PASSIVE: CLOCKWORK WINDUP = INNATE - THE BALL: Orianna is accompanied by The Ball, which she commands with her abilities. The Ball incurs a 0.15-second global cooldown on all of her abilities between casts. Additionally, The Ball attaches to Orianna if she is near it, and snaps back to her if she moves too far away from it, which incurs a 0.5-second global cooldown on all of her abilities. INNATE: Orianna's basic attacks generate a stack of Clockwork Winding for 4 seconds, refreshing on subsequent attacks and stacking up to 2 times. All stacks are lost when attacking a new enemy. CLOCKWORK WINDING: Orianna's basic attacks are empowered to deal 10 − 50 (based on level) (+ 15% AP) bonus magic damage on-hit, increased by「 20% 」per stack, up to 14 − 70 (based on level) (+ 21% AP) total bonus magic damage.

Q : OMMAND: ATTACK = ACTIVE: Orianna commands The Ball to fly to the target location and remain there, dealing magic damage to enemies it passes through and nearby enemies upon arrival, reduced to 100% − 40% (based on enemies hit).

W : COMMAND: DISSONANCE = ACTIVE: Orianna commands The Ball to emit an electric pulse that deals magic damage to nearby enemies. The pulse leaves behind an electric field that last 3 seconds, granting bonus movement speed to Orianna and her allies when they move within. Enemies that move within the field are slowed by the same amount, decaying over 2 seconds after leaving.

E : COMMAND: PROTECT = PASSIVE: The Ball grants bonus armor and bonus magic resistance to the unit it is attached to. ACTIVE: Orianna commands The Ball to fly to herself or the target allied champion and attach itself to the target, dealing magic damage to enemies it passes through and granting the target a for 2.5 seconds upon arrival.

R : COMMAND: SHOCKWAVE = ACTIVE: Orianna commands The Ball to unleash a shockwave that deals magic damage to nearby enemies, stunning them for 0.75 seconds, and pulling them over 325 − 700 (based on proximity to ball) units, though not through terrain.