# Lapluie, the Rain Elemental

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General Projection:

(concept art since i cant draw. Original art by hongnabya)

Adjustments from picture: err her whole body is water



# Rationale:

This time I set on an adventure to create a healthless champion.

(note: sorry, upload was 3 hours overdue D:)

# Introduction:

Hi, its Emiki again, I'm back with a new champion release. The rainy season is upon us, and from the rain comes forth a champion inspiration!

Lapluie is an Elemental which Nami met on her journey of obtaining the moonstone. As both share an affinity for water, they were quick to make acquaintance.

In game, Lapluie is a battle mage who introduces a unique resource management style, as well as niche resistances to specific types of champions.

Base Stats:
Primary Resource: MP
Secondary Resource: Rainwater

MP: 490 + 70 | MP regen: 8 + 1
Armour: 22 + 3 | Magic resist: 30 + 0.5

Attack damage: 53 + 3.0 | Attack range: 500
Attack speed: 0.625 + 2.70% | Movement speed: 330

# Ability kit:

## Passive: Pure Water

Arcane Water: Lapluie uses mana as her primary resource, rendering her immune to all self and enemy effects which rely on HP calculations such as %HP damage or execute damage modifiers. She takes damage to her mana bar normally, and dies when she runs out of mana. Allied healing and shielding effects and calculations apply normally.

Lapluie converts each point of maximum HP and mana gained from items and runes into 0.35(+0.025 per level) maximum mana. Health potions will restore mana, but all other forms of HP regen are not converted.

Rainwater: Lapluie uses Rainwater as her secondary resource. Lapluie can store up to 200 Rainwater, regenerating 5(+0.5 per level)(x1 +0.01 per Ability Haste) Rainwater per second.

Ocean soul healing will not "double heal" Lapluie.

## Q - Rainwater Burst

No target/Point target | Range: 900 | Radius: 150 - 350 (based on Rainwater cost)
Cooldown: 8/7/6/5/4 (after recast) | No cost

Active: Lapluie charges for up to 4 seconds, consuming 10 Rainwater per 0.1 seconds afteran initial 0.5 second delay, up to 200 Rainwater. Lapluie's Rainwater regeneration is disabled while charging.

Recast: Lapluie fires an orb of rainwater in the target direction, detonating upon hitting an enemy, dealing 40/70/100/130/160(+40% AP)(x1 +0.01 per Rainwater consumed) magic damage to enemies in an aoe of radius 150(+1 per Rainwater consumed).

A Puddle of water remains in the aoe for 4.5(+0.25 per level) seconds, dealing 10/18/26/34/42(+10% AP) magic damage per half second. Puddles deal 50% damage to non-champions.

Puddles apply Moisture to allied and enemy champions in its aoe, which lingers for 3 seconds after exiting.

If not recast, Lapluie refunds 75% of the Rainwater consumed, but not the cooldown.

The damage areas of multiple Puddles do not stack. Both the detonation and the Puddle apply Moisture.

## W - Water Absorb

Point target | Range: 600 | Radius: 250
Cooldown: 14/12/10/8/6 | No cost

After a 0.75 second delay, Lapluie draws water from allied and enemy champions in the target area, consuming the Moisture buff from them.

Lapluie deals 40/80/120/160/200(+6% max mana)(+40% AP) magic damage to enemy champions hit, decreased to 50% damage against enemy champions without the Moisture buff.

Lapluie restores 0/10/20/30/40(+4% max mana)(+20% AP) mana for each buff consumed.

Water Absorb benefits from hitting Puddles, treating them as one champion with Moisture.
The Puddle's aoe is decreased by 100 radius. If it is any smaller, it is consumed.

## E - Condensed Vapour

No target | Radius: 600 | Duration: 3
Cooldown: 22/19/16/13/10 | No cost

Lapluie modifies her composition for the duration, gaining 40% damage reduction against champions and storing half of the pre-mitigation reduced amount as Vapour on her secondary bar. In addition, Lapluie gains 14/18/22/26/30% movement speed.

At the end of Condensed Vapour's duration, Lapluie unleashes a pulse of water, consuming all Vapour, and deals 80/100/120/140/160(+100(+50% AP)% Vapour) magic damage to nearby enemies, decreased to 50% damage against enemy champions without the Moisture buff.

Applies Moisture to allied and enemy champions in the pulse aoe, lasting for 3 seconds.

## R - Cloudform/Hydrometeor

Cloudform: No target | Cooldown: 100/80/60 | Cost: 100% of current Rainwater

Lapluie dissolves into her elements, gaining Cloudform, disarming herself and being unable to cast her basic abilities, but gaining 35/55/75% slow resistance, 15 Rainwater regeneration and ignoring unit collision for 6 seconds.

While in Cloudform, if Lapluie comes within 200 range of another champion with Moisture, she gains 50/60/70% bonus decaying movement speed for 1 second and restores 20/25/30 Rainwater. This effect can only happen once per champion/Puddle. Subsequent collisions refresh the movespeed buff.

During Cloudform, Lapluie can cast Hydrometeor, causing Lapluie to exit Cloudform.

A range indicator centred on Lapluie of radius equal to 250% of Lapluie's current Rainwater indicates Hydrometeor's aoe and is visible to allies and enemies. The indicator updates dynamically.

Hydrometeor: No target | Cost: 100% of current Rainwater

Lapluie summons a barrage of rainwater to strike her current location in an aoe of radius equal to 250% current Rainwater (marked by the indicator), dealing 80/140/200(+40% AP)(x1 +0.01 per Rainwater consumed) magic damage to enemies and slowing them by 80% for 1/2/3

seconds. Creates a 150 radius Puddle for each enemy champion struck which lasts for 4.5(+0.25 per level) seconds, dealing the same dps as though it was created by Rainwater Burst.

Hydrometeor automatically casts upon exiting Cloudform if not manually cast.

# General Projection:

Being a battle mage, Lapluie offers strong aoe dps damage as well as defensive mechanics like damage reduction. Lapluie however has more zone control elements with her puddle mechanic, which rewards Lapluie when she sets up the battlefield beforehand.

Lapluie's basic trading combo is simply Q>W, applying Moisture and absorbing it for a quick trade.

## Ability Projection:

P - Pure Water

Lapluie's core gimmick which renders her immune to a plethora of %HP damage threats such as Vayne or Kog'maw which would normally threaten semi tank battlemages like herself, or execute damage threats like Lee Sin or Rek'sai.

As a general rule for interactions, HP-based calculations always take the minimum possible value. For example, %max HP damage treats Lapluie as a 0HP target, while missing HP damage amplifications treat Lapluie as a full HP target.

This gimmick also leads to various limitations in item and rune choices. For example, Lapluie may not use runes like Last Stand. Lapluie will also underutilize runes like Grasp, Guardian and Demolish owing to their HP scalings, which Lapluie cannot use. As for items, Lapluie is essentially forced to get Seraph's due to its insane stat efficiency, and underutilize items with HP scaling like Warmog's or Heartsteel.

Lapluie's Rainwater mechanic can be compared to Mantra or Vladimir's Bloodthirst, being able to empower Rainwater Burst on a secondary cooldown.

Q - Rainwater Burst

Lapluie's main form of waveclear comes in a familiar skillshot into aoe detonation, much like Karma Q, leading into an aoe damage zone like Morgana W.

Manipulation of Rainwater expenditure and Puddle usage is a notable area of skill expression. Knowing waveclear breakpoints to optimise Rainwater usage is key in wave management.

In skirmishes, casting Rainwater Burst with lesser Rainwater will result in more Puddles to work with, but consuming more Rainwater will offer stronger burst damage.

W - Water Absorb

Lapluie's sustain tool, Water Absorb, rewards Lapluie for landing her spells on enemies. As Water Absorb relies on Moisture buffs to be efficient and also consumes the buff, it is often used at the end of a rotation.

There is a strong anti-synergy which the player must take note of; casting Water Absorb at the start of a rotation can severely ruin Lapluie's damage output, especially her ultimate, which benefits strongly from the presence of Moisture buffs.

E - Condensed Vapour

Lapluie's utility/defensive spell, Condensed Vapour offers damage reduction and mobility which are both highly valued on battle mages, coupled with respectable damage. It is a pivotal combo tool when used together with her ultimate.

It has a long cooldown early, and is an important defensive spell in the early lane.

R - Cloudform/Hydrometeor

Lapluie's ultimate is a massive aoe damage tool which comes with a setup gimmick. Compared to other aoe damage ultimates, Hydrometeor trades a longer setup time for the absence of cast delay. Because of this mechanic, Hydrometeor's consistency lies in the relative mobility of Lapluie to her enemies.

Hydrometeor also sets up for powerful Water Absorbs with the Puddles created.

Because entering Cloudform consumes all of Lapluie's Rainwater with no benefit, and disables her from using her basic spells, it is often optimal to use a fully charged Rainwater Burst as well as Condensed Vapour before ulting.

## Lane Assignment:

Due to Lapluie's level dependence, she is more viable in a solo lane such as mid or top, where her trading patterns also let her thrive better. APC Lapluie can be pulled off, but is easily outclassed by other apc mages due to Lapluie's low range, and lack of notable support synergies.

Lapluie can't jungle well due to her bad clear and pitiful gank setups, and provides virtually no utility in the support position.

## Basic Item Discussion:

Lost Chapter items and Archangel's Staff are attractive choices due to the mana synergy. Blackfire Torch is the standard purchase owing to its dps oriented stats, but additional mana items like Rod of Ages, Luden's and Malignance are always welcome.

Cosmic Drive and Ability Haste purchases greatly help Lapluie cycle through her rotation.

Rylai's and Liandry's appeal generally to battle mages. Riftmaker is a bit of an exception as wasting the HP conversion does feel rather bad, and likely makes the item stat inefficient.

Frozen Heart deserves a mention as Lapluie's premier armour item owing to its mana.

Tank itemization is situational since Lapluie can only benefit up to 80% of HP purchases. However, since Lapluie tends to be in close proximity to enemies, and has a pseudo damage reflection spell, it can be appropriate in certain situations.

Patch notes:
120221 - added image for concept art, revised some text in general projection
240724 - necroupdate kek, q now uses 0.1 second intervals instead of 0.01. Passive mana convert ratio nerfed, items updated