***VARUS SEASON 7***

##### PASSIVE: LIVING VENGEANCE = INNATE: When Varus kills an enemy, he gains 10 / 15 / 20% (based on level) (+ 20% bonus attack speed) bonus attack speed for 5 / 7 / 9 / 11 (based on level) seconds, increased to 40% (+ 40% bonus attack speed) upon scoring an enemy champion takedown.

##### Q: PIERCING ARROW = ACTIVE: Varus charges while being slowed by 20% for up to 4 seconds to increase range and damage over the first 1.25 seconds of the channel. Piercing Arrow can be recast within the duration. If the charge completes without reactivation, Piercing Arrow is cancelled and refunds Mana icon.png 50% of the mana cost. RECAST: Varus fires a piercing arrow in the target direction that deals physical damage to enemies hit. The damage of the arrow as well as any detonated Blight stacks are increased by 0% − 50% (based on channel time), and the arrow's damage is reduced by 0% − 67% (based on enemies hit).

##### W: BLIGHTED QUIVER = PASSIVE: Varus' basic attacks are empowered to deal bonus magic damage and apply a stack of Blight On-hit icon.png on-hit for 6 seconds, refreshing on subsequent applications and stacking up to 3 times. Varus' abilities consume all Blight stacks on enemies hit to apply the effect. BLIGHT: For each stack consumed, the target is dealt bonus magic damage. Against a champion or epic monster, this also reduces his basic abilities' current cooldowns by 12% of the total cooldown for each stack, up to 36% per target. This damage is capped at 360 against monsters. ACTIVE: Varus' next Piercing Arrow within 5.5 seconds is empowered to deal 6% − 14% (based on level) of the target's missing health bonus magic damage, increased by 0% − 50% (based on Piercing Arrow's channel time), for a maximum of 9% − 21% (based on level) of the target's missing health. This damage is capped at 360 against monsters. If Varus does not cast Piercing Arrow, Blighted Quiver can be recast after 1 second within the duration, and does so automatically afterwards or when he dies. Blighted Quiver can be cast during the first 0.25 seconds of Piercing Arrow's charge, and will be placed on full cooldown even if Piercing Arrow is not recast.

##### E: HAIL OF ARROWS = ACTIVE: Varus fires a hail of arrows at the target location that land after 0.5 seconds, dealing physical damage to enemies hit. The area then becomes desecrated for 4 seconds, slowing enemies within and inflicting them with 25% Grievous Wounds.

##### R: CHAIN OF CORRUPTION = ACTIVE: Varus unleashes a tendril of corruption in the target direction that infects the first enemy champion hit, dealing magic damage and rooting them for 2 seconds, during which they are revealed. Over the first 1.5 seconds, they are also inflicted with maximum stacks of Blight. Upon impact, the tendril roots into the ground from which it seeks out nearby enemy champions. If a target does not leave the area within 2 seconds, they subsequently become infected as well, taking the same damage and effects. A new tendril is then spread out from the infected target that is closest to a nearby uninfected enemy champion. The infection can spread repeatedly until there are no new targets.

out a damaging tendril of corruption that immobilizes the first enemy champion hit and then spreads towards nearby uninfected champions, immobilizing them too on contact.