PASSIVE

TIME IN A BOTTLE

INNATE: Zilean generates Experience 2 / 3.5 / 5 / 6 / 12 (based on level) experience (does not count towards his own level up) every 5 seconds. Time in a Bottle is on cooldown when the game starts and becomes disabled when Zilean reaches level 18.

When he has enough to level up an allied champion, he can select them to channel for 1.2 seconds after a 0.5-second cast time. The channel is interrupted and disabled upon entering combat with enemy champions or taking damage from turrets, placing it on a 10-second cooldown. If Zilean interrupts it himself, it is placed on a 1-second cooldown, increased to 2 if he used a basic attack against a turret to do so.

A successful channel levels up the target and rewards Zilean the same amount of experience for himself as well.

Q

TIME BOMB

ACTIVE: Zilean throws a ticking time bomb to the target location that grants sight of its surroundings. The bomb will attach itself to units that move within the epicenter, or those hit directly, revealing them.

After 3 seconds, or when the attached unit dies, the bomb explodes to deal magic damage to nearby enemies.

The bomb detonates immediately if another bomb attaches itself to the same unit, stunning nearby enemies for a duration.

W

REWIND

ACTIVE: Zilean reduces the current cooldowns of Time Bomb Time Bomb and Time Warp Time Warp by 10 seconds each.

E

TIME WARP

ACTIVE: Zilean applies Time Warp to the target champion which lasts for 2.5 seconds.

TIME WARP: If the target is an ally, they gain bonus movement speed. If the target is an enemy, they are slowed.

R

CHRONOSHIFT

ACTIVE: Zilean places a protective time rune on the target allied champion or himself for 5 seconds.

If the target takes fatal damage within the duration, they enter resurrection for 3 seconds, becoming invulnerable, untargetable, and unable to act. Afterwards, they revive while being healed.