

Camazog

The Screecher- Top Lane Tank/Bruiser



I. Introduction

League as a whole has only 7 champions that can inflict the **Silence** condition, with two of them using it as more like a “cancel channel” rather than a true silence.

Inherently, **Silence** can be a rather toxic condition when used too often or for too long, leading to a frustrating state where it feels like you can hardly play your champion. I have tried to design **Camazog** in such a way that she utilizes **Silence** as one of its definitive users, while not feeling entirely frustrating to play against. I have also attempted to implement a new condition called **Deafen**, which will be explained below.

II. Synopsis

Before I begin with her background, I would like to point out that I am historically bad with names, so “**Camazog**” is by no means set in stone. In fact I would love to hear suggestions..

Camazog is a giant, humanoid bat that produces ear-drum piercing sonic screams. She is large and imposing, a little bigger than Rek-Sai in game . Unsure yet if she should be a void-creature or not. As mentioned above, I have tried to design her so that she is one of the premier users of **Silence**. She also utilizes, only in her ult, a new condition called **Deafen**.

Deafen works as follows: If a champion is afflicted with **Deafen**, then they are immune to allied effects on themselves, and they cannot cast abilities. It is basically a souped-up version of **Silence**. Meaning, for example, a Lulu, Soraka cannot shield, heal a **Deafened** target.

Unsure if this should include self-triggered item effects, like dropping Guinsoo stacks or canceling Sunfire’s effect for the duration of the **Deafen**. **Deafen** does not affect self-triggered champion effects, like Fiora’s immunity shield or Darius’ passive stacks. It also will not affect any effects from Runes.

III. Lore

Either a void-infected creature (NOT void originated) or just a giant bat from some corner of Runeterra. Idk let the lore/writing team hash it out.

IV. Inspiration

- Pictured Above: Man/She-Bat, from Batman Comics.
- Noivern from Pokemon
- Banshees



V. Moveset

Disclaimer: Numbers are obviously relative, and will change depending on her balance and playtesting. As such, I have neglected to add things such as damage done or stats gained. The one exception to this is the amount of CC she does, as I believe that is important when dissecting the overall strength of her kit.

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| P | <p>Silencing Screams: Camazog fills up a “Decibel Meter” on every Ability cast. Once it reaches a certain threshold, her next basic Ability will Silence for 1-2s depending on level. It triggers on every third cast, and will reset itself if no Ability has been used for a moderate duration. Camazog, however, is not immune to her own screams. If she Silences a champion in this way, she herself becomes Silenced for 6s, and this Ability will go on cooldown for 40-25s, depending on level.</p> <p>Hunter of the Mute: If Camazog right-clicks a Silenced enemy champion, she will do a small dash as she rushes to them, dealing a small amount of damage and rooting them for .5s. Afterwards, Camazog will gain a burst of rapidly decaying MS. Camazog gains AD and AS while Silenced.</p> |
| Q | <p>Camazog unfurls her wings, sweeping it across the ground in a violent motion, Slowing and dealing damage in a short but wide arc. Afterwards, her wings stay unfurled for an extra 10s and grant her increased size.</p> <p>This Ability has 2 charges.</p> |
| W | <p>Camazog calls her bat minions to her side, gaining a shield lasting for 5s. For the duration of the shield, Camazog will deal a small amount of constant damage around her in a circle, as the bats revolve around her quickly. The amount of damage the bats do depends on the current shield amount.</p> <p>Side Note: If used to trigger Camazog's passive, it will only apply the Silence on the first instance of damage per champion. So, it will not constantly reapply Silence.</p> |
| E | <p>Camazog takes flight, becoming Ghosted and gaining a small amount of MS. Her next Attack causes her to pounce into the ground, dealing damage in a small area around the target.</p> |
| R | <p>Camazog begins a stationary channel, as she screams as loud as she can. 3 waves of sonic force emanate around Camazog, one after the other, in a large circle. If an enemy champion is hit by 1 wave, they are Slowed. If they are hit by a wave while Slowed, they are Silenced for .5s. If they are hit while Silenced, they are Deafened for .5s.</p> <p>Side Note: Deafen and Silence replace each other, they will not overlap and stack. This Ability will also stack her passive, but will not trigger it.</p> |

VI. Conclusion

As mentioned before, I have tried to give **Silence** a starring role in her kit, while also limiting access so it doesn't feel completely unfun. With her stacking **Decibel Meter** located under her health bar, all enemies will know when a **Silence**, and therefore a burst window for **Camazog**, is coming. She does have access to a team-wide **Silence**; however, this requires her to have a full, uninterrupted, complete channel into the enemy team with her R, which should be rare but will happen when paired with other large AoE champ abilities. Due to her self-inflicted **Silence**, Camazog will not have access to her full kit if she needs to burst a champion down. Take for example, these scenarios:

Q1 -> Q2 -> W: The W silences, but **Camazog** will not have access to her E or R.

E -> Q1 -> Q2: The Q2 silences, but **Camazog** will not have access to her W or R.

R -> Q1 -> E: The E silences, but **Camazog** will not have access to her Q2 and W.

Q1-> Q2 -> R -> W: The W silences, but **Camazog** will not have access to her E.

Camazog is deliberately designed that she will lose access to some of her abilities in exchange for the opposing champion losing access to theirs. During that window, **Camazog** has an advantage due to the bonuses granted by **[P] Hunter of the Mute**. The player is forced to make a decision on which ability should become empowered and what is worth giving up for each fight. Due to the cooldown on **Camazog's** passive, she should be able to **Silence** just about every fight, but is limited in utilizing that passive to **Silence** multiple times in a single fight.

Erwach

Psionic Prodigy- Marksman



I. Introduction

As an ADC main myself, I understand that innovation on ADC can be rather tricky. It's tough to make an ADC that feels "different", while still adhering to the philosophy and limitation that the majority of an ADC's power comes from an undodgeable, unmissable **Attack**. I believe that one of the main ways that ADCs feel unique from other champions, aside from obvious kit differences, is the *speed* and *travel time* of the **Attacks**. In my honest opinion, one of the best feeling autos in the entire game is Aphelios's Severum **Attacks**. They are instantaneous, with no travel time, and a very satisfying "slice" VFX. I have tried to design **Erwach** with the "feel" of a heavier auto in mind, but not the way that Jhin does. I have also attempted to develop **Erwach** as a caster marksman.

II. Synopsis

Erwach is a troubled kid (a little older than Ezreal), unsure of his abilities and unconfident. He is aware of his latent psychic power, but unsure of how to control or utilize it. He is constantly second-guessing himself and has a low self-esteem. He is not "sad" like Amumu, he just has a tinge of anxiety. However, this flips on itself during his R. While he is in his R, he becomes cocky and toxic, throwing out insults to other champions, insulting them and telling them how much better he is than them. Like I mentioned above, **Erwach** has been designed with an emphasis on "heavier" autos. This is done by passively, flatly reducing the amount of bonus **AS** he gets, in exchange for a slight bonus on AD (again, not as much as Jhin. The reduction on **AS** he gets is more than when Jinx uses her rockets).. The majority of **Erwach's** power comes from his **[P]** and his **[R]**. His **[P]** is a stacking **Ability** grants him increased **AS** and decreased auto travel time on every stack, while his **[R]** grants him increased **AD** and unlocks a new **Ability**. I will go more in depth below.

III. Lore

Erwach is defined by his split personality. The majority of his time is spent as an unconfident kid, while in his R that swaps and he becomes a cocky, insufferable prick. His personality was split either two ways: one, seeing his parents be ripped to shreds by void creatures, or two, from experiments by Singed or Viktor.

IV. Inspiration

- Pictured above: Gearsper from One Punch Man
- Mob from Mob Psycho
- Lucas from EarthBound



V. Moveset

Disclaimer: Numbers are obviously relative, and will change depending on his balance and playtesting. As such, I have neglected to add things such as damage done or stats gained.

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|----------|---|
| P | <p>Confidence Builder: Erwach gains a stack of Confidence every Attack. Every stack grants a small amount of AS, and lowers the amount of travel time an Attack has. Confidence caps out at 10 stacks. Once this cap has been reached, Attacks are instantaneous, with no travel time at all (Attacks will still have a wind-up). Confidence rapidly decays if Erwach has not attacked in a while.</p> <p>I Don't Know What This Does...: Erwach innately benefits less from bonus AS from items, only receiving about 33% of the bonus. However, he gains about 20% of the remaining bonus AS as AD.</p> |
| Q | <p>Show of Force: Erwach emits damaging psychic energy in a narrow cone. It deals a moderate amount of damage, but the damage can be reduced by the number of objects in the cone, as the energy distributes itself. Meaning: every champion, minion, plant, tower, etc, reduces the amount of damage this Ability does. This Ability can damage towers and trigger plants.</p> <p>During R, this Ability changes to: Spike Expulsion: Erwach channels for 2s, linking his mind with every enemy champion inflicted with Psychic Spike. After the channel, Erwach emits a "laser" of energy to every targeted champion, dealing damage to the target and to everything in the lasers' path. The amount of damage is dependent on the amount of Psychic Spike stacks on the target. The damage is reduced if an enemy champion is in the laser's path. This Ability has infinite range. Using this Ability will end Personality Fracture.</p> |
| W | <p>State of Mind: Erwach creates a circular zone of lingering psychic energy. While within this zone, Erwach gains AS.</p> <p>During R: Erwach is able to utilize the energy more efficiently, gaining a small amount of Attack range and MS while within the circle.</p> <p>Side Note: This circle should be slightly larger than Taliyah's Worked Ground.</p> |
| E | <p>Swat: Erwach quickly waves his hand, using his psychic powers to swat away and destroy any projectiles in an arc.</p> <p>During R: If Erwach destroys a projectile in this way, his next Attack will inflict Psychic Spike. (This will add onto the 5 granted by his [R], making the total up to 6)</p> |
| R | <p>Personality Fracture: Erwach enters an elevated state for 30s, gaining Ghosting and bonus AD. His next 5 Attacks inflict a stack of Psychic Spike each, and are instantaneous, regardless of Confidence stacks. During this time, Erwach's basic Abilities have additional effects.</p> |

VI. Conclusion

I have attempted to design **Erwach** as some sort of hybrid artillery mage marksman. He excels at taking down threats from a distance, thanks to his **[Q]** and **[W]**. He has a glaring weakness, that is just charging at him and forcing him to move out of his **[W]**, as he does not have any CC or movement abilities. Skilled **Erwach** players can make full use of his **[E]**, saving it for particularly threatening projectiles. Speaking of his **[E]**, I would like to mention that it is not a spellshield, it does not have a duration. It is a single-use **Ability** that players are forced to use reflexively. The bulk of his strength, obviously, stems from his **[R]**. **Erwach** has a 30s window in which all of his **Abilities** are empowered, and he needs to be aggressive to take full advantage of his stronger kit. Outside of his **[R]**, however, I have tried to make **Erwach** deliberately underpowered. I am not sure of the strength that instantaneous **Attacks** will grant. For example, it bypasses Yasuo Windwall, gives less time for champions to react with shields and heals, etc.

Just for simplicity's sake, I would like to explain the second part of his **[P]**, this time with math. Let's take into consideration another champion with a similar passive, Jhin. Jhin gains raw bonus **AD** depending on his overall bonus **AS**. **Erwach** works in a similar way, however he still gains the **AS**. **Erwach** effectively cuts the item in half; he gains about a third of the bonus **AS**, and gains a portion of the *remaining* bonus **AS** as **AD**. Overall, **Erwach** should be receiving less **AD** from this passive than Jhin does with his.

To keep it simple, let's say for now that Jhin's passive grants 50% of bonus **AS** as **AD**, and that we have an item that grants 100% bonus **AS**.

Jhin's Passive -> $100 * .50 = 50$ bonus **AD**

Erwach's Passive -> $100 * .33 = 33$ bonus **AS**.

77 (item's remaining **AS**) * $.20 = 15.4$ bonus **AD**.

I know Jhin's passive doesn't exactly work this way, but I would like Erwach's passive to always grant LESS **AD** than Jhin's.