PASSIVE

BLAZE

INNATE: Brand's abilities apply a stack of Ablaze to enemies hit for 4 seconds, refreshing on subsequent applications, and stacking up to 3 times. Subsequent abilities used against a target with Ablaze are empowered. Killing an enemy afflicted with Ablaze or with an ability restores 20 − 40 (based on level) mana.

ABLAZE: While afflicted with Ablaze, the target is dealt magic damage equal to「 2.5% of their maximum health over 3.25 seconds. 」Ablaze deals 120% damage per tick to monsters, capped at 80.

Upon applying 3 stacks of Ablaze to a large monster or enemy champion, the fire becomes unstable, forming an area around the target that grants sight and explodes after 2 seconds, consuming all stacks. All enemies within the detonation are dealt 9% − 13% (based on level) of their maximum health (+ 2% per 100 AP) as magic damage and applied a stack of Ablaze. The explosion will still occur if the target dies to the ability applying the third stack or during the delay.

Q

SEAR

ACTIVE: Brand launches a fireball in the target direction that deals magic damage to the first enemy hit.

Ablaze BONUS: The target is stunned for 1.5 seconds.

W

PILLAR OF FLAME

ACTIVE: After a 0.627 seconds delay, Brand erupts a pillar of flame at the target location that deals magic damage to enemies hit.

Ablaze BONUS: The target takes 25% increased damage.

E

CONFLAGRATION

ACTIVE: Brand sets the target enemy aflame, which creates a blast that deals magic damage to them and nearby enemies.

Ablaze BONUS: Conflagration spreads farther.

R

PYROCLASM

ACTIVE: Brand launches a fireball at the target enemy that bounces between nearby enemies and Brand up to four times, dealing magic damage to enemies each time.

If Pyroclasm's current target becomes invalid, it selects a new target at its remaining bounces. The fireball will bounce to Brand even if he becomes an invalid target while it is currently on a target or is in flight towards him. If there are no nearby valid targets, the fireball fizzles.

Pyroclasm prioritizes enemy champions, then any valid bounce target, then Brand.

The target does not have to be visible for the fireball to bounce to them.

Ablaze BONUS: The target is slowed for 0.25 seconds. This can affect the same enemy more than once.