***MALZAHAR SEASON 7***

##### PASSIVE: VOID SHIFT = INNATE: Periodically, Malzahar gains Void Shift until he takes non-minion damage or negates a crowd control effect, to which it then lingers for 0.25 seconds before expiring. VOID SHIFT: Malzahar gains crowd control immunity and 90% damage reduction. Void Shift's cooldown refreshes whenever Malzahar takes non-minion damage or is affected by a crowd control effect, and resets upon respawning.

##### Q : CALL OF THE VOID = ACTIVE: Malzahar opens two portals to the void centered at the target location, sight of the area in between. After 0.4 seconds, enemies between the portals are dealt magic damage and silenced for a duration.

##### W : VOID SWARM = PASSIVE: Malzahar generates a stack of Zz'Rot Swarm when he casts another ability, up to a maximum of 2. ACTIVE: Malzahar consumes all Zz'Rot Swarm stacks and, after a 0.5-second delay, summons a Voidling at the target location. Additional Voidlings are then summoned for each Zz'Rot Swarm stack consumed. Voidlings deal magic damage with their attacks, reduced by 50% against epic monsters and increased by 200% to enemy minions infected by Malefic Visions.

##### E : MALEFIC VISIONS = ACTIVE: Malzahar infects the target enemy's mind, dealing magic damage every 0.5 seconds over 4 seconds, which refreshes upon damaging them with Call of the Void or Nether Grasp. Malefic Visions executes minions below Health icon.png 15 − 45 (based on level) health. If the target dies while infected, they spread Malefic Visions onto the closest nearby enemy and Malzahar restores 2% of his maximum mana.

##### R : NETHER GRASP = ACTIVE: Malzahar tethers to the target enemy champion knocking them down. He then channels for up to 2.5 seconds, suppressing and revealing the target and dealing them magic damage every 0.25 seconds, revealing himself in the process. Malzahar will continue to channel as long as the tether is not broken, even if the suppression is removed. Additionally, a Null Zone is opened beneath the target's location at the time of cast that lasts 5 seconds, dealing magic damage every 0.5 seconds to enemies within, capped at 120 per tick against minions and monsters.