PASSIVE: SPIDER QUEEN = INNATE - HUMAN FORM: Elise gains one dormant Spiderling whenever she hits an enemy with an ability, storing up to 2 / 3 / 4 / 5 (based on Elise Human Form's Rank) at a time. INNATE - SPIDER FORM: Elise's basic attacks deal 10 / 20 / 30 / 40 (based on Spider Form's Rank) (+ 20% AP) bonus magic damage and heal her for 4 / 6 / 8 / 10 (based on Spider Form's Rank) (+ 8% AP) on-hit.

Q : NEUROTOXIN / VENOMOUS BITE = ACTIVE: Elise fires a toxin at the target enemy that deals magic damage, capped against monsters. ACTIVE: Elise pounces at the target enemy with her fangs and bites them, dealing magic damage, capped against monsters, and applying on-hit effects at 100% effectiveness.

W : VOLATILE SPIDERLING / SKITTERING FRENZY = ACTIVE: Elise summons a venom-gorged spider for 3 seconds, which is untargetable and crawls to the target location, navigating its path upon encountering terrain. The spider explodes upon contact with an enemy or at the end of its lifespan, dealing magic damage to nearby enemies. If the spider does not hit an enemy before reaching the target location, it chases down a nearby enemy, prioritizing champions and gaining bonus movement speed based on its proximity to the target. PASSIVE: Elise's Spiderlings Spiderlings gain bonus attack speed. ACTIVE: Elise and her Spiderlings Spiderlings gain bonus attack speed for 3 seconds.

E : COCOON / RAPPEL = ACTIVE: Elise fires a web in the target direction, stunning the first enemy hit for a few seconds, during which they are also revealed. ACTIVE: Elise and her Spiderlings Spiderlings lift up into the air, vanishing and becoming unable to act for up to 2 seconds and granting sight of the area for the duration. RECAST: Elise and her Spiderlings Spiderlings instantly descend behind the target, or their current position if there is no target. If cast directly on an enemy, Elise and her Spiderlings Spiderlings automatically recast on the target after 1 second. Upon landing this way, Spider Queen's Spider Queen's bonuses are increased for 5 seconds.

R : SPIDER FORM = PASSIVE: Spider Queen's Spider Queen's bonuses are increased. TOGGLE: Elise switches between her HUMAN FORM and SPIDER FORM. SPIDER FORM: Elise transforms into a spider, gaining 25 bonus movement speed, melee basic attacks with 125 range, and access to her arachnid abilities. Additionally, Elise unleashes all stored Spiderlings Spiderlings. HUMAN FORM: Elise transforms into a human, gaining ranged basic attacks, and access to her human abilities. Additionally, Elise stores all unleashed Spiderlings.