Passive – Stunning Blows

Granitacles' basic attacks slow targets hit by 40% for 2.00 seconds.

Scout – Sight Stone – [45.00]

Granitacles summons a fragile, invisible Sight Stone that can be moved for 5.00 seconds. For the next 30.00-60.00 (scales with Titan Level) seconds it reveals the surrounding area, including invisible units.

Stealth – Dust Storm – [180.00]

Granitacles surrounds himself with a dust storm, becoming invisible for 60.00 seconds. While invisible Granitacles is able to move through units and gains 20% bonus movement speed.

Nuke – Shrockwave – [12.00]

Granitacles hits the ground, causing rock pillars to emerge from the ground in a line. These pillars deal damage to non-allied units hit by them. Upon reaching the target location, a targettable Rock Pillar is formed for 1.50 seconds, blocking ground movement.

Heal – Anti-erosion – [12.00]

Granitacles replenishes himself, recovering 250/350/450/550 hit points immediately and 50/150/250/350 hit points over the next 3.00 seconds, afterwhich Granitacles is healed for additional 25/75/125/175 hit points, if a Rock Pillar is nearby.

Nearby allied units are only healed by the first interval, healing for 150% efficiency.

Unique – Titanic Enhancement – [44.00/22.00]

Passive: Granitacles gains additional 2-3 Vitality each level.
Active: Granitacles empowers his next non-ultimate ability cast, granting it additional effects.
This ability's cooldown is reset after not taking damage for 10.00 seconds.

Scout: The Sightstone remains mobile for the entire duration.
Stealth: Reduces incoming damage by 25% for the next 7.50 seconds.
Nuke: Turns the nuke into target-area explosion centered around the Rock Pillar.
Heal: Increases the Rock Pillar heal by 50/100%.
Unique: Hurls out a pebble that stuns the target unit for 1.50/2.25 seconds.

Ultimate – Might of the Mountain – [45.00]

Granitacles gains 1500 bonus hit points, 10 bonus armor and spell immunity for 5.00 seconds.