PASSIVE: TAILWIND = INNATE: Janna gains 8% bonus movement speed while facing nearby allied champions, and grants them the same amount while they are facing her.

Q : HOWLING GALE = ACTIVE: Janna summons a whirlwind at her current location that charges up over 3 seconds, increasing its range, speed, damage, and knock up duration every second over the duration. Howling Gale's direction is determined by this cast. Howling Gale can be recast at any time within the duration, and does so automatically after the duration. RECAST: Janna launches the whirlwind in the direction she targeted over 1.25 seconds, dealing magic damage to enemies hit and knocking them up for 0.5 − 1.25 (based on seconds charged) seconds.

W : ZEPHYR = PASSIVE: While Zephyr is not on cooldown, Janna is ghosted and gains bonus movement speed. ACTIVE: Janna sends an air elemental at the target enemy that deals magic damage and slows them for 3 seconds, capped at 99%.

E : EYE OF THE STORM = PASSIVE: Whenever Janna's abilities slow or knock up at least one enemy champion, she gains 15% heal and shield power for 4 seconds. This may occur only once per cast. ACTIVE: Janna grants the target allied champion, turret, or herself a for 5 seconds, decaying after 1.25 seconds. While the shield holds, the target gains bonus attack damage.

R : MONSOON = ACTIVE: Janna unleashes a blast that knocks back all nearby enemies to up to 875 units over 0.5 seconds based on their proximity, though not through terrain. Janna also channels for up to 3 seconds, healing nearby allies every 0.25 seconds.