

THE VOID ALCHEMIST KOG'MAV

Innocent and benign, Kog'Maw is a rare Icathian Void-spawn which evolved to coexist and blend in with Runeterra's organic life. It feeds on anything, creating a nourishing and mutative elixir with its corrosive saliva. By consequence, Kog'Maw has indirectly altered ecosystems across Shurima, Ixtal, and beyond in its short life. Some mortals have even derived strains of its elixir for agricultural and medicinal uses, while others have sought to destroy the source. However, the few foolish enough to threaten Kog'Maw quickly fall to the volatile fury of the monster hiding in plain sight.

KOG'MAW ABILITIES RUNDOWN



Ability Resource - Entropy

This champion uses Entropy to cast their abilities. Entropy exists in a medium pool and regenerates by attacking the remains of nearby deceased units to consume them.



Passive - Living Alkahest

Kog'Maw's attacks and damaging abilities deal split physical and magic damage over 3 seconds and corrode Armor and Magic Resist, stacking up to 6 times. Also, its attacks deal reduced damage but gain bonus Attack Speed.



Q - Solvent Salvo

Kog'Maw fires a glob of saliva at a location, damaging enemies hit. Solvent Salvo is treated as a basic attack and scales with all the same things. Rapidly casting it costs more Entropy with each additional cast.



W - Skitter

Kog'Maw gains a burst of Move Speed. Consuming a unit's remains resets Skitter's cooldown.



E - Void Alchemy

Kog'Maw sprays a cone of transmutive chemicals, damaging and Blinding enemies hit, and sprouting Void Plants from unit remains. Kog'Maw and its allies can consume Void Plants to briefly improve their Health and Resource regeneration.



R - Icathian Surprise

Kog'Maw briefly becomes Volatile with Void energy, attacking and casting its abilities faster and further. Also, its attacks and damaging abilities deal bonus maximum Health true damage. If Kog'Maw dies while Volatile, it explodes, damaging nearby enemies based on its remaining Volatility.