***SEJUANI SEASON 7***

**PASSIVE: FURY OF THE NORTH =** INNATE - ICEBREAKER: Enemies stunned by Sejuani are marked Frozen for the disable's duration. Sejuani's next basic attack or ability against a Frozen enemy will consume the mark to deal bonus magic damage equal to 10% of their maximum health, capped at 300 against epic monsters. INNATE - FROST ARMOR: Sejuani gains Frost Armor, which lingers for 3 seconds after taking damage from enemy champions or monsters. She restores it after 12 − 6 (based on level) seconds without taking damage from them. FROST ARMOR: Sejuani gains slow immunity, cripple immunity, 10 (+ 50% bonus armor) bonus armor, and 10 (+ 50% bonus magic resistance) bonus magic resistance.

##### Q: ARCTIC ASSAULT = ACTIVE: Bristle dashes to the target location until he collides with an enemy champion, dealing magic damage to enemies he passes through and knocking them up for 0.5 seconds. Sejuani can cast any of her abilities during the dash. Arctic Assault will cast at max range if cast beyond that.

##### W: WINTER'S WRATH = ACTIVE: After 0.25 seconds into the cast time, Sejuani swings her flail in a cone in the target direction that deals physical damage to enemies hit and knocks back minions and monsters hit. After the cast time, Sejuani lashes out with her flail in a line in the same direction, dealing physical damage to enemies hit and slowing them by 75% for 0.25 seconds.

##### E: PERMAFROST = PASSIVE: Winter's Wrath and both Sejuani's and nearby allied melee champions' attacks on-hit apply stacks of Frost to enemy champions, medium or large monsters, and large minions for 5 seconds, refreshing on subsequent applications and stacking up to 4 times, though not applying if the target is Frozen. Enemies hit by Permafrost or Glacial Prison's bola have all of their Frost stacks consumed. Enemy champions cannot be affected by Frost for 10 seconds after having it consumed. ACTIVE: Sejuani hurls a trap at the visible enemy with 4 stacks of Frost closest to the cursor, which deals magic damage, knocks them down, and stuns them for 1 second.

##### R: GLACIAL PRISON = ACTIVE: Sejuani throws an ice bola in the target direction that stops upon hitting an enemy champion, dealing magic damage and stunning them for 1 second. If the bola travels over 400 units, it becomes empowered to detonate upon reaching maximum range or hitting an enemy champion, dealing increased damage and stunning for 1.5 seconds instead. For the same duration, a frost storm is created that slows enemies within by 30% and grants sight of the area in a smaller radius. Afterwards, the storm shatters to deal magic damage to enemies hit and slow them by 80% for 1 second, as well as revealing them and granting sight of the area for 0.5 seconds.