

Passive - Deathsting



Fossurious' basic attacks sting enemy units for 2.00 seconds, slowing them down by 40%.

Whenever Fossurious casts one of his abilities, he thrusts out spikes from his carapace, dealing 100 damage to non-allied units next to him.

Scout – Summon Crypt Swarmer – 60.00



Fossurious summons a **Crypt Swarmer** for 15.00 seconds. This weak summon can be controlled to scout the environment, including invisible units.

If Fossurious has killed a unit within the last 5.00 seconds, he summons 3 **Crypt Swarmers** for 90.00 seconds instead, and grants himself and the swarmers 25% bonus movement speed for 5.00 seconds.

Nuke – Spasmic Shock – 12.00



Fossurious slams the ground, sending forth a shockwave that damages non-allied units hits on the way, up to the range of 650. Upon hitting a building, the shock explodes in a wider radius, dealing damage and causing nearby non-allied units to fall into a **Spasmic Shock** for 0.50 seconds, being unable to move or cast spells.

Stealth – Crypt Crawling – 30.00



Fossurious masks himself over 1.25 seconds, becoming invisible for 8.00 seconds. While invisible he can move through units, but his movement speed is reduced by 30%.

If Fossurious is **Burrowed** upon cast, the duration is increased to 40.00 seconds.

Heal – Burrowing – 8.00



Fossurious burrows into the ground beneath him over 0.75 seconds. While **Burrowed** Fossurious is immobile but rapidly regenerates his health. In addition, he gains magic immunity and takes 25% reduced damage until he unburrows.

Fossurious can unburrow by reactivating this ability, resurfacing over 0.75 seconds and healing a portion of his maximum hit points.

Unique – Tunneling – 60.00



Fossurious targets one of his **Crypt Tunnels** or the **Gold Mound**, creating a new **Crypt Tunnel** at his current location. Fossurious then creates a tunnel between the two points, after which he appears at the target location.

If Fossurious is near an existing **Crypt Tunnel** upon cast, he appears at the target location instantly.

Tunneling can be casted even when **Burrowed**.

Ultimate – Crypt brood – 120.00



Fossurious orders his nearby minions, transforming all of his **Titanous Minions** and **Crypt Swarmers**, within the range of 500 into **Cocoons** for 30.00 seconds.

The cocoons are immobile and relatively fragile, being primary target for enemy towers and fighers. Upon its death cocoon turns back into its original units.

Each cocoon, within the range of 650 of Fossurious, heals him for 2% of his missing health each second. Each cocoon outside the range of 650 increases Fossurious' attack damage by 15.