PASSIVE

GOES WHERE HE PLEASES

INNATE: Dr. Mundo Health regenerates an additional「 0.8% − 1.6% (based on level) of his maximum health every 5 seconds. 」

PASSIVE: Periodically, Dr. Mundo gains immunity to the immobilizing effects of the next hostile spell to affect him. Upon resisting one, Dr. Mundo pays a health cost equal to 7% of his current health and propels a canister that lands 525 units in the general direction of its source, remaining on the ground for 7 seconds.

Dr. Mundo can move near the canister to consume it, healing himself for 8% of his maximum health and reducing the cooldown of Goes Where He Pleases by 15 seconds. Enemy champions can move near it to destroy it.

Q

INFECTED BONESAW

ACTIVE: Dr. Mundo throws an infected bonesaw in the target direction that deals magic damage to the first enemy hit and slows them by 40% for 2 seconds.

Infected Bonesaw has a minimum damage threshold, and is capped against monsters.

If the bonesaw hits an enemy, Dr. Mundo heals for 50% of the health cost, increased to 100% against champions or monsters.

W

HEART ZAPPER

ACTIVE: Dr. Mundo charges up a defibrillator for up to 4 seconds, dealing magic damage every 0.25 seconds to nearby enemies and storing a portion of the post-mitigation damage he takes as grey health on his health bar.

Heart Zapper can be recast after 1 second within the duration, and does so automatically after the duration.

RECAST: Dr. Mundo detonates the defibrillator, dealing magic damage to nearby enemies. If this hits at least one enemy, he heals for 50% of grey health, increased to 100% if at least one enemy champion or large monster is hit.

E

BLUNT FORCE TRAUMA

PASSIVE: Dr. Mundo gains bonus attack damage, plus an additional amount based on his missing health, reaching maximum value at 70% missing health.

ACTIVE: Dr. Mundo empowers his next basic attack within 4 seconds to have an uncancellable windup, gain 50 bonus range, and deal bonus physical damage, increased by 0% − 60% (based on missing health). If the target dies or is a small monster, they are sent flying away in a line, though not through terrain, causing all enemies they pass through to take 100% AD plus Blunt Force Trauma's minimum bonus damage.

Blunt Force Trauma as well as the triggering attack's damage is increased to 140% against minions and 200% against non-epic monsters.

R

MAXIMUM DOSAGE

ACTIVE: Dr. Mundo injects himself with chemicals to become enhanced for 10 seconds, gaining increased base health, bonus attack damage, bonus movement speed, and bonus health regeneration.