

Shango

Orisha of Fire and Lightning

Late-Game Raid Boss

Character Overview

Appearance

Lore

Pantheon: Yoruba

Kit 1

Overview

Role(s): Solo / Jungle

Tags: Crowd Control / Burst Damage

Resource: Mana

Abilities

Passive: Storm Lord's Challenge

Shango binds his true power in three Thunder Stones.

When he damages an enemy god, he unbinds a stone, dealing damage in an area around him and gaining a bonus unique to each stone. Shango cannot unlock multiple stones from the same god - he seeks a true challenge, requiring multiple enemies to unlock his full power. Once he unlocks all three Thunder Stones, his abilities become drastically stronger and his non-ultimate ability cooldowns are reduced by 3s.

First Stone Bonus: Strength

Second Stone Bonus: Protections

Third Stone Bonus: Health Regeneration and increased size.

Strength: 10 + 1 per level

Protections: 15 +1 per level +5%

Health Regeneration: 5 + 0.5 per level

Size: 50%

Activation Damage: 30 + 10 per level + 35% STR

Basic Attack

Chain: 1/1/1.25/1.35/1.5/2

Ability 1: Infernal Cleave

Shango cleaves with his giant axe dealing physical damage in a wide cone and igniting enemies hit, applying a magic damage burn. Then, he slams down in a short-range line dealing physical damage again and applying the burn once more. Slam damage increases for each enemy god hit by the heavy cleave.

Full Power: Doubled cast speed. Slam damage is dealt as true damage.

Damage: 60/100/140/180/220 + 80% STR. Second hit increased by 20% per enemy god hit.

Burn Damage: 1/1.5/2/2.5/3% max health every second for 3s, stacks up to two times.

Cost: 80

Cooldown: 11s

Ability 2: Limitless Strength

Shango grabs the target enemy god dealing physical damage, and has 2s to throw them. If he is hard crowd controlled, he drops them harmlessly.

If he throws them, they explode on contact with terrain or another enemy, dealing area damage, stunning them and slowing nearby enemies.

Full Power: Longer throw range, higher damage and larger explosion radius. Can no longer be interrupted by crowd control. Can grab two gods at once.

Grab Damage: 60/80/100/120/160 + 40% of STR

Explosion Damage: 80/100/140/180/220 +60% of STR

Stun: 0.5s

Slow: 40% for 0.5s

Throw Range: 4.4m/8.8m (Full Power)

Explosion Radius: 1.6m/3.2m(Full Power)

Cost: 80/85/90/95/100

Cooldown: 18s

Ability 3: Roar of the Slayer

Passive: Store a percentage of all damage taken as Grey Health, decaying over 5s.

Active: Heal all remaining grey health, deal physical damage in an area around you, and slightly push enemies.

Full Power: Can be cast while Hard Crowd Controlled, cleansing it. For each point of damage taken, gain double that amount as grey health, stronger shove, and stun enemies who are shoved into walls.

Grey Health: 25% of damage taken

Heal: 100% of Grey Health

Damage: 80/100/140/180/220 +40% of STR

Radius: 3.2m

Shove: 1.6m/3.2m

Stun: 0.5s

Cost: 80

Cooldown: 15s

Ultimate: Heaven and Earth, Tremble in Fear

Shango gathers his might and leaps a huge distance forward, landing in a cataclysmic slam that knocks all enemies straight up and does immense physical damage.

Full Power: Larger radius, stronger knockup, fires off lightning, dealing bonus magic damage to everyone hit.

Damage: 100/200/300/400/500 +100% Strength

Magic Damage: 50/100/150/200/250 +50% STR

Range: 16.6m

Radius: 3.6m/7.2m (Full Power)

Cost: 100

Cooldown: 90s

Aspect: Aspect of Flames

Replace your Thunder Stones with Cinder Stones, granting different bonuses. Infernal Cleave becomes Electric Cleave, Stunning instead of Burning, and the slam deals basic attack damage that does not deal bonus damage for every enemy hit. Your ultimate applies a burn at full power instead of burst damage. Your hit chain is changed.

Passive: Flame Lord's Challenge

Shango binds his true power in three Cinder Stones.

When he damages an enemy god, he unbinds a stone, dealing damage in an area around him and gaining a bonus unique to each stone. Shango cannot unlock multiple stones from the same god - he seeks a true challenge, requiring multiple enemies to unlock his full power. Once he unlocks all three Cinder Stones, his abilities become drastically stronger and his non-ultimate ability cooldowns are reduced by 3s.

First Stone Bonus: Attack Speed

Second Stone Bonus: Lifesteal

Third Stone Bonus: Critical Strike Chance and increased Size

Attack Speed: 10% + 2% per level

Lifesteal: 10%

Critical Chance: 10% + 1% per level

Activation Damage: 30 + 10 per level + 35% STR

Basic Attack

Chain: 1/.5/1.25/2 last hit cleaves

Ability 1: Electric Cleave

Shango cleaves with his giant axe dealing physical damage in a wide cone and stunning enemies hit. Then, he slams down in a short-range line dealing physical damage again that can Critically Strike and apply On Hit effects.

Full Power: Doubled cast speed and slam does true damage.

Damage: 60/100/140/180/220 + 80% STR.

Stun: 0.5s

Cost: 80

Cooldown: 11s

Ability 2: Limitless Strength

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Range: 16.6m

Radius: 3.6m/7.2m (Full Power)

Cost: 100

Cooldown: 90s

Aspect

