***HECARIM SEASON 12***

##### PASSIVE: WARPATH = INNATE: Hecarim gains bonus attack damage equal to 12% − 24% (based on level) of his bonus movement speed.

##### Q : RAMPAGE = ACTIVE: Hecarim cleaves his glaive around himself, dealing physical damage to nearby enemies, reduced to 60% against minions. If this damages an enemy, Hecarim gains a stack of Rampage for 6 seconds, refreshing on subsequent damage and stacking up to 3 times. Each stack increases Rampage's damage by 4% (+ 5% per 100 bonus AD) and reduces its base cooldown by 0.75 seconds, up to a 12% (+ 15% per 100 bonus AD) damage increase and a 2.25-second reduction of the base cooldown at maximum stacks. Stacks expire by one every 1 second when the duration ends.

##### W : SPIRIT OF DREAD = ACTIVE: Hecarim surrounds himself with the Spirit of Dread for 4 seconds, dealing magic damage every second to nearby enemies. While active, Hecarim gains bonus armor and bonus magic resistance and is healed for 25% (+ 2% of 100 bonus AD) of the post-mitigation damage dealt to enemies within the area, halved to 12.5% (+ 1% of 100 bonus AD) for damage dealt by allies. The healing is capped against minions and monsters.

##### E : DEVASTATING CHARGE = ACTIVE: Hecarim becomes ghosted and gains 25% − 65% (based on time active) bonus total movement speed for 4 seconds. During this time, Hecarim empowers his next basic attack to gain 50 − 250 (based on distance traveled) bonus range and cause him to dash in the target's direction, revealing them for 1 second. If the target remains nearby during the dash, the ghosting and bonus movement speed ends prematurely and Hecarim knocks them back 150 − 350 (based on distance traveled) units, though not through terrain, stuns them for 0.25 seconds, and deals them modified physical damage, increased by 0% − 100% (based on distance traveled). Devastating Charge can critically strike for (75% + 35% 35%) AD bonus physical damage. Devastating Charge resets Hecarim's basic attack timer. Hecarim can cast any of his abilities during the dash. Devastating Charge's duration is paused during Onslaught of Shadows Onslaught of Shadows.

##### R : ONSLAUGHT OF SHADOWS = ACTIVE: Hecarim dashes with displacement immunity to the target location and summons 5 spectral riders in an arrow formation that charge alongside him in the target direction, dealing magic damage to all enemies in their path and revealing them for 2.5 seconds. Upon arrival, he fears nearby enemies for 0.75 − 1.5 (based on distance traveled) seconds and slows them, ramping to 99% over the duration. The wave of spectral riders travels independently of Hecarim and will always charge at the same distance. The slow's strength cannot be reduced and is increased based on how far away the affected units are from Hecarim. Onslaught of Shadows will cast at max range if cast beyond that.