***AATROX SEASON 8***

##### PASSIVE: DEATHBRINGER STANCE = INNATE: Periodically, Aatrox empowers his next basic attack to gain 50 bonus range and deal bonus physical damage equal to 5% − 12% (based on level) of the target's maximum health, capped at 100 against monsters. Aatrox Heal power icon.png heals for 80% of the post-mitigation bonus damage dealt, reduced to 25% against minions. Whenever Aatrox hits at least one enemy champion or large monster with a basic attack on-hit or an ability, the cooldown of Deathbringer Stance is reduced by 2 seconds, modified to 4 if he hits with the Sweetspot of The Darkin Blade.

##### Q : THE DARKIN BLADE = ACTIVE: Aatrox can activate The Darkin Blade three times before the ability goes on cooldown, with a 1 second static cooldown between casts. If Aatrox does not recast the ability within 4 seconds of the previous cast, it goes on cooldown. Aatrox performs a strike with his greatsword for each of the three casts, dealing physical damage to enemies hit within an area. Enemies hit within a Sweetspot of the area take 60% bonus damage and also knocked up for 0.25 seconds. Each subsequent cast increases The Darkin Blade's damage by 25%. FIRST CAST: Aatrox's first strike affects a 625 × 180-unit rectangular area in the target direction, with him centered on the back line and the Sweetspot at the farthest edge. SECOND CAST: Aatrox's second strike affects a trapezoidal area in the target direction, with the Sweetspot at the farthest edge. The hitbox begins 100-units behind Aatrox and extends 475-units in front of him, measuring between 300 and 500-units wide from behind to in front. THIRD CAST: Aatrox's third strike affects a 300-radius circular area centered on a target location that is 200 units in front of him, with a 180-radius Sweetspot within.

##### W : INFERNAL CHAINS = ACTIVE: Aatrox sends a chain in the target direction that deals physical damage to the first enemy hit, doubled against minions, and slowing them by 25% for 1.5 seconds. If this hits an enemy champion or large monster, a tether is formed between the target and the ground beneath them for 1.5 seconds, during which they are revealed. If the tether is not broken by the end of its duration, the target is dealt the same physical damage again and pulled to the center of the area.

##### E : UMBRAL DASH = PASSIVE: Aatrox heals for a portion of the persistent post-mitigation damage he deals against enemy champions, increased during World Ender. ACTIVE: Aatrox dashes in the target direction. Umbral Dash resets Aatrox's basic attack timer and can be cast during his other abilities without cancelling them and vice versa.

##### R : WORLD ENDER = ACTIVE: Aatrox unleashes his true form for 10 seconds, fearing nearby enemy minions and monsters for 3 seconds, during which they are gradually slowed by up to 99% over the duration. He also gains ghosting and bonus movement speed that decays by 10% of the current bonus every 0.25 seconds, lasting until World Ender has ended. Whenever Aatrox scores a champion takedown, he extends the duration by 5 seconds and becomes unleashed again. During World Ender, Aatrox gains bonus attack damage and 5% increased size, and receives increased self-healing from all sources.