***AZIR SEASON 12***

##### PASSIVE: SHURIMA'S LEGACY = INNATE: Whenever a turret outside the enemy team's base is destroyed, a marker is placed above its ruins which can be targeted by Azir. INNATE - DISC OF THE SUN: Azir can select a marker to construct the Sun Disc above the ruins after a 0.5-second cast time. The Sun Disc will activate after being assembled over 5 seconds. The Sun Disc functions the same as a standard inner turret, gains 15% AP bonus attack damage, and grants its kill credit to Azir. The Sun Disc's health decays over 60 seconds and loses 100 armor while Azir is not alive or is too far away. Azir cannot construct a Sun Disc with the marker while he is unable to cast abilities.

##### Q : CONQUERING SANDS = ACTIVE: Azir orders all Sand Soldiers to dash toward the target location, dealing magic damage to all enemies they pass through and slowing them by 25% for 1 second. Enemies hit by subsequent soldiers are instead slowed by an additional 25% per soldier. Conquering Sands will cast at max range if cast beyond that.

##### W : ARISE! = PASSIVE: Azir gains bonus attack speed, doubled for 5 seconds if he summons a third concurrent soldier. ACTIVE: Azir summons a Sand Soldier at the target location that is untargetable, lasts 10 seconds, and grants sight of its surroundings. The Sand Soldier expires twice as fast while within range of an enemy turret, and does so instantly if Azir is too far away. Azir periodically stocks a Sand Soldier, up to a maximum of 2. When Azir declares a basic attack against an enemy in a soldier's attack range, the Sand Soldier attacks in his stead, dealing 50 − 150 (based on level) (+ 55% AP) magic damage to enemies struck in a line. Targets beyond the closest take 25 / 50 / 75 / 100% (based on level) damage. Subsequent Sand Soldiers beyond the first deal 25% damage. Sand Soldiers cannot attack structures, wards, nor traps.

##### E : SHIFTING SANDS = ACTIVE: Azir grants himself a shield for 1.5 seconds and dashes to the target Sand Soldier, dealing magic damage to enemies he passes through. If Azir dashes into an enemy champion, he stops and gains a charge of Arise! Arise!. Azir can cast of any of his abilities during the dash.

##### R : EMPEROR'S DIVIDE = ACTIVE: Azir calls forth a phalanx of soldiers from 175 units behind him, catching enemies from up to 325 units behind him and charging forward 575 units in the target direction. Enemies impacted by the charge are dealt magic damage and knocked away over 1 second to a line 650 units in front of Azir. Upon finishing their charge, the soldiers stand as a wall for 5 seconds, acting as impassible terrain against enemies and granting sight of their surroundings. Azir and his allies can move through these soldiers.