PASSIVE: HAPPY HOUR = INNATE: Periodically, after casting an ability, Gragas heals himself for 6.5% of his maximum health.

Q : BARREL ROLL = ACTIVE: Gragas rolls a cask to the target location, remaining there for 4 seconds, granting sight of the area, and fermenting over 2 seconds to increase its damage and slow effectiveness, up to a maximum of 150%. Barrel Roll can be recast at any time within its duration after the cask has fully travelled, and does so automatically after its duration ends. RECAST: Gragas detonates the cask, dealing magic damage to nearby enemies, reduced by 30% against minions, and slowing them for 2 seconds.

W : DRUNKEN RAGE = ACTIVE: Gragas channels for 0.75 seconds, drinking out of his brew, and gains damage reduction for 2.5 seconds. Upon completing the channel, Gragas empowers his next basic attack within 5 seconds to have an uncancellable windup, gain 50 bonus range and deal bonus magic damage to the target and nearby enemies, capped at 300 against monsters.

E : BODY SLAM = ACTIVE: Gragas charges in the target direction and stops upon colliding with an enemy, dealing magic damage to all nearby enemies, knocking them back, though not through terrain, and stunning them for 1 second. Body Slam's current cooldown is reduced by 3 seconds if Gragas hits an enemy.

R : EXPLOSIVE CASK = ACTIVE: Gragas hurls a cask that travels to the target location over 0.55 seconds, exploding on impact to deal magic damage to all enemies within the area and knock them back 900 units, though not through terrain, from the epicenter of the explosion, as well as granting sight of the area for 1 second.