***TRESH SEASON 9***

##### PASSIVE: DAMNATION = INNATE: Enemy champions, large minions and large monsters that die near Thresh drop a Soul for 8 seconds. Epic monsters drop 2 Souls while lesser minions and monsters have a 33.3% chance to drop a Soul. Thresh automatically collects Souls near him or a placed Dark Passage Dark Passage. SOUL: For each stack, Thresh gains 1 ability power and 1 bonus armor.

##### Q : DEATH SENTENCE = ACTIVE: Thresh throws out his scythe in the target direction, becoming unable to move or attack while it is in flight. The scythe catches the first enemy hit to deal magic damage and stun and reveal them for 1.5 seconds, as well as reduce Death Sentence's current cooldown by 3 seconds. Thresh will also mark the target Shackled for 1.5 seconds, during which he is unable to declare basic attacks, and is slowed by 20% for 1 second. While the target is stunned, Thresh tugs twice over 0.8 seconds, pulling the target a short distance with each tug. After 0.5 seconds of hitting an enemy or instantly after hitting a minion or monster, Thresh can recast the ability while the target is Shackled, which will cause him to stop tugging. RECAST - DEATHLY LEAP: Thresh dashes to the Shackled enemy, becoming able to attack again upon arrival. He can cast Dark Passage and Flay during the dash.

##### W : DARK PASSAGE = ACTIVE: Thresh throws his lantern to the target location over 0.5 seconds, lasting for 6 seconds while he remains nearby and granting sight of its surroundings. If Thresh moves too far away from the lantern, it returns back to him immediately. Thresh and the first allied champion to come near the lantern are granted a shield for 4 seconds. An ally can select the lantern while in proximity of it, dashing to Thresh and gaining the shield. An ally cannot select the lantern while immobilized, grounded, or silenced. The lantern will not expire from Thresh moving too far away if he is dashing with Deathly Leap.

##### E : FLAY = PASSIVE: Thresh's basic attacks are empowered to deal bonus magic damage, with the AD ratio increasing over 10 seconds without basic attacking enemies. ACTIVE: Thresh sweeps his chain across the ground in a broad line and a radius around him, starting behind him and towards the target direction. Enemies hit are dealt magic damage and knocked 200 units in the target direction, and then are slowed for 1 second.

##### R : THE BOX = ACTIVE: Thresh erects a pentagon of spectral walls around him that each last for 5 seconds. A wall will break upon enemy champion contact, dealing magic damage and slowing them by 99% for 2 seconds. Enemies that break a wall cannot do so again for 1 second. Subsequent walls they break will deal no damage and slow for only 1 second.