



THE ROAMING IDOL

RAMMUS

Idolized by many, dismissed by some, mystifying to all, the curious being Rammus is an enigma. Protected by a spiked shell, he inspires increasingly disparate theories on his origin wherever he goes—from demigod, to sacred oracle, to a mere beast transformed by magic. Whatever the truth may be, Rammus keeps his own counsel and stops for no one as he roams the Shuriman desert.

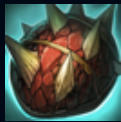
[Quoted from Rammus' League of Legends bio]

RAMMUS ABILITIES RUNDOWN



Ability Resource - Mana

This champion uses Mana to cast their abilities. Mana is drawn from a large pool and passively regenerates over time at a slow rate.



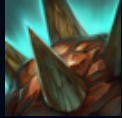
Passive - Spiked Shell

Rammus' basic attacks deal bonus physical damage, scaling with his Armor, and bonus magic damage, scaling with his Magic Resistance.



Q - Powerball

Rammus rolls in a ball, building speed as he moves forward and losing speed while making hard turns. Upon collision with an enemy or impassable terrain, Rammus damages, knocks back, and briefly slows all nearby enemies based on his speed built.



W - Fortify

Rammus enters a defensive curl, slowing himself but vastly increasing his Armor and Magic Resistance, using his shell as a Barrier to intercept all passing attacks and projectiles, and returning damage to nearby enemies who harm him.



E - Sandstorm

Rammus surrounds himself in a sandstorm, Camouflaging himself and allies who enter the storm. Enemies are damaged, Slowed, and Blinded.



R - Seismic Slam

Rammus hurls himself at a target area, damaging and knocking up enemies more the closer they are to him. These effects are empowered if cast while Rammus is in Powerball.