***APHELIOS SEASON 11***

##### PASSIVE: THE HITMAN AND THE SEER = INNATE: Aphelios has access to an arsenal of 5 Moonstone Weapons, created by his sister Alune. He equips two weapons at any one time, one as his main weapon and one as his off-hand. Each weapon has a unique basic attack and passive effect. Aphelios begins the game with Calibrum as his main weapon and Severum in his off-hand, with Gravitum, Infernum, and Crescendum queued in reserve. The queue order can be rearranged based on weapon usage. INNATE - MOONLIGHT: Weapons spawn with 50 Moonlight for ammunition, which is consumed on basic attacks on-attack or to cast his abilities. Abilities that cause Aphelios to attack do not cost additional Moonlight on top of their ability cost. Once his main weapon is exhausted of Moonlight, it is moved to the end of the queue and Aphelios assembles his next available weapon over 1 second to equip it from his reserve, with its ability being placed on a 1.5-second cooldown before that time. Aphelios cannot cast Phase during the assembly. INNATE - WEAPON MASTER: Aphelios cannot improve his abilities with skill points. He starts the game with Phase and gains access to abilities at level 2 and Moonlight Vigil Moonlight Vigil at level 6, with the latter improving automatically at levels 11 and 16. Instead, Aphelios may spend his skill points to gain bonus attack damage, bonus attack speed or lethality.

##### Q : WEAPON ABILITES = The active effect of Aphelios' Q varies based on his current main weapon. The individual actives do not share a cooldown.

##### W : PHASE = ACTIVE: Aphelios switches between his main weapon and off-hand weapon over 0.25 seconds.

##### E : WEAPON QUEUE SYSTEM = The icon of this ability reflects the next weapon that is in reserve. ACTIVE: Aphelios receives a text prompt of the weapon Alune will create next.

##### R : MOONLIGHT VIGIL = ACTIVE: Aphelios casts forth a lunar spotlight in the target direction that briefly grants of the area along its path and stops upon illuminating an enemy champion. Alune smites the area centered on the illuminated target, dealing 125 / 175 / 225 (based on level) (+ 20% bonus AD) (+ 100% AP) physical damage to enemy champions struck and locking-on to each target hit, as well as granting sight of the area for 2 seconds. After 0.3 seconds of the illumination, attacks based on Aphelios' current main weapon will launch from the sky against each locked-on target, dealing 100% AD physical damage and applying on-hit effects at 100% effectiveness. These attacks can critically strike for (20% + 35% 35%) AD bonus physical damage. There is no range limit for locked-on targets. CALIBRUM: Applies an empowered mark that deals 50 / 80 / 110 (based on level) bonus physical damage per mark consumed. SEVERUM: Heals Aphelios for 250 / 350 / 450 (based on level) if at least one enemy champion is hit. GRAVITUM: Increases the initial slow to 99% and empowers Binding Eclipse Binding Eclipse to root targets affected by the enhanced slow for 1.35 seconds. INFERNUM: Deals 50 / 100 / 150 (based on level) (+ 25% bonus AD) bonus physical damage on the initial blast. Attacks splash in a 400 radius instead of a cone, dealing「 90% of that damage. 」Enemy champions will take damage from overlapping areas. CRESCENDUM: Generates 5 additional spectral Chakrams that return to Aphelios from the first enemy champion hit, for a total of 6, on top of those from other targets hit.