

Element	Status Effect	Skill Name	Description	Unlock Lv
Physical	Bleed	Hemorrhage Slash	A swift strike that deals physical damage and inflicts stacking Bleed.	7
Physical		Skullbreaker	A charged blow that briefly stuns and deals bonus damage to Bleeding enemies.	12
Physical		Whirling Advance	A spinning dash through enemies; grants movement speed while active.	21
Physical	Bleed	Rupture Thrust	A long-range thrust; causes an explosive bleed burst on affected targets.	33
Physical		Rallying Cry	A war shout that buffs attack damage and reduces damage taken for allies.	48
Physical		Bonecrusher Leap	A leaping slam with a shockwave; extra damage against weakened foes.	73
Physical	Bleed	Executioner's Mark	Marks an elite/boss to amplify Bleed and convert part of the damage into healing.	99
Earth	Petrify	Stonebind	Hurls shards that slow; stacking effects can petrify the target.	7
Earth		Seismic Slam	A hammer strike creating cracks in a cone; bonus damage vs Petrified.	12
Earth		Bulwark of Terra	Summons a rocky shield absorbing damage; shatters into shards when depleted.	21
Earth		Fault Line	A fissure erupts rock columns along a line.	33
Earth		Gravitic Pull	Draws enemies to a point and heavily slows them.	48
Earth	Petrify	Obsidian Spikes	Persistent field of spikes; chance to apply Petrify on each tick.	73
Earth		Monument of Ages	Summons a totem that reduces party damage taken and boosts Earth control skills.	99
Water	Freeze	Frost Dart	A low-cost projectile that applies Chill stacks; max stacks Freeze.	7
Water		Tidal Surge	A frontal wave that pushes enemies backward.	12
Water		Glacial Armor	Boosts resistances and reflects part of incoming damage as cold.	21
Water	Freeze	Ice Shards Nova	Nova of icy shards; high crit chance on Frozen targets.	33
Water		Mist Veil	Mist barrier granting evasion and slowing enemies inside.	48
Water	Freeze	Permafrost Trail	Leaves an icy trail; slows and may Freeze enemies crossing it.	73
Water	Freeze	Absolute Zero	Cone of extreme cold; massive damage to Frozen enemies, CD reduction on kill.	99
Fire	Burn	Ember Bolt	A quick fiery projectile that ignites the target.	7
Fire	Burn	Flame Whirl	A spinning blaze around the hero; synergizes with existing Burns.	12
Fire		Firebrand	Self-buff: attacks apply small Burns and gain attack speed.	21
Fire	Burn	Meteor Drop	Calls a meteor with delayed impact; stronger vs Burning enemies.	33
Fire	Burn	Phoenix Step	A dash leaving a flaming trail; partial reset if enemies are burned.	48
Fire	Burn	Inferno Cage	A cage of fire pillars that traps and burns enemies inside.	73
Fire	Burn	Conflagration	Summons a raging inferno storm; scales with number of active Burns.	99
Lightning	Shock	Spark Chain	A bolt of lightning that bounces between enemies, applying Shock.	7
Lightning		Thunderstep	Teleports in a flash, leaving electric bursts at start and end.	12

Lightning	Shock	Static Field	Creates a dome reducing enemy HP by a % (non-lethal) and Shocking them.	21
Lightning	Shock	Storm Javelin	Piercing lightning spear; bonus crit against Shocked enemies.	33
Lightning		Jetstream	A quick dash that boosts party movement speed for a short duration.	48
Lightning		Tempest Ward	Aura that absorbs projectiles and releases them as electric arcs.	73
Lightning	Shock	Maelstrom	A roaming vortex of lightning; scales in size with Shock stacks.	99
Light	Daze	Radiant Lance	A piercing beam that blinds and applies Daze briefly.	7
Light		Beacon of Aegis	A holy beacon pulsing heals and reducing incoming damage.	12
Light		Purity Sigil	Consecrated zone that cleanses allies and weakens foes.	21
Light	Daze	Sunburst	Radiant explosion; Dazed enemies take bonus crit.	33
Light		Guiding Wings	Dash to ally or boss; grants brief CC immunity.	48
Light	Daze	Halo Chains	Chains of light immobilizing elites and prolonging Daze.	73
Light		Dawn's Judgment	Solar column dealing huge single-target damage and restoring party mana.	99
Darkness	Shadow Rot	Umbral Dagger	Shadow dagger leaving a growing Rot effect.	7
Darkness		Wraith Step	Ghostly slide making you intangible briefly.	12
Darkness	Shadow Rot	Grasp of Night	Shadowy hands immobilize and apply Rot.	21
Darkness	Shadow Rot	Eclipse Orb	Slow dark orb draining life and amplifying DoTs.	33
Darkness		Veil of Oblivion	Cloak reducing enemy visibility and increasing crit taken.	48
Darkness	Shadow Rot	Curse Weave	Area curse that converts incoming hits into Rot stacks.	73
Darkness	Shadow Rot	Devour the Light	Cone of dark energy consuming all Rot stacks for massive damage.	99