***ORNN SEASON 10***

##### PASSIVE: LIVING FORGE = INNATE: Ornn increases his bonus armor, bonus magic resistance and bonus health by 10% from all sources, further increased by 4% each time he upgrades a Mythic item into a MASTERWORK item. INNATE - LIVING FORGE: Ornn can purchase non-consumable items from anywhere on the field by forging them himself, and is also presented a Forge Menu with his recommended items to select to be forged. Forging takes 4 seconds and the process is interrupted if Ornn takes damage from enemy champions or turrets, disabling Living Forge for a few seconds. Gold is only expended upon completing the forge. INNATE - MASTER CRAFTSMAN: When Ornn reaches level 13, the Mythic item he owns or purchases is upgraded for free. Additionally, for each level after 13 (levels 14, 15, 16 and 17, excluding 18), Ornn can upgrade one of an allied champion's Mythic item by selecting them within 600 range. Each MASTERWORK item has roughly 1000 Gold 1000-worth of additional stats. MASTERWORK items: ASSASSIN: Draktharr's Shadowcarver, Sandshrike's Claw, Syzygy. FIGHTER: Ceaseless Hunger, Deicide, Dreamshatter, Infinity Force. MAGE: Caesura, Eternal Winter, Eye of Luden, Icathia's Curse, Infinite Convergence, Liandry's Lament, Upgraded Aeropack, Vespertide. MARKSMAN: Bloodward, Typhoon, Wyrmfallen Sacrifice. SUPPORT: Equinox, Reliquary of the Golden Dawn, Seat of Command, Shurelya's Requiem, Starcaster. TANK: Frozen Fist, Leviathan, Primordial Dawn, The Unspoken Parasite. INNATE - TEMPER: Ornn's basic attacks against Brittle enemies knock them back a short distance. Ornn's and allies' immobilizing effects against enemies afflicted by Brittle will consume the debuff to deal bonus magic damage equal to 10% − 18% (based on Ornn's level) of the target's maximum health, capped at 250 against monsters, and last 30% longer (if applicable).

##### Q : VOLCANIC RUPTURE = ACTIVE: Ornn sends a fissure in the target direction that deals physical damage to enemies hit and slows them by 40% for 2 seconds. The fissure stops at maximum range or 200 units behind the first enemy champion struck. After 1.125-seconds, a magma pillar then erupts to knock aside enemies, though not through terrain, and linger as impassible terrain for 4 seconds. The pillar will not expire while Ornn is charging.

##### W : BELLOWS BREATH = ACTIVE: Ornn marches in the target direction over 0.75 seconds, gaining displacement immunity, becoming unable to act, and reducing his movement speed by 35% for the duration. Over the march he belches fire over a cone in front of him, dealing magic damage every 0.15 seconds to enemies hit. The final gout of flame will apply Brittle for 3 seconds. Bellows Breath has a minimum damage threshold, which is also the damage dealt to minions. Monsters take modified damage as well.

##### E : SEARING CHARGE = CTIVE: Ornn charges in the target direction, dealing physical damage to enemies he passes through and stopping upon colliding with terrain. If Ornn collides with terrain during the charge, he creates a shockwave that knocks up and stuns nearby enemies for 1.25 seconds and deals the same damage if they were not already hit by the charge. The shockwave destructs the pillar formed by Volcanic Rupture and partially destroys terrain created by enemy champions.

##### R : CALL OF THE FORGE GOD = ACTIVE: Ornn sounds his horn, summoning a lava elemental at maximum range from the target direction that stampedes towards his casting position at increasing speed. The elemental deals magic damage to enemies it passes through and slows them for 2 seconds. Call of the Forge God can be recast after 1.25 seconds while the elemental is active. RECAST: Ornn dashes in the target direction, though not through terrain. If he collides with the elemental, he sends it stampeding in the same direction. The elemental deals the same damage to enemies it passes through and knocks them up and stuns them for 1 second, reduced to 0.5 seconds after the first enemy champion hit. Each pass applies Brittle to targets for 3 seconds and can affect enemies only once. The elemental briefly grants sight around its trajectory as it travels.