***AATROX SEASON 12***

##### 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 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. The Darkin Blade deals 55% damage against minions, and the knock up duration from hitting the Sweetspot is doubled to 0.5 seconds against monsters.

##### 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 non-persistent post-mitigation damage he deals against enemy champions, increased during World Ender 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.