***GALIO SEASON 9***

##### PASSIVE: COLOSSAL SMASH = INNATE: Periodically, Galio's next basic attack is empowered to have an uncancellable windup and deal 15 − 200 (based on level) (+ 100% AD) (+ 50% AP) (+ 60% bonus magic resistance) modified magic damage to the target and all enemies near them. Colossal Smash can critically strike for (75% + 35% 35%) AD bonus magic damage to all targets hit.

##### Q: WINDS OF WAR = ACTIVE: Galio creates two windblasts 250 units to either side of him that arc out before converging to the target location, dealing magic damage to all enemies they pass through. When the blasts meet, the gusts form a tornado that persists for 2 seconds, slowly moving forward and dealing magic damage every 0.5 seconds to enemies within the area. The damage based on the target's health ratio is capped at 150 against monsters.

##### W: SHIELD OF DURAND = PASSIVE: Galio gains Anti-Magic Bulwark, and restores it after 12 seconds without taking damage. ANTI-MAGIC BULWARK: Gain a shield that absorbs magic damage. ACTIVE: Galio charges for up to 3 seconds, slowing himself by 15%, and gaining magic damage reduction and half of that amount as physical damage reduction; charging increases Shield of Durand's radius, damage and taunt duration over the first 2 seconds of the channel. RECAST: Galio refreshes the damage reduction for 2 seconds and deals magic damage to nearby enemy champions, increased by 0% − 200% (based on channel time), as well as taunts them for 0.5 − 1.5 (based on channel time) seconds, setting their movement speed to a static 60 for the same duration.

##### E: JUSTICE PUNCH = ACTIVE: During the cast time, Galio steps backwards in the opposite direction. He then dashes to the target location until he hits an enemy champion or terrain. Galio deals magic damage to enemies he passes through, reduced by 50% against non-champions, and knocks them up for 0.75 seconds as well as reveals them for the same duration.

##### R: HERO'S ENTRANCE = ACTIVE: Galio prepares to make an entrance, channeling for 2.75 seconds and designating the target allied champion's location at the time of cast as his landing spot. Additionally, he resets Shield of Durand's Shield of Durand's passive shield for himself and grants it to all allied champions within the area for 5 seconds.

##### After channeling for 1.25 seconds, he gains crowd control immunity for the remaining duration, becomes untargetable, and leaps into the air for 0.85 seconds before dashing to his destination over 0.25 seconds. Afterwards, he lands and becomes targetable again, dealing magic damage to all nearby enemies upon impact, knocking them back 100 units over 0.75 seconds, and remaining in place for 0.4 seconds.