PASSIVE

RISING SPELL FORCE

INNATE: Ezreal generates a stack of Rising Spell Force for each enemy hit by his abilities, lasting for 6 seconds, refreshing on subsequent hits, and stacking up to 5 times.

RISING SPELL FORCE: For each stack, Ezreal gains 10% bonus attack speed, up to a maximum of 50%.

Q

MYSTIC SHOT

ACTIVE: Ezreal fires a bolt of energy in the target direction that deals physical damage to the first enemy hit and applies on-hit and on-attack effects at 100% effectiveness.

If Mystic Shot successfully hits an enemy, the current cooldowns of Ezreal's abilities, including Mystic Shot's, are reduced by 1.5 seconds.

W

ESSENCE FLUX

ACTIVE: Ezreal fires a wave of energy in a line, dealing magic damage to enemy champions struck, and granting all allied champions struck bonus attack speed for 5 seconds.

E

ARCANE SHIFT

ACTIVE: Ezreal blinks from his current location to up to 475 units towards the target location, then fires a homing bolt towards the nearest enemy that deals magic damage and reveals them for 1 second.

Arcane Shift prioritizes firing at the nearest enemy marked by Essence Flux Essence Flux.

The target does not have to be visible to be hit by this ability. Arcane Shift will cast at max range if cast beyond that.

R

TRUESHOT BARRAGE

ACTIVE: Ezreal fires an energy projectile in the target direction, which briefly grants sight of its surroundings and deals magic damage to enemies hit.

Minions and non-epic monsters take 50% reduced damage.