

	Fire (Damaging spells apply Fire Damage)		Water (Gain +100%MRreg for 5 sec after casting a spell)		Earth (When out of combat for 10 sec gain 5% HP Shield)		Wind (spells grant caster + 5%MS for 10 seconds)	
<b>Spell:</b>	<b>Passive: Fire Damage</b>	<b>Fireball</b>	<b>Aqua Burst</b>	<b>Jet</b>	<b>Boulder</b>	<b>Stone Shot</b>	<b>Slash</b>	<b>Windblade</b>
Damage:	<b>4+7%MD</b> as 1D per sec	<b>10+115%MD</b>	<b>7%Mana+70%MD</b>	<b>10%Mana+80%MD</b>	<b>(50%AD+70%MD)x3</b> if under boulder	<b>60%AD+80%MD</b>	<b>100%AD+50%MD as AD</b>	<b>55%AD + 80%MD</b>
Effect:			2x damage to obstacles		Boulder has (35+5%HP+5%Def) HP	Slow 30% for 1.5 sec	Can CRIT Individually	Can CRIT Individually
Cost:	Spells apply Fire D	60 Mana	50 Mana	60 Mana	35Mana + 17STA	45 Mana	25 Mana	30 Mana
Cooldown:		10 Seconds	7.5 seconds	9 seconds	45 Seconds	7 Seconds	7 Seconds	11 Seconds
Range:	Lasts 6 seconds after applied	600, 40 Splash	550, 60Splash	590, 25Splash	200, 30 Splash, Terrain (15x15x15)	325 Single Target	(+40 Melee Range), (15 Wide)	180, (70Wide)
<b>Spell:</b>	<b>Burning Hands</b>	<b>Flame Burst</b>	<b>Twinkling Droplets</b>	<b>Rushing Tides</b>	<b>Pillar</b>	<b>Earth Wall</b>	<b>Peircing Winds</b>	<b>Wind Daggers</b>
Damage:	<b>5+90%MD</b>	<b>5+20%MD per ball</b>	<b>2+20%MD per bullet</b>	<b>7%Mana +60%MD</b>	Creates Pillar	Creates Earth Wall	Basic Attacks ignore 7%Def for	<b>8+40%MD</b>
Effect:	Shoots in a cone	shoots 5 fire balls	hold 4 separate droplets for 8sec	Knockback all targets by 25	Pillar has (50+5%HP+5%Def) HP	Wall Has (150+5%HP+5%Def) HP	20 sec, also double CRIT Chance	Shoots 4 Daggers
Cost:	30 Mana per second	55 Mana	35Mana (Hitting a drop restores 9Mana)	35 Mana	30 Mana	35 Mana	25 Mana	30Mana
Cooldown:	7 Seconds after toggle	11 seconds	15sec after droplet not fired for 8 sec	27 Seconds	30 Seconds	50 Seconds	175 Seconds	280 Seconds
Range:	Range 255 cone	585, 23 around splash	380 Sperate Single Target	350 (80 wide)	200, Terrain (5x5x20)	150, Terrain (5x20x10) Wall	Self Cast	Range 85
<b>Spell:</b>	<b>Phoenix Fire</b>	<b>Exploding shell</b>	<b>Surge</b>	<b>Blessed Rain</b>	<b>Fortify</b>	<b>Bide</b>	<b>Windwall</b>	<b>Wind Dash</b>
Damage:	(Cleanses Frost) (40+50%MD total)	<b>125%MD</b>	N/A	N/A	Dash to Target and gain +10%	Gain 15%HP Shield that explodes	<b>10+10%AD+20%MD</b>	Dash up to <b>20+5%MS</b> units
Effect:	<b>Heal 4+5%MD per sec for 10 sec</b>	Cost 1extra mana for 1 extra range	Grant (5+15%MD) Mana to Target	Cleanse All Nerf Effects	<b>Def and MR</b> with target for 7 sec	after 5 sec dealing MD Damage	Knockback enemies by 20	
Cost:	25 Mana	60 Mana	35 Mana	55 Mana	25 Mana	30 Mana, 10STA	25 Mana	20STA+15Mana
Cooldown:	40Sec	20 Seconds	10 Seconds	200 Seconds (100 Seconds in rain)	15 Seconds	24 Seconds	25 Seconds	16 Seconds
Range:	120 Single Target	550, 60 splash	180 Single Target	400 Around (Self and Allies)	170, Single Target	Self Cast	190, (50Wide)	
<b>Spell:</b>	<b>Peircing Blaze</b>	<b>Flare Song</b>	<b>Flux</b>	<b>Purify</b>	<b>Endure</b>	<b>Pocket Sand</b>	<b>Breeze Shield</b>	<b>Blooming Winds</b>
Damage:	Next Attack ignores (25%MD) Def	Attacks apply Fire Damage	Shield for 5%Mana+20%MD	Heal for 2%Mana+15%MD	N/A	<b>10+40%MD</b>	<b>Shield for 20+25%MD for 3 sec</b>	Knockback foes to outside of range
Effect:	And Applies Fire D	while song lasts	Lasts 3 sec	Cleanse Target	Reduce D taken by 20% for 10sec	Reduces Visibility 70% for 8sec	Halves weather damage taken	Heal allies for <b>45+60%MD</b> over 3sec
Cost:	25 Mana	7Mana +5STA per sec	40 Mana	30 Mana	30 STA	35 Mana	35 Mana	35 Mana
Cooldown:	10 Seconds	14 Seconds	15 Seconds	13 Seconds	32 Seconds	20 Seconds	20 Seconds	70 Seconds
Range:	Self Cast	350 Around (Closest 5)	300 Around	300, Single Target	Self Cast	150, Single Cast	Multiple 200 Around	140 Around
<b>Spell:</b>	<b>Healing Warmth</b>	<b>Ring of Fire</b>	<b>Ripple</b>	<b>Crest</b>	<b>Quick Sand</b>	<b>Ground Pound</b>	<b>Swift Melodies</b>	<b>Tailwind</b>
Damage:	(Channel) (Cleanses Frost)	Leave Flames that apply Fire D in AoE	<b>Heal allies 1%Mana+10%MD</b>	Shield for +7%Mana+24%MD	Create quicksand area for 15 sec	<b>10+35%MD</b>		
Effect:	<b>Heal allies for 4+6%MD per sec</b>	Flames lasts 15 sec + 5 per 5 Mana	Lasts 5 seconds	Lasts 5 seconds	Anything in area is <b>Slowed</b> 90%	<b>Stun</b> for 2, 1.5, 1, .5 sec	Share + <b>10% Casters MS</b> for 15 sec	Grant + <b>7%MS</b> for 23 sec
Cost:	10 Mana per second	25Mana	18 Mana	25 Mana	20 Mana	25 Mana	15 Mana	30 Mana
Cooldown:	15 Seconds after toggle	60 Seconds	5 sec	14 Seconds	45 Seconds	12 Seonds	50 Seconds	90 Seconds
Range:	50 Around	250, 100 AOE	200, 80 AOE	340 single target or self target	130, 90Around AOE	(100,.5)(50,1)(25,1.5)(10,2) Around	180Around	Multiple 250 Around
<b>Spell:</b>	<b>Lanterns Drift</b>	<b>Sun Dance</b>	<b>Stream</b>	<b>Rain Call</b>	<b>Rock Dome</b>	<b>Call of the Sands</b>	<b>Rising Winds</b>	<b>Windstream</b>
Damage:	Send Lanturns each adding +2LL		<b>35%MD+2%Mana per (3) bounce</b>		Create 20 Around Semi Circle		Knock up 15 units (1.5 Sec)	
Effect:	70 units around (3 Lanturns Max)	Summons Sunny Weather	Can hit allies but heals them instead	Summons Rainy Weather	Dome has (70+5%HP+5%Def) HP	Summons Sandstom Weather	Effects <b>everything</b> in range	Summons Windy Weather
Cost:	5Mana+7per sec active per Lantern	180 Mana	35 Mana	180 Mana	35 Mana	180 Mana	20 Mana	180 Mana
Cooldown:	45 Seconds	30 Minutes	15 sec	30 Minutes	2 Min	30 Minutes	47 Sec	30 Minutes
Range:	Control up to 200 units away	2000 around	180 single target (35 bounce range)	2000 around	120 around, Terain	2000 around	155, 35 Around	2000 around
<b>Spell:</b>	<b>Infernal Crators</b>	<b>Storm of Embers</b>	<b>Whirlpool</b>	<b>Water Whip</b>	<b>Earth Chains</b>	<b>Slam</b>	<b>Wind Rush</b>	<b>Aero Blast</b>
Damage:	<b>10+150%MD per Mine (Max 4)</b>	Applies Fire D to all in range	<b>20%MD+1.5%Mana per Sec</b>	<b>55%MD + 90%AD</b>	Restrain target Limbs to ground	<b>80%AD</b> x2 if slammed into terrain	Gain <b>30%MS</b> for 5 sec, Next Attack	<b>3+84%MD</b>
Effect:	Mines last 3.5 hours		Pulls enemies to center 20 units per sec	Empowered Melee Attack +30R	Chain Durability = 150%Def	Stun 1sec x2 if slammed into terrain	Deals <b>10%MS</b> as <b>Bonus AD</b>	DMG Boosted by 50% in wind
Cost:	60Mana per Mine	20 Mana + 10 per sec	20 Mana + 10 per sec	20 Mana	50 Mana	20 Mana + 10STA	20 Mana	42 Mana
Cooldown:	1hour	20sec	70 Seconds	8Sec	2 Minutes	14 Seconds	30 Seconds	9Seconds
Range:	5, Trap (lasts 3.5 hours)	500 Around	210, 80 AoE (AoE doubles in water)	Empowered Attack (15 Splash)	120 Single Target	Melee	Self Cast (50% effective for Ranged)	520, 10Splash (Boosted 50% in wind)
<b>Spell:</b>	<b>Swell</b>	<b>Overheat</b>	<b>Flow</b>	<b>Ebb</b>	<b>Flip turn</b>	<b>Echoed Tremors</b>	<b>Gust</b>	<b>Arcana Sail</b>
Damage:	Spells deal +5%DMG for 10 sec	Overheat target for 6 sec, if target is	Refund 10% of all target cooldowns	Reduce damage target takes by	Knock up enemies with AOE for	Heal <b>10+20%MD</b> increasing by 10	Gain 20MS going with the	Ally ranged attacks gain +10% Range
Effect:	and Overheat target	taking Fire D OH lasts 12 sec	that are under 2 minutes	2 + (3%MD) for 8 sec +4sec in rain	1.5 seconds	each tremor max <b>80+20%MD</b>	Direction of spell and -20 against it	Boosted by 50% in wind
Cost:	20Mana	15Mana	40 Mana	15 Mana	20 Mana	20Mana + 15 each Tremor	10 Mana per sec	20 Mana + 12 per sec
Cooldown:	30Seconds	30sec	45 seconds	35 Sec	12 Seconds	40 seconds	10 sec after toggle	14 sec after toggle
Range:	Self Cast	130 Range	ST	120 ST (Doubles in rain)	130, 17AOE	120 around	150, 15 wide	200 (100 wide) effect lasts only in range
<b>Spell:</b>	<b>Molten Flux</b>	<b>Sear</b>	<b>Droop</b>	<b>Hydrate</b>	<b>Shatter Spikes</b>	<b>Ground</b>	<b>Cloud Cove</b>	<b>Wind Flight</b>
Damage:	<b>10+30%MD per sec in AOE</b>	<b>20+75%MD</b>	<b>5+20%MD</b>	Hydrate everything within 90+(10%MD)	<b>80%MD+60%AD</b>	<b>10+15%MD + 30%AD</b>	Create 100 around area that negates	Take flight while active
Effect:	slows 20%, AOE Lasts 5 sec	Deals x1.5 dmg to burning targets	Slows Target 40% for 2.5 sec	Around, cleanses fire damage	Breaks Def 20% for 15 sec	Stun target for 2 sec	Effects of weather while active	
Cost:	35 Mana	40 Mana	15 Mana	15 Mana	34 Mana	18 Mana	10 Mana per sec	20 Mana per sec
Cooldown:	16Sec	30 sec	6 seconds	20 Sec	18 sec	20 Sec	12 sec after toggle	14 sec after toggle
Range:	140 (70 Wide) Lingering AOE	400, 100 Splash	200 ST	120 ST (Doubles in rain)	170, 10 around	Melee	100 around	Self Cast
	High Damage + Fire Damage		Splash Damage	<b>Negate</b>	Terrain and CC	<b>Geo Shield</b>	Large Area of Effect	
	close range util over time effects		Good range util spells	Decrease effectiveness of target spell by <b>10+(40%MD)</b> (max 100%)	Close Range	<b>8+20%MD</b> , slow foes 20% for 2sec	Movment	
				40 Mana		Shields allies 18+25%MD for 3 sec		
				45 seconds		20Mana, 5STA		
				ST		20 sec		
						120 around		

[illegible]



Thunder (Spells apply <i>Shock</i> )		Petal (When out of combat for at least 10 sec gain +100% REG)		Ice (Ice Spells apply Frost Slow Passive, Stacks max of 10 times)		Poison (Blight spells, apply ( <i>Blight</i> ), stacks up to 15 times)	
<b>Shock (PASSIVE)</b>	<b>Bolt Burst</b>	<b>Blossom</b>	<b>Bloom</b>	<b>Frost</b>	<b>Ice Shard</b>	<b>Blight (PASSIVE)</b>	<b>Poison Fang</b>
Foe takes 4% more D per stack	<b>20+130% MD</b>	N/A	Grow bulb with 10+(20%MD)HP that	Each stack slows enemies 8%	<b>8+85%MD</b>	<b>1+2%MD per stack</b> each sec	<b>100%AD+70%MD</b>
	Splash damage, applies 2( <i>Shock</i> )	Heal for <b>32+30%MD</b>	Grants +20%Reg to all in range	Each stack lasts 5sec		Blight reduces Healing by 50%	applies (2 <i>Blight</i> )
PASSIVE: Spells apply <i>Shock</i>	70 Mana	25 Mana	25 Mana, 5Sta	If at Max Stacks for 15 sec applies	40 Mana	Lasts 30 Sec	25 Mana
Max 10	30 seconds	12 Seconds	5Min	Frozen for 5 sec	8 Seconds	PASSIVE: Spells apply the effect	16 Seconds
	585, Splash up to 3 enemies within 35	150 Single Target	Plant range 10, Buff range 50 around	Timer resets on new stack (10Max)	280 Single Target	Timer resets on new stack	Empowered Melee Attack
<b>Smite Strike</b>	<b>Bolt</b>	<b>Root</b>	<b>Seed Blast</b>	<b>Icy Wind</b>	<b>Frost Wisp</b>	<b>Sludge Bomb</b>	<b>Cesspool</b>
<b>25+120%MD</b>	<b>25+140%MD</b>		<b>5+15%MD per seed bullet</b>	<b>5+25%MD per sec</b>	<b>5+20%MD</b>	<b>7+95%MD</b>	<b>20%MD per second in AOE</b>
Deal +11%MD per <i>Shock</i> Stack	applies 2( <i>Shock</i> )	Root target for 1.5 sec	shoots 5 seeds in total	1 Frost stack per 2 Sec		applies 1( <i>Blight</i> )	applies 1( <i>Blight</i> ) per sec
120 Mana	70 Mana	30 Mana	35 Mana	15Mana + 20 per second	15 Mana	60 Mana	40 Mana
105 Seconds	30 Seconds	11 Seconds	13 Seconds	8 Seconds after toggle	5 Seconds	9 Secodns	40 Seconds
620, Single Target	640 Single target	120 Single Target	280 Multiple target	150 (100 wide)	160Single Target	275, 35 Splash	220, 45 AOE for 10 sec
<b>Static</b>	<b>Transfer</b>	<b>Fertilize</b>	<b>Flourish</b>	<b>Shattered Shards</b>	<b>Frost Beam</b>	<b>Venomous Slaughter</b>	<b>Fang Shot</b>
<b>5+20%MD</b>	Blink up to <b>15+5%MD</b> units away			<b>10+25%MD per shard</b>	<b>10+80%MD per sec</b>	<b>10%MD per Blight</b> Stack	<b>5+15%MD</b>
Chains through nearby enemies	Deals <b>125%MD</b> to enemies in Blink	Consume users HP to Heal target	Heal allies for 5% of their max HP	shoots 3 Shards each apply Frost	Each second applies slow passive	Consumes all stacks	applies 1( <i>Blight</i> )
15 Mana	40Mana	Costs <b>1Mana</b> per 3HP gifted	35 Mana, 10% Max HP	20 Mana	30Mana per sec	60 Mana	16 Mana
Uses Attack Speed	12 Seconds	6 Seconds	45 Seconds	11 Seconds	12 Seconds after toggle	100 Seconds	4 Seconds
175 Single Target (chains within 50)	20Around	160 Single Target	200 Around	130 (Multi Target)	150 Single Target	All Blighted target within 800	225, Single Target
<b>Aftershock</b>	<b>Fray</b>	<b>Pollenate</b>	<b>Brambles Call</b>	<b>Frostbite</b>	<b>Snowy Gift</b>	<b>Wither</b>	<b>Smoke Bomb</b>
Basic Attacks deal bonus <b>20%MD</b>	Stun for 0.5Sec +.25Sec per	<b>Deals 10+40%MD to enemies</b>	10%Barmble HP as AD on contact	<b>15%MD</b> per Frost Stack. At max	<b>Shield</b> allies <b>20+15%MD</b> for 6 sec		Reduce Vision by 70% inside
Lasts 10 Sec, applies ( <i>Shock</i> )	Shock Stack	<b>Heals 20+25%MD to allies</b>	Start at 20HP+.5per sec (200 Max)	Stacks, deal <b>40%MD</b> bonus Damage	(3 sec in sun) (12 sec in snow)	Slow target 55% for 3 seconds	Lasts 26 Sec, apply 1( <i>Blight</i> )per sec
20 Mana	20 Mana	35 Mana, 5%Max HP	20 Mana	65Mana	30 Mana	25 Mana	30 Mana
30 Seconds	15 Seconds	60 Seconds	70 Seconds	90 Seconds	23 Seconds	15 Seconds	70 Seconds
SC	105 Single Target	105, 75 Splash	30, Terrain (20+HPx5+HPx10+HP)	300 Around consumes Frost stacks	170 Around	140 Range	80, 20 Around
<b>Rising Tempo</b>	<b>Spark</b>	<b>Leech</b>	<b>Sprout</b>	<b>Ice Shield</b>	<b>Snow Day</b>	<b>Toxic</b>	<b>Curse</b>
		<b>12+40%MD</b>		<b>Shield ally for 30+28%MD for 4 sec</b>			
Grant AS and MS for 10 sec	Grant <b>20STA</b> , and ( <b>5%MD</b> ) <b>MS</b>	Heal for damage dealt	Grow Thorn Plant that attacks enemies	Spell has 2 charges within 10sec	Summons Snowy Weather	Target is unable to heal for 10 sec	Target can no longer be affected by
10 Mana per .1AS, and 10MS	15 Mana	25 Mana, 1%Max HP	has 20HP: attacks deal <b>20%MD</b> ,	25 Mana	180 Mana	(Regen included) apply 1( <i>Blight</i> )	their allies for 15 sec
24 Seconds	35 Seconds	12 Seconds	20 Mana, 5STA	18 seconds after 2nd charge or end	30 Minutes	30 Mana	30 Mana
85, Single Target	35 Single Target	224 Single Target	1 Min	Plant 10, attack range 80 around	2000 around	56 Seconds	56 Seconds
<b>AMP</b>	<b>Lightning Rod</b>	<b>Thorn Lash</b>	<b>Synthesis</b>	<b>Arctic Strom</b>	<b>Ice Blockade</b>	200 Single Target	200 Single Target
Grant ( <b>5+10%MD</b> )% AD and MD		<b>35%AD+10%MD+5%HP</b> each vine		<b>5+25%MD</b> per sec toggle	Create (40x20) Wall of Ice Spikes with	<b>Burn Pit</b>	<b>Smog</b>
for 10 sec	Summons Thunder storm weather	Casts 2 vines	Summons Grass Aura	each sec applies Frost	(100%MD HP) Contact deals 20%MD	1( <i>Blight</i> ) per sec (Reduce vision 60%)	
25 Mana	180 Mana	20 Mana	180 Mana	20 Mana per sec	20 Mana	Lingers 10 sec after toggle	Summons Foggy Weather
30 Seconds	30 Minutes	counts as auto attack	30 Minutes	8 seconds after toggle	20 Seconds	80Mana + 15Mana per sec	125 Mana
50 Single Target	2000 around	100 Range (2 Target)	2000 around	150, 80 around	20 Terrain	5 Min after pit fades	30 Minutes
<b>Circuit</b>	<b>Bolt Break</b>	<b>Brambles Grasp</b>	<b>Ingrain</b>	<b>Snowball</b>	<b>Calming Cold</b>	150 around +30 per sec x(1.5 in smog)	2000 around
Heal allies <b>8+10%MD</b>	<b>10+135% MD</b>	1%TargetMaxHP as MD per sec	Root yourself for 30 Sec and gain	<b>5+10%MD</b> per ball (3 in total)	Deals <b>5+40%MD</b> to enemies	<b>Shred</b>	<b>Deathly Hymm</b>
and share <b>5%MD</b> for 8sec		Restrain+Deal D until broken	150% bonus Reg while rooted	Each ball applies frost	Heals allies <b>15+24%MD</b>	Enemies hit lose 5%MR for 10 sec	Ally Attacks apply Toxic and Blight
25 Mana	75 Mana	20Mana +9Mana Per Sec	25 Mana	10Mana	30 Mana	Corrode can stack and refresh	while song lasts
10 Seconds	applies 2 <i>Shock</i>	2min	1 Minute	7 Seconds	13 sec	16 Mana	9Mana +2 STA per sec
100 Around	360 Cone (selects lowest 5)	80 Cone		125 single target	130 Traveling (20 Wide)	10 Seconds	17Sec
<b>Discharge</b>	<b>Sparking Festival</b>	<b>Floral Rythm</b>	<b>Drain</b>	<b>Snow Cheer</b>	<b>Bitter Blade</b>	130, ST	140 Around (Closest 4 )
<b>200%MD</b> per sec	Allies gain ( <b>5+10%MD</b> ) MD and a	Allies Heal <b>10+5%MD</b> per sec and	<b>5+40%MD</b> per sec	Ally Basic Attacks apply frost for	Next 2 Basic Attacks apply frost and	<b>Burden</b>	<b>Acid Spray</b>
	( <b>8+10%MD</b> ) shield during dance	gain +100%Reg while within spell	Heal for 50% Damage Dealt	While cheer lasts	deals ( <b>20%MD</b> ) bonus <b>AD</b>	increase Mana Cost of targets spells	Lower <b>Def</b> by ( <b>5+15%MD</b> )%
20% MAX Mana per second	9Mana + 3STA per sec	9Mana per sec + 3STA per sec	15 Mana per sec	15Mana +3 STA per sec	15 Mana	by (5%MD) Mana for 15 sec	for 12 sec
3Hour	40 sec	20 sec	8 sec after channel,	17Sec	10sec	23 Mana	18 Mana
500 Around	220 around	180 + (10%Mana) around	80 around	140 Around	Self Cast	26 sec	20 Sec
<b>Overclock</b>	<b>Charge</b>	<b>Overgrowth</b>	<b>Thorn Shot</b>	<b>Icicle Crash</b>	<b>Permafrost</b>	200, 20 Around	150, 20Splash
Spells deal + 10% Damage while	Channel and gain +( <b>75%MD</b> ) <b>MReg</b>	Allies in range temporarily gain	<b>5+7%MD</b>	<b>7+83%MD</b>	Freeze everything for 5+1per 30Mana	<b>Envoke</b>	<b>Shred the Weak</b>
Over Clock is active	during channel	(50 + 50% <b>AP</b> ) Max HP for 10 sec	Bleed Target <b>20%MD</b> over 4 sec	this spell ignores (15%MD)% <b>MR</b>	sec, Frozen targets become immune	Begin channeling, while channeling	<b>9+30%MD</b> (x2 to targets under 50%HP)
25Mana + 15 per sec	20Mana	100 Mana	10Mana	45 Mana	80Mana + 30 per sec	Blight DMG is doubled for all effected	if target is shielded this does true D
1 minute after toggle	1 mintue after channel	10 Minutes	Scales with attack speed	15 seconds	10 min	9Mana per sec	15 Mana
SC	SC	200 + (12%Mana) around	500 ST	150 Range ST	500 around	60 sec	16 sec
Big Range, MASSIVE Damage	<b>Surge</b>	Big Healing effects that cost Health	<b>Bramble Shield</b>	Short range spells that slow	<b>Freeze</b>	Effects all targets under users Blight	200ST
Mana Hungry, High Cooledwons	Next Melee Attack Deals <b>+85%MD</b>	Spells help regain health	Shield target for <b>30+22%MD</b> for 10sec	helps control fight with spacing	If target has 8 or more frost Freeze	Poison, Tricky Nerf effects	<b>Corrode</b>
short close range util	and applies 2 <i>Shock</i> Stacks	Closer range drain tank vibes	enemies take <b>5%MD</b> when in contact		target for 3 sec	Very disruptive and sneaky	For the next 30 sec all damage deals
	20Mana		24 Mana		30Mana		20 Mana
	30Sec		30 sec		40 sec		50 sec
	SC		150 ST		300 ST		200ST





Basic Spells		Horned	Beast	Elf	Draconic	Human	Fae
<b>Basic Attack</b> <b>100%AD</b>	<b>Guard</b> Increase <b>Def</b> and <b>MR</b> by 30*(1%HP)% Critical attacks deal 200% Damage	<b>Passive : Head Strong</b> Take 15% less recoil from attacks and spells	<b>Passive: Beast Sense</b> Passive: Marked Targets are sensed Active: Mark enemies within 1000 Range 5 min (Casting takes 10 sec) Passive 1000 Range	<b>Arcane Blast</b> <b>20+85%AP</b> 25 Mana 6 Seconds 270, 10 Splash	Gain Dragon Passive based on element Dragons Fire : Fire Dragons Crust : Earth Dragons Wings : Wind Dragons Current : Water Dragons Chaos : Electric	<b>Jack of All Trades</b> add 3 spells from any element to spell slots Ex. Icy Wind, Blossom, Swell	<b>Passive: Lights Up</b> Glow emitting +2 LL 30 around
Uses Attack Speed (Weapon range)	Toggle (No cooldown)						
<b>Charge Shot</b> <b>200%AD</b>	<b>Dodge</b> Dash/leap/dive to a place in range 25 Stamina 1.5 Seconds (13+5%MS) units away	<b>Passive: Reckless</b> Lose 40% Less STA when climbing	<b>Passive: Bloodlust</b> Enemies under 50%HP are sensed By beast sense from 800 range	<b>Runic Burst</b> <b>135-85%AP D</b> depending on Range 50(85),40(95),30(105),20(115),10(125),5(135) 35 Mana 11 Seconds 50 Around	<b>Breath of Fury</b> <b>(100%AD + 100%MD)</b> as <b>MD</b> per sec 20 Mana Per sec 10 sec after toggle 75 cone	<b>Passive: Determination</b> Gain +5% bonus regen per 5% Max HP lost	<b>Fae Flight</b> Activate to Fly 8 Mana Per Second Toggle
<b>Sprint</b> Move at max MS Normal Speed is Half MS Costs 3 STA per second Toggle (No cooldown)	<b>Rest</b> Gain +50% Resource Rgeneration Player can not make actions Toggle (No cooldown)	<b>Ram</b> <b>10%HP +100%AD</b> Stun target for .75 seconds 10STA, 10% recoil 5 Seconds 1 Melee	<b>Passive: Joy of The Hunt</b> Deal 5% Bonus dmg to monsters Heal 5% Missing HP and Mana over 5 sec after slaying a monster	<b>Light Blast</b> <b>105%AD, 70%AP</b> increase LL +2 for 4 seconds 25 Mana 11 Seconds 90 Single Target	<b>Dragon Claws</b> <b>105%AD, 20%AP</b> Negates 15% enemy Armor Basic Melee Attack Based on Attack Speed 4	<b>Passive: Adrenaline</b> When below 20% <b>HP</b> Gain +10MS and +50% STA Regen	<b>Glitter Puff</b> <b>10+40%AP</b> If used on Allies they Heal instead 15 Mana 8 Seconds 300
<b>Protect</b> Dash in front of target within (10+5%) range and Guard, if target would still take dmg it is reduced by protectors resistances (Does not effect DoT) 5sec CD (protection lasts 2 sec)	<b>Rest</b> Gain +50% Resource Rgeneration Player can not make actions Toggle (No cooldown)	<b>Stomping Tantrum</b> <b>10%HP +20%AD</b> Stuns enemies for 1.5 second 15 STA 30 around	<b>Beast Fang</b> <b>120% AD</b> Marks Target, (Beast Sense Passive) Melee Attack 1 Second 1	<b>Channel</b> Increase <b>MD</b> and <b>MR</b> 10% for 30 sec 23 Mana 2min Self Cast	<b>Dragon Fang</b> <b>110%AD, 20%AP</b> Negates 20% enemy Armor Biting Melee Attack (Latch to target) After toggle uses Half of Attack Speed 1	<b>Rampage</b> Gain <b>+10% AD, MD, and LS</b> and take 10% increased damage for 15 sec 2 Min CD	<b>Dazzling Light</b> <b>10+30%AP</b> Grant Full Visibility within Range for 2 sec 20 Mana 11 Seconds 100 Around
<b>Aracne Blast</b> <b>5+85%MD</b> 45 Mana 9 Seconds 450 Single Target	<b>Aracne Burst</b> <b>5+78%MD</b> 45 Mana 11 Seconds 420 Single Target 45Splash	<b>Horned Charge</b> <b>100%+1%AD per range away +4%MaxHP</b> Gain+2% Speed each 5 range charged 20%D Recoil (Max speed STA cost applies)	<b>Beast Claws</b> <b>115% AD</b> Marks Target, (Beast Sense Passive) Melee Attack Based on Attack Speed 4	<b>Sorcorers Lexicon</b> add 2 spells from any element Ex. Icy Wind, Blossom	<b>Tail Slam</b> <b>70%AD +4%MaxHP</b> Stun Target for 1 Second Melee Attack 2 Seconds 5 around		<b>Shimmer</b> Grant <b>15+10%Enc+25%MD</b> shield lasts 5sec 20Mana 45 sec 80, Single Target
<b>Heal</b> Heal Target for <b>22+20%MD</b> 20 Mana 12 Seconds 175 Single target	<b>Shield</b> Shield Target for <b>24+32%MD</b> for 2.5 sec 25 Mana 12 Seconds 180 Single Target	<b>Double Kick</b> <b>30%AD per kick, 2 kicks total</b> 2nd kick knocks target back by 10 10 STA Attack Speed / 2 Melee	<b>Howl</b> 125 seconds Gain 15% Bonus <b>AD</b> and <b>MD</b> for 1min 20Mana 10STA	<b>Flare Bolt</b> <b>15+95%AP</b> Applies Fire Passive 35 Mana 6 Seconds 580, 20 Splash	<b>Scale Polish</b> Increase Resists by 15% for 10 sec 14STA 90 sec Self Cast		<b>Flourish</b> Set Fairy Aura in a 150 around area lasting 40 sec 20Mana 50 sec 100
<b>Slow</b> <i>Slow Target 20+(8%MD)% for 3 sec</i> 18 Mana 10 Seconds 225 ST	<b>Veil</b> Create barrier around you absorbing (10+30% <b>MD</b> ) Damage from outside 25Mana 15 Seconds 30 Around	<b>Desafio</b> Next attack deals +50% B Dmg and deals 30%Bonus recoil 5STA 40 sec Self Cast	<b>Snarl</b> Lowers enemy AD, AP, and TEN by 10% Lasts 10 sec 10STA 12 Seconds 75 around	<b>Aqua Surge</b> <b>15+75%AP</b> Applies Water Passive 20 Mana 6 Seconds 300, 60 Splash	<b>Hibernate</b> Rest for 5+min, while resting gain 20%D reduct and +125%Resource Reg Takes 10 seconds to cast, no cost 5 minutes Self Cast		<b>Glow</b> <b>Gain 100MReg</b> and emitt +2LL within range, lasts 30 sec 20 Mana 90 Seconds ST (70 around Light range)
<b>Inspire</b> <b>15+150%MD+1%MD</b> perMana spent for 30 sec 25Mana 45 Seconds 90 Cone	<b>Haste</b> Allies gain <b>10%MD</b> as MS for 10sec 25Mana 40 Seconds 90 Cone						
<b>Illuminate</b> Raise LL by within respective ranges (+4LL,20)(+2LL,20-40)(+1LL,40-50) 10 Mana per sec 10 seconds after toggle 50 Range	<b>Strength</b> Allies deal 5% more damage before Resistances for 15 seconds 15 Mana 25Seconds 80 around						
<b>Fortification</b> Increase ally resists by 5% lasting 15 seconds 25Mana 40 seconds 90 Cone	<b>Tone it Down</b> Reduce Enemy Lethality (Gou + Pen) by <b>(10+20%AP)%</b> for 15 seconds 30Mana 50Seconds 120 Single Target						





<b>Halt</b>	<b>Stomp</b>						
Stun target 1 sec (2 if already CC'd)	Knock back tagets in range by						
If target is already CC'd Stun increases	5 + (1%HP) units						
25 Mana	10Mana 5Sta						
12Sec	12 Sec						
85 ST	30 around						
<b>Invisibility</b>	<b>Nullify</b>						
Become invisible for 2 sec							
	<i>Silence Target for 2.5 sec</i>						
20STA	20 Mana						
30 Seconds	15 Seconds						
Self Cast	300 ST						
<b>Lunar Blessing</b>	<b>Suns Favor</b>						
Heal <b>10+15%MD</b> and grant 40 sec	Grant <b>17+25%MD</b> Shield (x2 in sun)						
<b>10+10%MD</b> shield (x2 in moonlight)	Heal for remaining shield after 10sec						
25 Mana	25 Mana						
70sec	70sec						
75 around	75 around						
<b>Inner Focus</b>	<b>Bulk</b>						
Gain 50% resource regen	allies in range gain 5+(10%MD) flat						
<i>while channeling</i>	reduction for 7sec						
1STA per sec	25 Mana						
30 Seconds	13 Seconds						
Self Cast	175 around						
<b>Enlighten</b>	<b>Benighten</b>						
Create 50 around AOE for 10 sec	Create 50 around AOE for 10 sec						
H/S to allies within AOE is boosted +30%	Foes withing AEO take +30% DMG						
20 Mana	20 Mana						
18 Seconds	18 Seconds						
140 (50 around AOE)	140 (50 around AOE)						





