PASSIVE: DEATH DEFIED = INNATE: Upon taking fatal damage, Karthus enters a zombie state for 7 seconds, during which he can cast his abilities at no cost. If Defile Defile has been learned, it will remain toggled on for Death Defied's entire duration. Requiem Requiem becomes disabled after Death Defied has lasted 4 seconds. While under this state, Karthus becomes untargetable and Cc-immune to crowd control as well as prevents all incoming damage, but is also rendered unable to move, declare basic attacks, use summoner spells, and activate items.

Q : LAY WASTE = ACTIVE: Karthus conjures a blast at the target location that detonates after 0.528 seconds to 0.759 seconds, granting sight of the area and dealing magic damage to all enemies within, Critical strike magic doubled when only one target is struck. Lay Waste deals 95% damage to monsters.

W : WALL OF PAIN = ACTIVE: Karthus erects a wall of pain at the target location perpendicular to his facing that lasts 5 seconds, granting sight around its pillars and center. Enemies that touch the wall are inflicted with Magic penetration 15% magic resistance reduction and become slowed for 4 seconds, decaying over the duration. Enemies can be affected by Wall of Pain only once per cast.

E : DEFILE = TOGGLE: Karthus surrounds himself in a necrotic aura that deals magic damage every 0.25 seconds to all nearby enemies. Toggling Defile off triggers a final tick of damage. Defile cannot be toggled off during Death Defied Death Defied.

R : REQUIEM = ACTIVE: Karthus channels for 3 seconds, then deals magic damage to all targetable enemy champions upon completion.