PASSIVE: VOID STONE = INNATE: Kassadin is permanently ghosted and takes 10% reduced magic damage.

Q : NULL SPHERE = ACTIVE: Kassadin fires an orb of void energy at the target enemy that deals magic damage and their ongoing channels. He then gains a shield that absorbs magic damage for 1.5 seconds.

W : NETHER BLADE = PASSIVE: Kassadin's basic attacks deal 20 (+ 10% AP) bonus magic damage on-hit. ACTIVE: Kassadin empowers his next basic attack within 5 seconds to have an uncancellable windup, gain 50 bonus range, deal increased bonus magic damage, and restore mana, with the restoration amount quintupled against champions.

E : FORCE PULSE = PASSIVE: Kassadin generates a stack of Void Energy each time he or a nearby champion uses an ability, stacking up to 6 times. ACTIVE: Kassadin emits a pulse of void energy in a cone in the target direction that deals magic damage to enemies hit and slows them for 1 second.

R : RIFTWALK = ACTIVE: Kassadin blinks toward the target location, dealing magic damage to all nearby enemies upon arrival. He then gains a stack of Riftwalk for 5 seconds, refreshing on subsequent casts and stacking up to 4 times. RIFTWALK: For each stack, Riftwalk deals bonus magic damage at an increased mana cost.