 10/20/30% bonus damage per second over the duration, up to 300 bonus range, 160% bonus base stats, and 120% bonus damage, respectively.

If Percos runs out of mana while From the Deep is active, he will take damage equal to 25/35/45% of the mana consumed while From the Deep was active. Additionally, his active Water Spirits will lunge at his target and explode, dealing 400/500/600 (+50% AP) magic damage to nearby enemies and reducing his maximum mana to 0 for 10/15/20 seconds per Water Spirit destroyed. The duration of this effect is halved while in spawn.

Lore:

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Clave, the Spirit Drummer

- Tank
- Support

Stats:

- Health: Average
- Attack Damage: Low
- Attack Speed: High
- Movement Speed: Average
- Health Regen: Average
- Armor: Low
- Magic Resist: High
- Resource: Spirits

Passive: Necro-Orchestrian

- Clave summons ghostly spirits that swirl around him whenever he damages an enemy that lash out at nearby enemies in melee range and fire a blast of necroplasm that accompanies Clave's abilities.
- Clave can summon up to 10 spirits, at which point his next attack will consume every spirit to deal splash damage and Haunt the target.

- Haunted enemies take increased damage from all sources and take damage over time based on damage received for 5 seconds.
- A haunted target cannot be haunted again for 1 minute.

Q: Dance with the Dead

- Active: Clave begins beating his drums and chanting, summoning a field of spirits in a targeted area that deal damage over time and slow all enemies for an increasing amount the longer they're in the field (10/15/20/25/30–30/45/60/75/90).
- Passive: ---

W: Shadow Jump

- Active: ---
- Passive: ---

E: Black Chant

- Active: ---
- Passive: ---

R: Spirit Walker

- Active: ---
- Passive: ---

Lore:

- Arrived after Bard did.
- Intends to destroy bard and take him power for his drums.
- Is also a spirit, but of evil, not good.
- Steals away the souls of those who cheated death by tricking them into dying.
- Hunted by Kindred for stealing the dead to use for evil.



Staeg, the Blade's Edge

- Assassin
- ---

Stats:

- Health: Low
- Attack Damage: High
- Attack Speed: High
- Movement Speed: Average
- Health Regen: Low
- Armor: Average
- Magic Resist: Low

Passive: By the Razor's Edge

- Staeg is a bladesmaster of extreme skill, allowing him to add a variety of weapons to his attacks as he levels up.
 - Whenever Staeg reaches an even level, he sharpens his sword, increasing his base AD by 10%.

- Whenever Staeg reaches an odd level over 1, he enchants his sword, increasing his base AS by 10%.
- Whenever Staeg reaches levels 6, 11, and 16, he increases the serration of his sword, causing his attacks to deal an additional burst of damage on his first hit equal to 10/15/20% of his total AD.

Q: Steel Teeth

- Active: Staeg lunges at an enemy, plunging his blades into them before tearing them out, dealing damage both times, first based on his AD and second based on the difference between the enemy's current and total health.
- Passive: Staeg's basic attacks against enemies suffering from damage over time deal bonus damage.

W: Carved from Stone

- Active: Staeg cuts a deep wound with his knife, causing the enemy to bleed for a percentage of his AD.
 - If the enemy is below 50% health, the bleed is doubled in duration.
 - If the enemy is below 25% health, the bleed is also doubled in damage.
 - If Staeg's target is out of basic attack range, he will instead throw one of his knives, dealing critical damage and a small amount of true damage if the enemy is suffering from cc.
- Passive: Staeg ignores 12/14/16/18/20% of his enemy's armor, doubled against any enemy below 20% health.

E:

- Active: ---
- Passive: ---

R: ---

- Active: ---
- Passive: ---

Lore:

-



Melchor Bravo, the Conqueror

- ---
- ---

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: ---

- Active: ---
- Passive: ---

Q: ---

- Active: ---
- Passive: ---

W: ---

- Active: ---

- Passive: ---

E: ---

- Active: ---

- Passive: ---

R: ---

- Active: ---

- Passive: ---

Lore:

-



Jehane, the Lady of Grass

- ---
- ---

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: ---

- Active: ---
- Passive: ---

Q: ---

- Active: ---
- Passive: ---

W: ---

- Active: ---
- Passive: ---

E: ---

- Active: ---
- Passive: ---

R: ---

- Active: ---
- Passive: ---

Lore:

-



Golem, the Siege Engine

- ---
- ---

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: ---

- Active: ---
- Passive: ---

Q: ---

- Active: ---
- Passive: ---

W: ---

- Active: ---

- Passive: ---

E: ---

- Active: ---

- Passive: ---

R: ---

- Active: ---

- Passive: ---

Lore:

-



Lady Morté, her Elegancy

- Support
- ---

Stats:

- Health: Low
- Attack Damage: Average
- Attack Speed: High
- Movement Speed: High
- Health Regen: Average
- Armor: Low
- Magic Resist: Low

Passive: Nimbleness

- Lady Morté generates Poise so long as she doesn't attack, which stack to 115 and increase her MS by 5, 15, and 25% at 35, 75, and 115 stacks.
- Lady Morté loses Poise whenever she takes damage equal to the percent of HP she loses.
- When Lady Morté attacks with full stacks of Poise she increases her movement speed by an additional 10% and prevents Poise from being lost for 1 second afterward. This can occur once every 5 seconds.

Q: A Lady's Presence

- Active: Lady Morté throws her parasol to a target direction, where it spins furiously, pushing all enemies away from it.
 - A Lady's Presence loses force the longer it spins, until it stops and returns to Lady Morté normally.
 - While active, A Lady's Presence becomes An Early Departure, which, when activated, returns the parasol to Lady Morté, who performs a 120% AD attack at her current location before grabbing the parasol and flying backwards a short distance.
 - Lady Morté can also cast A Lady's Presence on an ally, which provides them with a brief movement speed boost before returning the parasol to Lady Morté and reducing the cooldown.

W: Not Without Shade

- Active: Lady Morté uses her parasol as a shield, placing it in front of her and her allies, where it reduces the damage of all skill shots and projectiles by a base amount plus her current stacks of Poise and reduces all effects caused by blocked attacks.

E: ---

- Active: ---
- Passive: ---

R: ---

- Active: ---
- Passive: ---

Lore:

-



Witt, the Steel Reaver

- Assassin

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: Cold Steel, Hot Lead

- Active: Witt gains charges of Soul Shot whenever he kills an enemy,
- Passive: ---

Q: ---

- Active: ---
- Passive: ---

W: ---

- Active: ---
- Passive: ---

E: ---

- Active: ---
- Passive: ---

R: ---

- Active: ---
- Passive: ---

Lore:

-



Zay'eem, the Void Witch

- Fighter
- Mage

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: The Bone Medium

- Whenever Zay'eem kills an enemy, she has a chance to collect their bones, granting her a stack of Tainted Trophies, which increases her AP and MR.
 - When Zay'eem is killed by an enemy champion, she curses them, dealing damage to them for 3 seconds based on the number of Tainted Trophies she has.
 - This curse can be removed by any healing spells or abilities.

Q: Eyes of Fire

- Zay'eem turns her basic attacks into ranged beams, which deal damage based on her AP and reduce the effectiveness of all heals to that champion by 25% for 2.5 seconds.

- Each beam consumes an increasing amount of mana.
- Enemies hit by the beams are visible for 3 seconds after being hit.

W: Weapons of Ice

- Zay'eem coats her weapons with ice, slowing enemies based on her AP for .5 seconds and reducing their attack speed by 15% for 3.5 seconds.
- Each attack consumes an increasing amount of mana.
- When a slow on an enemy fades without being renewed, that enemy cannot be slowed for 1 second after.

E: Claws of Blood

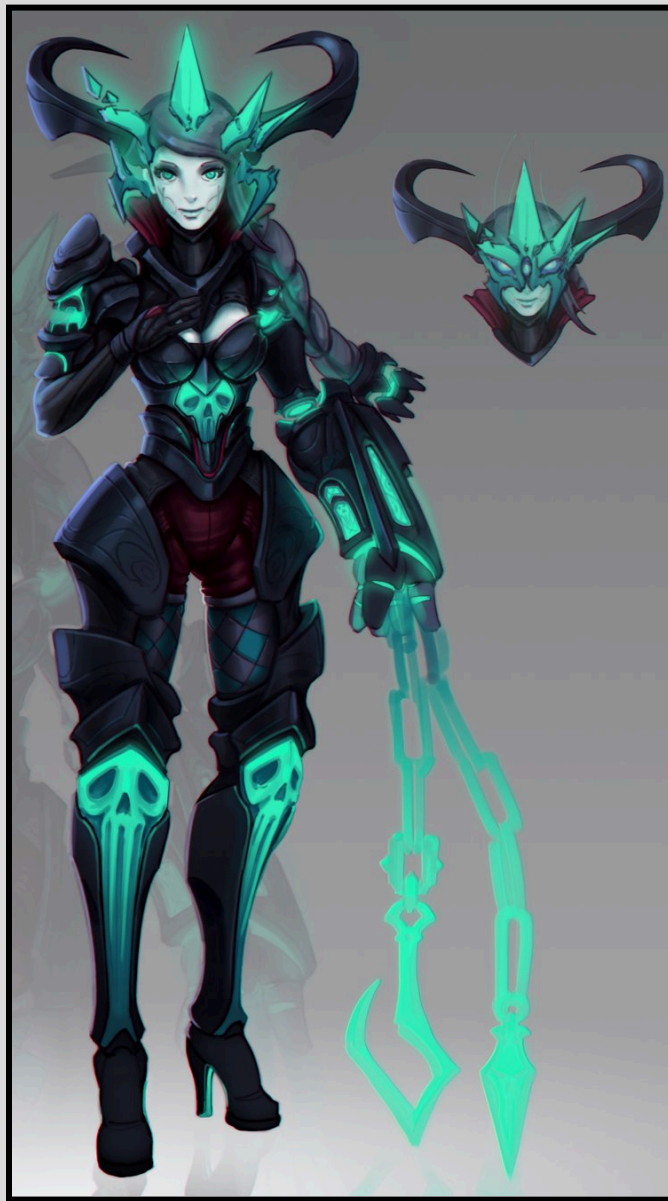
- Active: ---
- Passive: Zay'eem's basic attacks

R: Minds of Evil

- Active: ---
- Passive: ---

Lore:

-



Monok, the Death Maiden

- ---
- ---

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: Neither Living Nor Dead

- Dual Communion: Monok has 0 health regen at all levels (which cannot be increased by any means) and does not use mana or energy; instead, she uses Soulstuff, which is generated whenever she loses health or deals damage, up to a cap.
 - Whenever Monok consumes Soulstuff to cast an ability, she heals for the amount of Soulstuff consumed.
 - While Monok has full Soulstuff she heals for 1/3/6% of her maximum health each second.

Q: From the Depths

- Active: Monok buries her chains in the ground and flings up a coffin filled with undead equal to her stacks of Undersoul Bindings, who proceed to charge in a straight line before falling back into the earth, damaging and slowing all enemies hit.
- From the Depths deals bonus damage based on her current Soulstuff and consumes 30% of her total amount.
- Passive: Every minute (- cooldown reduction), Monok gains a stack of Undersoul Bindings (up to 5), which grants her a regenerating shield equal to 1.5% of her max health (+5% current Soul-stuff).
 - On death, Monok loses all stacks of Undersoul Bindings.

W: Bleed the Soul

- Active: Monok attaches a spirit leach to a target enemy champion for a few seconds, returning a percentage of all damage dealt to them back to her as health and reducing their movement speed based on the remaining time left on Bleed the Soul.
- Passive: Monok gains bonus lifesteal on her attacks proportional to her Soul-stuff.

E: Spirits of the Forsaken

- Active: Monok summons a spirit that grants her bonus AP and healing for a short amount of time.
 - Recasting the ability resets the duration and increases the bonus and cost of the next cast.
 - Stacks to 5.
- Passive: Enemies damaged by Monok's abilities while Spirits of the Forsaken is active leave behind a small piece of their essence, which Monok can walk over to collect and heal herself.

R: ---

- Active: ---
- Passive: ---

Lore:

- Encountered Thresh when her entire family was killed and she was gravely injured.
- Was entranced by the concept of beings of death, and pleaded Thresh to make her one.
- He refused, and she survived, angered and obsessed.
- She spent years researching death and immortality and managed to create a way for her to subvert death.
- She built a body made into a suit, performed a ritual, died, and possessed the suit as an undead being.

- Now she tries to perform what she believes is the job of a reaper while also hunting down Thresh to prove herself worthy of his acknowledgment.



Vale, the Acolyte of Clay

- Mage
- Tank

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: Deloric Presence

- Vale's magic causes the dirt and blood around him to fuse together, imbued with the same artificial life as himself. Whenever he kills an enemy champion, large jungle monster, or cannon minion, he spawns a clay soldier on the corpse that draws aggro and attacks all enemies nearby like a turret. Vale can only have 3 clay soldiers alive at once, and these soldiers cannot move and last for 60 seconds on their own.

Q: From Dust We Rise

- Active: ---
- Passive: ---

W: ---

- Active: ---
- Passive: ---

E: ---

- Active: ---
- Passive: ---

R: To Ashes Fall

- Active: ---
- Passive: ---

Lore:

-



Ellay, the Lord's Harvestmaid

- ---
- ---

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: ---

- Active: ---
- Passive: ---

Q: ---

- Active: ---
- Passive: ---

W: ---

- Active: ---

- Passive: ---

E: ---

- Active: ---

- Passive: ---

R: ---

- Active: ---

- Passive: ---

Lore:

-



Gemma, the Huntswoman

- ---
- ---

Stats:

- Health: ---
- Attack Damage: ---
- Attack Speed: ---
- Movement Speed: ---
- Health Regen: ---
- Armor: ---
- Magic Resist: ---

Passive: Track a Falcon

- Enemies damaged by Gemma are revealed for 2 seconds after leaving normal vision range. Enemies under 50% health are also slowed by 30% for 1 second.. Gemma gains 40% bonus movement speed when moving towards enemies revealed in any way.

Q: Sky Hunters

- Active: Gemma sends out her crow to follow the last enemy revealed by her passive, providing vision of the birds (not the target) for 4/5.5/7/8.5/10 seconds.

- The crows follow 100 units behind their targets, and will cause all nearby neutral monsters to attack the target.
- Gemma gains bonus MS when moving towards a tracked target.
- Passive: Gemma's crows occasionally attack random monsters and minions nearby, either dealing a percentage of her AD on hit or causing them to bleed for a percentage of her AP over several seconds, depending on which she has more of.

W: Fox Hunt

- Active: Gemma unleashes her hounds (1 for each enemy champion), which move from her towards
- Passive: ---

E: ---

- Active: ---
- Passive: ---

R: ---

- Active: ---
- Passive: ---

Lore:

-



Gallica, the Rose's Vindication

- Disruptor
- Skirmisher

Stats:

- Health: Average
- Attack Damage: Low
- Attack Speed: High
- Movement Speed: Average
- Health Regen: Average
- Armor: Average
- Magic Resist: Low
- Resource: Mana

Passive: The Thorns it Bears

- Whenever Gallica takes damage, he becomes Barbed, reflecting 5% of all damage dealt to him (+5% AD) back as magic damage for 2 seconds.
- When Gallica deals damage to an enemy while Barbed, he gains a stack of Vigorous Bloom, which increases the damage reflection of Barbed by 5% and adds 1 second to the duration.

- Vigorous Bloom stacks to a max of 5 and fades with Barbed.
- When Barbed fades, it goes on cooldown for 10/7.5/5 seconds plus 2/1.5/1 second for each stack of Vigorous Bloom.

Q: Roses of the Field

- Active: Gallica causes a White Rose Field to grow around him, slowing all enemies standing on the thorns.
 - While standing on the White Rose Field, Gallica does not lose stacks of Vigorous Bloom and steals movement speed from all enemies on the White Rose Field per second.
 - Passive: Whenever Gallica uses an ability while on a White Rose Field, a Red Rose Blossom spawns beneath his feet, spreading its thorns and deals damage per second to all enemies standing on them.
 - When Gallica moves over a Red Rose Blossom, he gains full stacks of Vigorous Bloom and the Red Rose Blossom fades.

W: I Held the Flower

- Active: Gallica causes the rosebuds on his sword to sprout, surrounding his sword with poisonous thorns.
 - Whenever Gallica hits an enemy while I Held the Flower is active, he reduces their attack speed and cooldown reduction and increases his own up to a cap.

E: By Any Name

- Active: Gallica causes a yellow rose to bloom on his back, spreading pollen into the air around him that reduces the movement speed of nearby enemies and increases his own.
- While By Any Name is active Gallica's basic attacks gain bonus range and deal bonus magic damage for every enemy affected by the pollen.

R: Promise You a Garden

- Active: Gallica causes black roses to grow in a line in front of him, dealing damage on cast to everything in the way.
- All allied champions on the black roses deal increased damage.
- Enemies that stand in the garden have their key bindings randomly reassigned.
- Enemies that stay in the garden long enough have their controls impaired (all commands suffer an input delay).

Lore:

-

Misc:

- Taunting Ally Jhin: "I must say, your flowers are marvelous."
 - Enemy Jhin: "The rose and the lotus competing for the same garden. Grow strong, and may the truest one bloom."
- Taunting Enemy Zyra: "You use plants for such an ugly purpose. For that I will remove you like a weed."
 - "I will prune away all that you create."

