	Fire (Damaging spells apply Fire D	amage)	Water (Gain +100%MReg for 5 sec	after casting a spell)	Earth (When out of combat for 10 s	sec gain 5% HP Shield)	Wind (spells grant caster + 5%MS	
Spell:	Passive: Fire Damage	Fireball	Aqua Burst	Jet	Boulder	Stone Shot	Slash	Windblade
Damage:	4+7%MD as TD per sec	10+115%MD	7%Mana+70%MD	10%Mana+80%MD	(50%AD+70%MD)x3 if under boulder	60%AD+80%MD	100%AD+50%MD as AD	55%AD + 80%MD
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)
Spell:	Burning Hands	Flame Burst	Twinkling Droplets	Rushing Tides	Pillar	Earth Wall	Peircing Winds	Wind Daggers
Damage:	5+90%MD	5+20%MD per ball	2+20%MD per bullet	7%Mana +60%MD	Creates Pillar	Creates Earth Wall	Basic Attacks ignore 7%Def for	8+40%MD
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 Spearate Single Target	350 (80 wide)	200, Terrain (5x5x20)	150, Terrain (5x20x10) Wall	Self Cast	Range 85
Spell:	Pheonix Fire	Exploding shell	Surge	Blessed Rain	Fortify	Bide	Windwall	Wind Dash
Damage:	(Cleanses Frost) (40+50%MD total)	125%MD	N/A	N/A	Dash to Target and gain +10%	Gain 15%HP Shield that explodes	10+10%AD+20%MD	Dash up to 20+5%MS units
Effect:	Heal 4+5%MD per sec for 10 sec	Cost 1extra mana for 1 extra range	Grant (5+15%MD) Mana to Target	Cleanse All Nerf Effects	Def and MR with target for 7 sec	after 5 sec dealing MD Damage	Knockback enemies by 20	Dasii up to 20+3 /siii 3 units
Cost:	25 Mana	60 Mana	35 Mana	55 Mana	25 Mana	30 Mana. 10STA	25 Mana	20STA+15Mana
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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)	Discosion MPs de
Spell:	Peircing Blaze	Flare Song	Flux	Purify	Endure	Pocket Sand	Breeze Shield	Blooming Winds
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	10+40%MD	Shield for 20+25%MD for 3 sec	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 45+60%MD 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
Spell:	Healing Warmth	Ring of Fire	Ripple	Crest	Quick Sand	Ground Pound	Swift Melodies	Tailwind
Damage:	(Channel) (Cleanses Frost)	Leave Flames that apply Fire D in Aoe	Heal allies 1%Mana+10%MD	Shield for +7%Mana+24%MD	Create quicksand area for 15 sec	10+35%MD		
Effect:	Heal allies for 4+6%MD per sec	Flames lasts 15 sec + 5 per 5 Mana		Lasts 5 seconds	Anything in area is Slowed 90%	Stun for 2, 1.5, 1, .5 sec	Share +10% Casters MS for 15 sec	Grant +7%MS 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		50 Seconds	
						12 Seocnds		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
Range: Spell:	50 Around Lanterns Drift		200, 80 AOE Stream		130, 90Around AOE Rock Dome		180Around Rising Winds	
Range: Spell: Damage:	50 Around Lanterns Drift Send Lanturns each adding +2LL	250, 100 AOE Sun Dance	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce	340 single target or self target Rain Call	130, 90Around AOE Rock Dome Create 20 Around Semi Circle	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands	180Around Rising Winds Knock up 15 units (1.5 Sec)	Multiple 250 Around Windstream
Range: Spell: Damage: Effect:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max)	250, 100 AOE Sun Dance Summons Sunny Weather	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead	340 single target or self target Rain Call Summons Rainy Weather	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP	(1005)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range	Multiple 250 Around Windstream Summons Windy Weather
Range: Spell: Damage: Effect: Cost:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana	340 single target or self target Rain Call Summons Rainy Weather 180 Mana	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana	(1005)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana	Multiple 250 Around Windstream Summons Windy Weather 180 Mana
Range: Spell: Damage: Effect: Cost: Cooldown	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Del) HP 35 Mana 2 Min	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes
Range: Spell: Damage: Effect: Cost: Cooldown Range:	50 Around Lanterns Drift Send Lantums each adding +2LL 70 units around (3 Lantums Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range)	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana	(1005)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana	Multiple 250 Around Windstream Summons Windy Weather 180 Mana
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes	200, 80 AOE Stream Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whirlpool	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Del) HP 35 Mana 2 Min	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam	180Around RIsing Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage:	50 Around Lanterns Drift Send Lantums each adding +2LL 70 units around (3 Lantums Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range)	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana 2 Min 120 around, Terain	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around
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Range: Spell: Damage: Effect: Cost: Cooldown Range:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7 per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%MD per Mine (Max 4)	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whiripool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Del) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durablity = 150%Def 50 Mana	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam 80%AD x2 if slammed into terrain	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost: Cooldown	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine 1hour	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20sec	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whirlpool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec 70 Seconds	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana 8Sec	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durability = 150%Def 50 Mana 2 Minutes	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam 80%AD x2 if slammed into terrain Stun 1 sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds	180Around RIsing Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana 30 Seconds	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost: Cooldown Range:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20sec 500 Around	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whiripool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Del) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durablity = 150%Def 50 Mana	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam 80%AD x2 if slammed into terrain Stun 1sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds Melee	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds 520, 10Splash (Boosted 50% in wind)
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost: Cooldown Range:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%,MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine 1hour 5, Trap (lasts 3.5 hours) Swell	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20sec	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whirlpool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec 70 Seconds 210, 80 AOE (AOE doubles in water) Flow	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana 8Sec Empowered Attack (15 Splash) Ebb	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durability = 150%Def 50 Mana 2 Minutes	(1005)(50.1)(25,1.5)(10.2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slatm 80%AD x2 if slammed into terrain Stun 1sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds Melee Echoed Tremors	180Around RIsing Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana 30 Seconds	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost: Cost: Cost: Spell: Damage: Spell: Spell: Spell: Spell: Spell:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine 1hour 5, Trap (lasts 3.5 hours)	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20 sec 500 Around Overheat Overheat Overheat target for 6 sec, if target is	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whiripool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec 20 Mana + 10 per sec 70 Seconds 210, 80 AoE (AoE doubles in water)	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana 8Sec Empowered Attack (15 Splash)	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durablity = 150%Def 50 Mana 2 Minutes 120 Single Target	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam 80%AD x2 if slammed into terrain Stun 1sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds Melee	180Around RIsing Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana 30 Seconds	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds 520, 10Splash (Boosted 50% in wind) Arcana Sail
Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%,MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine 1hour 5, Trap (lasts 3.5 hours) Swell	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20 sec 500 Around Overheat	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whirlpool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec 70 Seconds 210, 80 AOE (AOE doubles in water) Flow	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana 8Sec Empowered Attack (15 Splash) Ebb	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durability = 150%Def 50 Mana 2 Minutes 120 Single Target Flip turn	(1005)(50.1)(25,1.5)(10.2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slatm 80%AD x2 if slammed into terrain Stun 1sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds Melee Echoed Tremors	180Around Rising Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana 30 Seconds Self Cast (50% effective for Ranged) Gust	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds 520, 10Splash (Boosted 50% in wind)
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Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Spell: Damage: Spell: Damage:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine 1hour 5, Trap (lasts 3.5 hours) Swell Spells deal +5%DMG for 10 sec and Overheat target	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20 sec 500 Around Overheat Overheat Overheat target for 6 sec, if target is taking Fire D OH lasts 12 sec	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 180 single target (35 bounce range) Whirlpool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec 70 Seconds 210, 80 AOE (AOE doubles in water) Flow Refund 10% of all target cooldowns that are under 2 minutes	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana 8Sec Empowered Attack (15 Splash) Elb Eb 2 + (3%MD) for 8 sec +4sec in rain	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Del) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durability = 150%Def 50 Mana 2 Minutes 120 Single Target Filp turn Knock up enemies with AOE for 1.5 seconds	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam 80%AD x2 if slammed into terrain Stun 1sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds Melee Echoed Tremors Heal 10+20%MD increasing by 10 each tremor max 80+20%MD	180Around RIsing Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana 30 Seconds Self Cast (50% effective for Ranged) Gust Gain 20MS going with the Direction of spell and -20 against it	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds 520, 10Splash (Boosted 50% in wind) Arcana Sall Ally ranged attacks gain +10% Rang Boosted by 50% in wind
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Range: Spell: Damage: Effect: Cost: Cooldown Range: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost: Cooldown Range: Spell: Damage: Effect: Cost:	50 Around Lanterns Drift Send Lanturns each adding +2LL 70 units around (3 Lanturns Max) 5Mana+7per sec active per Lantern 45 Seconds Control up to 200 units away Infernal Crators 10+150%MD per Mine (Max 4) Mines last 3.5 hours 60Mana per Mine 1hour 5, Trap (lasts 3.5 hours) Swell Spells deal +5%DMG for 10 sec and Overheat target 20Mana 30Seconds Self Cast Molten Flux 10+30%MD per sec in AOE slows 20%, AOE Lasts 5 sec	250, 100 AOE Sun Dance Summons Sunny Weather 180 Mana 30 Minutes 2000 around Storm of Embers Applies Fire D to all in range 20 Mana + 10 per sec 20 sec 500 Around Overheat Overheat target for 6 sec, if target is taking Fire D OH lasts 12 sec 15Mana 30 sec 130 Range Sear 20+75%MD Deals x1.5 dmg to burning targets	200, 80 AOE Stream 35%MD+2%Mana per (3) bounce Can hit allies but heals them instead 35 Mana 15 sec 158 sec 158 sec Whiripool 20%MD+1.5%Mana per Sec Pulls enemies to center 20 units per sec 20 Mana + 10 per sec 70 Seconds 210, 80 AOE (AOE doubles in water) Flow Refund 10% of all target cooldowns that are under 2 minutes 40 Mana 45 seconds ST Droop 5+20%MD Slows Target 40% for 2.5 sec	340 single target or self target Rain Call Summons Rainy Weather 180 Mana 30 Minutes 2000 around Water Whip 55%MD + 90%AD Empowered Melee Attack +30R 20 Mana 8Sec Empowered Attack (15 Splash) Ebb Reduce damage target takes by 2 + (3%MD) for 8 sec +4sec in rain 15 Mana 35 Sec 120 ST (Doubles in rain) Hydrate Hydrate everything within 90+(10%MD Around, cleanses fire damage	130, 90Around AOE Rock Dome Create 20 Around Semi Circle Dome has (70+5%HP+5%Def) HP 35 Mana 2 Min 120 around, Terain Earth Chains Restrain target Limbs to ground Chain Durability = 150%Def 50 Mana 2 Minutes 120 Single Target Filp turn Knock up enemies with AOE for 1.5 seconds 20 Mana 12 Seconds 130, 17AOE Shatter Spikes) 80%MD+60%AD Breaks Def 20% for 15 sec	(100,.5)(50,1)(25,1.5)(10,2) Around Call of the Sands Summons Sandstom Weather 180 Mana 30 Minutes 2000 around Slam 80%AD x2 if slammed into terrain Stun 1sec x2 if slammed into terrain 20 Mana + 10STA 14 Seconds Melee Lechoed Tremors Heal 10+20%MD increasing by 10 each tremor max 80+20%MD 20Mana + 15 each Tremor 40 seconds 120 around Ground 10+15%MD - 30%AD Stun target for 2 sec	180Around RIsing Winds Knock up 15 units (1.5 Sec) Effects everything in range 20 Mana 47 Sec 155, 35 Around Wind Rush Gain 30%MS for 5 sec, Next Attack Deals 10%MS as Bonus AD 20 Mana 30 Seconds Self Cast (60% effective for Ranged) Guist Gain 20MS going with the Direction of spell and -20 against it 10 Mana per sec 10 sec after toggle 150, 15 wide Cloud Gove Create 100 around area that negates Effects of weather while active	Multiple 250 Around Windstream Summons Windy Weather 180 Mana 30 Minutes 2000 around Aero Blast 3+84%MD DMG Boosted by 50% in wind 42 Mana 9Seconds 520, 10Splash (Boosted 50% in wind) Arcana Sail Ally ranged attacks gain +10% Rang Boosted by 50% in wind 20 Mana + 12 per sec 14 sec after toggle 200 (100 wide) effect lasts only in rang Wind Flight Take flight while active
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Reg = How much of a resource you are regenerating naturally per minute		
10 range/units = 1 meter: 1 mile = 1609 meters		
Base speed = Max Speed, Normal walking speed = half of base speed (Sprinting [max speed] cost	3 STA per second of sprinting)	
MS = Max units traveled per sec		
Avg Speed = 112.5 units per sec = 11.2 meters per sec		
average male height 1.75 meteres (17.5 range)		
candle light visability 1.6 miles = 2574.95		
100% Visibility = 1 mile = 1609m = 16090 units		
LL 0-10 every 10 units visibilty is multiplied by (LL/10)		
EX: 100% VIS in LL 9 reaches to 430 range: 100% visibility in LL 7 would reach to 270 range: 100%	VIS in LL 5 reaches to 140 range: 100% VIS in LL 2 reaches to 70 range	
Base Stamina regen is 2 per sec		

Thunder (Spells apply Shock)		Petal (When out of combat for at le	ast 10 sec gain +100% REG)	Ice (Ice Spells apply Frost Slow Pas	sive Stacks may of 10 times	Poison (Blight spells, apply (Blight	e) stacks up to 15 times)
Shock (PASSIVE)	Bolt Burst	Blossom	Bloom	Frost	Ice Shard	Blight (PASSIVE)	Poison Fang
Foe takes 4% more D per stack	20+130% MD	N/A	Grow bulb with 10+(20%MD)HP that	Each stack slows enemies 8%	8+85%MD	1+2%MD per stack each sec	100%AD+70%MD
Foe takes 4% more D per stack			` '		070376WID	•	
	Splash damage, applies 2(Shock)	Heal for 32+30%MD	Grants +20%Reg to all in range	Each stack lasts 5sec		Blight reduces Healing by 50%	applies (2Blight)
PASSIVE: Spells apply Shock	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
Smite Strike	Bolt	Root	Seed Blast	Icy Wind	Frost Wisp	Sludge Bomb	Cesspool
25+120%MD	25+140%MD		5+15%MD per seed bullet	5+25%MD per sec	5+20%MD	7+95%MD	20%MD per second in AOE
Deal +11%MD per Shock Stack	applies 2(Shock)	Root target for 1.5 sec	shoots 5 seeds in total	1 Frost stack per 2 Sec		applies 1(Blight)	applies 1(Blight) 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
Static	Transfer	Fertalize	Flourish	Shattered Shards	Frost Beam	Venomous Slaughter	Fang Shot
5+20%MD	Blink up to 15+5%MD units away			10+25%MD per shard	10+80%MD per sec	10%MD per Blight Stack	5+15%MD
Chains through nearby enemies	Deals 125%MD 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(Blight)
15 Mana	40Mana	Costs 1Mana 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
Aftershock	Eray	Pollenate	Brambles Call	Frostbite	Snowy Gift	Wither	Smoke Bomb
Basic Attacks deal bonus 20%MD	Stun for 0.5Sec +.25Sec per	Deals 10+40%MD to enemies	10%Barmble HP as AD on contact	15%MD per Frost Stack, At max	Shield allies 20+15%MD for 6 sec	Wither	Reduce Vision by 70% inside
		Heals 20+25%MD to enemies				0	•
Lasts 10 Sec, applies (Shock)	Shock Stack		Start at 20HP+.5per sec (200 Max)	Stacks, deal 40%MD bonus Damage	(3 sec in sun) (12 sec in snow)	Slow target 55% for 3 seconds	Lasts 26 Sec, apply 1(Blight)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
Rising Tempo	Spark	Leech	Sprout	Ice Shield	Snow Day	Toxic	Curse
		12+40%MD	Grow Thorn Plant that attacks enemies	Shield ally for 30+28%MD for 4 sec		Target is unable to heal for 10 sec	Target can no longer be affected by
Grant AS and MS for 10 sec	Grant 20STA, and (5%MD) MS	Heal for damage dealt	has 20HP: attacks deal 20%MD,	Spell has 2 charges within 10sec	Summons Snowy Weather	(Regen included) apply 1(Blight)	their allies for 15 sec
10 Mana per .1AS, and 10MS	15 Mana	25 Mana, 1%Max HP	20 Mana, 5STA	25 Mana	180 Mana	30 Mana	30 Mana
24 Seconds	35 Seconds	12 Seconds	1 Min	18 seconds after 2nd charge or end	30 Minutes	56 Seconds	56 Seconds
85, Single Target	35 Single Target	224 Single Target	Plant 10, attack range 80 around	220 Single Target	2000 around	200 Single Target	200 Single Target
85, Single Target AMP	35 Single Target Lightning Rod	224 Single Target Thorn Lash	Plant 10, attack range 80 around Synthesis	220 Single Target Arctic Strom	2000 around Ice Blockade	200 Single Target Burn Pit	
85, Single Target AMP Grant (5+10%MD)% AD and MD				Arctic Strom		• •	200 Single Target Smog
AMP Grant (5+10%MD)% AD and MD	Lightning Rod	Thorn Lash 35%AD+10%MD+5%HP each vine	Synthesis	Arctic Strom 5+25%MD per sec toggle	Ice Blockade Create (40x20) Wall of Ice Spikes with	Burn Pit 1(Blight) per sec (Reduce vision 60%)	Smog
AMP Grant (5+10%MD)% AD and MD for 10 sec	Lightning Rod Summons Thunder storm weather	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines	Synthesis Summons Grass Aura	Arctic Strom 5+25%MD per sec toggle each sec applies Frost	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle	Smog Summons Foggy Weather
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana	Lightning Rod Summons Thunder storm weather 180 Mana	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana	Synthesis Summons Grass Aura 180 Mana	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec	Smog Summons Foggy Weather 125 Mana
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack	Synthesis Summons Grass Aura 180 Mana 30 Minutes	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades	Smog Summons Foggy Weather 125 Mana 30 Minutes
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target)	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Seconds 20 Terrain	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 800Msn a+ 15Msna per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog)	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total)	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Altacks apply Toxic and Blight
AMP Grant (5+10%MD)% AD and MD for 10 see 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heatest allies 15+24%MD 30 Mana 13 sec	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around *30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5)	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide)	Burn Pit 1(Bilight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4)
AMP Grant (5+10%MD)% AD and MD for 10 see 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 10 Seconds Discharge	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 10%TargetMsAHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4) Acid Spray
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain 5+40%MD per sec	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 133 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 175ec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)%
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10-135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana+9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain Drain S+40%MD per sec Heal for 50% Damage Dealt	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 175ec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Fastival Allies gain (6+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain 5+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec	Arctic Strom 5+25/MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10/MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana + 3 STA per sec	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana	Burn Pit 1(Bilight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden Increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10-135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana+9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain Drain S+40%MD per sec Heal for 50% Damage Dealt	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 175ec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec 40 sec 220 around	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec 180 + (10%Mana) around	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain 5+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 140 Around	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10 sec Self Cast	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second 3Hour 5000 Around Overclock	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec 40 sec 220 around Charge	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 10%TargetMsAHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain Drain S+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around Thorn Shot	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 17Sec 140 Around Icicle Crash	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10 sec	Burn Pit 1(Bilight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around Envoke	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 175Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash Shred the Weak
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second 3Hour 500 Around	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec 40 sec 220 around	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec 180 + (10%Mana) around	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain 5+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 140 Around	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10 sec Self Cast	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second 3Hour 5000 Around Overclock	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec 40 sec 220 around Charge	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec 188 + (10%Mana) around Overgrowth	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain Drain S+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around Thorn Shot	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 17Sec 140 Around Icicle Crash	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10sec Self Cast Permafrost	Burn Pit 1(Bilight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around Envoke	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 175Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash Shred the Weak
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second 3Hour 500 Around Overclock Spells deal + 10% Damage while	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 35TA per sec 40 sec 220 around Charge Charge Channel and gain +(75%MD) MReg	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec 180 + (10%Mana) around Overgrowth Allies in range temporarily gain	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain 5+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around Thorn Shot 5+7%MD	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 178ec 140 Around Icicle Crash 7+83%MD	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10sec Self Cast Permafrost Freeze everything for 5+1per 30Mana	Burn Pit 1(Bilght) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around Envoke Begin channeling, while channeling	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash Shred the Weak 9+30%MD (x2 to targets under 50%HP)
AMP Grant (5+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20%MAX Mana per second 3Hour 500 Around Overclock Spells deal + 10% Damage while Over Clock is active	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec 40 sec 220 around Charge Channel and gain +(75%MD) MReg during channel	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec 180 + (10%Mana) around Overgrowth Allies in range temporarily gain (50 + 50%AP) Max HP for 10 sec	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain 5+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around Thorn Shot 5+7%MD Bleed Target 20%MD over 4 sec	Arctic Strom 5+25%MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10%MD per ball (3 in total) Each ball applies frost 10Mana 7 seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 17Sec 140 Around Lictle Crash 7+833%MD this spell ignores (155%MD)%MR	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Traveling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10 sec Self Cast Permafrost Freeze everything for 5+1per 30Mana sec, Frozen targets become immune	Burn Pit 1(Blight) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around Envoke Begin channeling, while channeling Blight DMG is doubled for all effected	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 17Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash Shred the Weak 9+30%MD (x2 to targets under 50%HP) if target is shielded this does true D
AMP Grant (6+10%MD)% AD and MD for 10 sec 25 Mana 30 Seconds 50 Single Target Circuit Heal allies 8+10%MD and share 5%MD for 8sec 25 Mana 10 Seconds 100 Around Discharge 200%MD per sec 20% MAX Mana per second 3Hour 500 Around Overclock Spells deal + 10% Damage while Over Clock is active 25Mana + 15 per sec	Lightning Rod Summons Thunder storm weather 180 Mana 30 Minutes 2000 around Bolt Break 10+135% MD 75 Mana applies 2 Shock 360 Cone (selects lowest 5) Sparking Festival Allies gain (5+10%MD) MD and a (8+10%MD) shield during dance 9Mana + 3STA per sec 40 sec 220 around Charge Channel and gain + (75%MD) MReg during channel 20Mana 1 mintue after channel	Thorn Lash 35%AD+10%MD+5%HP each vine Casts 2 vines 20 Mana counts as auto attack 100 Range (2 Target) Brambles Grasp 1%TargetMaxHP as MD per sec Restrain+Deal D until broken 20Mana +9Mana Per Sec 2min 80 Cone Floral Rythm Allies Heal 10+5%MD per sec and gain +100%Reg while within spell 9Mana per sec + 3STA per sec 20 sec 180 + (10%Mana) around 0vergrowth Allies in range temporarily gain (50 + 50%AP) Max HP for 10 sec 100 Mana 10 Minutes	Synthesis Summons Grass Aura 180 Mana 30 Minutes 2000 around Ingrain Root yourself for 30 Sec and gain 150% bonus Reg while rooted 25 Mana 1 Minute Drain Drain S+40%MD per sec Heal for 50% Damage Dealt 15 Mana per sec 8 sec after channel, 80 around Thorn Shot 5+7%MD Bleed Target 20%MD over 4 sec 10Mana Scales with attack speed	Arctic Strom 5+25/MD per sec toggle each sec applies Frost 20 Mana per sec 8 seconds after toggle 150, 80 around Snowball 5+10/MD per ball (3 in total) Each ball applies frost 10Mana 7 Seconds 125 single target Snow Cheer Ally Basic Attacks apply frost for While cheer lasts 15Mana +3 STA per sec 17Sec 140 Around Icicle Crash 7+83/MD this spell ignores (15%MD)%MR 45 Mana 15 seconds	Ice Blockade Create (40x20) Wall of Ice Spikes with (100%MD HP) Contact deals 20%MD 20 Mana 20 Seconds 20 Terrain Calming Cold Deals 5+40%MD to enemies Heals allies 15+24%MD 30 Mana 13 sec 130 Travelling (20 Wide) Bitter Blade Next 2 Basic Attacks apply frost and deals (20%MD) bonus AD 15 Mana 10sec Self Cast Permafrost Freeze everything for 5+1per 30Mana sec, Frozen targets become immune 80Mana + 30 per sec 10 min	Burn Pit 1(Bilght) per sec (Reduce vision 60%) Lingers 10 sec after toggle 80Mana + 15Mana per sec 5 Min after pit fades 150 around +30 per sec x(1.5 in smog) Shred Enemies hit lose 5%MR for 10 sec Corrode can stack and refresh 16 Mana 10 Seconds 130, ST Burden increase Mana Cost of targets spells by (5%MD) Mana for 15 sec 23 Mana 26 sec 200, 20 Around Envoke Begin channeling, while channeling Bilght DMG is doubled for all effected 9Mana per sec 60 sec	Smog Summons Foggy Weather 125 Mana 30 Minutes 2000 around Deathly Hymm Ally Attacks apply Toxic and Blight while song lasts 9Mana +2 STA per sec 175Sec 140 Around (Closest 4) Acid Spray Lower Def by (5+15%MD)% for 12 sec 18 Mana 20 Sec 150, 20Splash Shred the Weak 9+30%MD (x2 to targets under 50%HP) if target is shielded this does true D 15 Mana 16 sec
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Basic Spells		Horned	Beast	Elf	Draconic	Human	Fae
Basic Attack	Guard	Passive : Head Strong	Passive: Beast Sense	Arcane Blast	Gain Dragon Passive based on element	Jack of All Trades	Passive: Lights Up
100%AD	Increase Def and MR by 30+(1%HP)%	Take 15% less recoil	Passive: Marked Targets are sensed	20+85%AP	Dragons Fire : Fire	add 3 spells from any element to	Glow emitting +2 LL 30 around
Critical attacks deal 200% Damage	No other actions can be taken while	from attacks and spells	Active: Mark enemies within 1000 Range		Dragons Crust : Earth	spell slots Ex. Icy Wind, Blossom, Swell	
	guarding		5 min (Casting takes 10 sec)	25 Mana	Dragons Wings : Wind		
Uses Attack Speed	Toggle (No cooldown)		Passive	6 Seconds	Dragons Current : Water		
(Weapon range)			1000 Range	270, 10 Splash	Dragons Chaos : Electric		
Charge Shot	Dodge	Passive: Reckless	Passive: Bloodlust	Runic Burst	Breath of Fury	Passive: Determination	Fae Flight
200%AD		Lose 40% Less STA when climbing		135-85%AP D depending on Range	(100%AD + 100%MD) as MD per sec	Gain +5% bonus regen	
	Dash/leap/dive to a place in range		Enemies under 50%HP are sensed	50(85),40(95),30(105),20(115),10(125),5(135)		per 5% Max HP lost	Activate to Fly
	25 Stamina		By beast sense from 800 range	35 Mana	20 Mana Per sec		8 Mana Per Second
Uses Attack Speed divided by 3	1.5 Seconds		,	11 Seconds	10 sec after toggle		Toggle
Weapon Range	(13+5%MS) units away			50 Around	75 cone		- 33
Sprint	Rest	Ram	Passive: Joy of The Hunt	Light Blast	Dragon Claws	Passive: Adrenaline	Glitter Puff
Move at max MS	TCS1	10%HP +100%AD	Deal 5% Bonus dmg to monsters	105%AD. 70%AP	105%AD, 20%AP	When below 20%HP	10+40%AP
Normal Speed is Half MS	Gain +50% Resource Rgeneration	Stun target for .75 seconds	Heal 5% Missing HP and Mana over	increase LL +2 for 4 seconds	Negates 15% enemy Armor	Gain +10MS and +50% STA Regen	If used on Allies they Heal instead
Costs 3 STA per second		10STA, 10% recoil	-	25 Mana	Basic Melee Attack	Gaill + TowlS and +50% STA Regen	15 Mana
	Player can not make actions	,	5 sec after slaying a monster				
Toggle (No cooldown)	Toggle (No cooldown)	5 Seconds		11 Seconds	Based on Attack Speed 4		8 Seconds
	_	1 Melee		90 Single Target	·	_	300
Protect	Rest	Stomping Tantrum	Beast Fang	Channel	Dragon Fang	Rampage	Dazzling Light
Dash in front of target within (10+5%)		10%HP +20%AD	120% AD		110%AD, 20%AP	Gain +10% AD, MD, and LS	10+30%AP
range and Guard, if target would still	Gain +50% Resource Rgeneration	Stuns enemies for 1.5 second	Marks Target, (Beast Sense Passive)	Increase MD and MR 10% for 30 sec	Negates 20% enemy Armor	and take 10% increased damage for	Grant Full Visibility within Range for 2 se
take dmg it is reduced by protectors	Player can not make actions		Melee Attack	23 Mana	Biting Melee Attack (Latch to target)	15 sec	20 Mana
resistances (Does not effect DoT)	Toggle (No cooldown)	15 STA	1 Second	2min	After toggle uses Half of Attack Speed	2 Min CD	11 Seconds
5sec CD (protection lasts 2 sec)		30 around	1	Self Cast	1		100 Around
Aracne Blast	Aracne Burst	Horned Charge	Beast Claws	Sorcorers Lexicon	Tail Slam		Shimmer
5+85%MD	5+78%MD	100%+1%AD per range away +4%MaxHP	115% AD	add 2 spells from any element	70%AD +4%MaxHP		Grant 15+10%Enc+25%MD shield
		Gain+2% Speed each 5 range charged	Marks Target, (Beast Sense Passive)	Ex. Icy Wind, Blossom	Stun Target for 1 Second		lasts 5sec
45 Mana	45 Mana	20%D Recoil (Max speed STA cost applies)	Melee Attack	,	Melee Attack		20Mana
9 Seconds	11 Seconds	, , , , , , , , , , , , , , , , , , ,	Based on Attack Speed		2 Seconds		45 sec
450 Single Target	420 Single Target 45Splash		4		5 around		80, Single Target
Heal	Shield	Double Kick	Howl	Flare Bolt	Scale Polish		Flourish
Tieai	Shield Target for 24+32%MD	30%AD per kick, 2 kicks total	125 seconds	15+95%AP	Scale Polisii		Set Fairy Aura in a 150 around area
Heal Target for 22+20%MD	for 2.5 sec	2nd kick knocks target back by 10	Gain 15% Bonus AD and MD for 1min	Applies Fire Passive	Increase Resists by 15% for 10 sec		lasting 40 sec
20 Mana	25 Mana				,		
20 Mana 12 Seconds		10 STA Attack Speed / 2	20Mana 10STA	35 Mana 6 Seconds	14STA 90 sec		20Mana 50 sec
	12 Seconds			580, 20 Splash			*****
175 Single target	180 Single Target	Melee			Self Cast		100
Slow	Veil	Desafio	Snarl	Aqua Surge	Hibernate		Glow
	Create barrier around you absorbing	Next attack deals +50% B Dmg and	Lowers enemy AD, AP, and TEN	15+75%AP	Rest for 5+min, while resting gain		Gain 100MReg and emitt +2LL
Slow Target 20+(8%MD)% for 3 sec	(10+30%MD) Damage from outside	deals 30%Bonus recoil	by 10% Lasts 10 sec	Applies Water Passive	20%D reduct and +125%Resourse Reg		within range, lasts 30 sec
18 Mana	25Mana	5STA	10STA	20 Mana	Takes 10 seconds to cast, no cost		20 Mana
10 Seconds	15 Seconds	40 sec	12 Seconds	6 Seconds	5 minutes		90 Seconds
225 ST	30 Around	Self Cast	75 around	300, 60 Splash	Self Cast		ST (70 around Light range)
Inspire	Haste						
15+150%MD+1%MD perMana spent	Allies gain 10%MD as MS for 10sec						
for 30 sec							
25Mana	25Mana						
45 Seconds	40 Seconds						
90 Cone	90 Cone						
Illuminate	Strength						
Raise LL by within respective ranges	Allies deal 5% more damage before						
(+4LL,20)(+2LL,20-40)(+1LL,40-50)	Resistances for 15 seconds						
10 Mana per sec	15 Mana						
	25Seconds						
10 seconds after toggle							
50 Range	80 around	+					
Fortification	Tone it Down						
Increase ally resists by 5% lasting	Reduce Enemy Lethality (Gou + Pen)						
15 seconds	by (10+20%AP)% for 15 seconds						
25Mana	30Mana						
40 seconds	50Seconds						

Exhault	Unburden			
Increase all of targets stats	Slows and Gear tax is 80% less			
by 1+(5%MD) for 10 sec	effective on target for 10 sec			
20 Mana	20 Mana			
90 Seconds	30 Sec			
50 Single Target (up to 5ST bounce)	140 Single Target			
Resonate	Enervate			
Heal Ally for 10+15%MD. Bounces	Remove (10%AP) Def and MR			
and heals any ally within 15 Range	from opponent for 6 sec			
20 Mana	20 Mana			
18 Seconds	30 Sec			
50 Single Target (up to 5ST bounce)	140 Single Target			
Seal	Glowing Viel			
Lower targets MD by (5+20%MD)%	Shield target 5+10%MD for 12 sec			
lasting 10 sec	while shield lasts target emitts +2LL			
28 Mana	20 Mana			
45 Seconds	20 Sec			
140 Single Target	120 ST			
Sanguinate	Obliterate			
Next attack deals 50%AD BD and	Next spell cast gains (40%MD) Pen			
executes foes under (15+35%Gou) HP				
15STA	30Mana			
45 Sec	40Sec			
Self Cast	Self Cast			
Quash	Reinforce			
Stop target from regenerating Mana	Next Attack deals +40%MD bonus D			
for (5+15%MD) Seconds	TOXY MILLON GOOD 140 / MILL BOTTLE B			
25Mana	20Mana +1 per range away from user			
40Sec	8 sec			
160 Single Target	Self Cast			
Spirit Break	Pulse			
150%MD -1% per range away	100%MD			
170 por range away	100701112			
40Mana	25Mana			
180 sec	20 sec			
150 around	120 cone (80wide)			
Farcry	Arcane Star Storm			
20%MD	10+90%MD per blast			
20 /01112	Blasts travel like artillery			
12Mana	35 Mana Per blast			
6sec	80sec after toggle			
600 ST	700, 20 splash			
Magi Crash	Aracne Missle			
100%MD	15+95%MD			
only attacks from above unit	10.00,000			
60 Mana	55 Mana			
11 Seconds	10 Seconds			
820 Single Target, 10Splash	800 Single Target, 30Splash			
Shatter	Void's Spite			
10+30%MD	10+75%MD			
Reduce target MR (30MD%)% for 5sec	Silence Target for 1 sec			
25 Mana	50 Mana			
15 Seconds	15 Seconds			
400 ST	300 ST			
Murder	Relentless Volley			
Execute Creature below (35%MD)HP	5+15%MD			
	ļ			
60Mana	40Mana			
90 sec	60 sec			
	100 (400 around)			

Halt	Stomp		
	Knock back tagets in range by		
f target is already CC'd Stun increases			
25 Mana	10Mana 5Sta		
12Sec	12 Sec		
	30 around		
	Nullify		
Become invisible for 2 sec			
	Silence Target for 2.5 sec		
20STA	20 Mana		
30 Seconds	15 Seconds		
Self Cast	300 ST		
Lunar Blessing	Suns Favor		
Heal 10+15%MD and grant 40 sec	Grant 17+25%MD Shield (x2 in sun)		
10+10%MD shield (x2 in moonlight)	Heal for remaining shield after 10sec		
25 Mana	25 Mana		
70sec	70sec		
75 around	75 around		
Inner Focus	Bulk		
Gain 50% resource regen	allies in range gain 5+(10%MD) flat		
while channeling	reduction for 7sec		
1STA per sec	25 Mana		
30 Seconds	13 Seconds		
Self Cast	175 around		
Enlighten	Benighten		
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		
18 Seconds	18 Seconds		
	140 (50 around AOE)		

Budgie	Mist Walk	Giant	Tanuki	Goblin	Dwarf
Winged Flight	Passive:Grim	Passive: Size Matters	Passive: Mischeivous	Thieves Swipe	
5 5	Decrease LL by 1 60 around	Basic attacks deal +4%Max HP,	Attacks and Spells gain 10%	5+60%AD	
Activate to Fly	Vision is not decreased in darkness	·	bonus range	Steal Monster Held Item or P Trinket	
Costs 1STA per second	VICION IS NOT GOOD CASCO IN GANGLOSS		bonde range	20STA 10Mana	
Sprint Cost applys when sprint flying				28 Seconds	
Sprint Cost applys when sprint hying				Melee Attack	
Passive: Scout	Passive: Shrouded Stride	Stomp	Passive: Lil Guy	Move Swiftly	
	Passive:	-	-	-	
Passive: Have +50% Visibility		(200%AD - [Range away x 2.5]) +	Can fit through spaces 50% your	Gain +20% speed for 4 seconds	
	Gain 20% MS when below light level 4	Stuns for (2.5sec - [Range away / 100])	size		
		10 STA		20Mana	
		10 Sec		12 Seconds	
		120 around			
Preen	Spirit Walk	Unstopable Will	Passive: Hungry Lil Guy	Tumble	
		Gain 50% Tenacity for 10 seconds	Gain +50%Reg for 15sec after using	Dash/leap/dive to a place in range	
Double all Resource Regen while active	Become Ghosted and Invisible for 2sec		a consumble	15 Stamina	
Min: 1 minute Max time: 5 minutes	20Mana	20STA		(5+8%Speed) units away	
	12 Seconds	90 Sec			
Self Cast	Self Cast	Self Cast			
Feather Poof	Shadow Step	Crush	Tuck In	Sly Cut	
30%Speed and Can't fly when active		100%AD +10%MaxHP per sec	Gain 100MaxHP and HP	Attacks Apply 5%AD per sec bleed	
Gain 40%D reduction	Blink to Area in light level below 5	Restrains target	Lose 20% Speed	for 10 seconds (Bleed lasts 7 sec)	
Self Cast	24 Mana	10STA per sec	Toggle	10STA	
Seir Cast			roggie		
	5 Seconds Blink Range 30 around	Melee Grab	0-16 04	Self Cast	
	-	Melee Grab	Self Cast	Melee	
Talon Strike	Shade	Hollar	Rollout	Scatter Jacks	
105%AD	Cast smoke that reduces light level by 3	Slow enemies 20% and decrease	85%+1%AD per range away +4%MaxHP	Spread AOE of shards that deal	
Slow Target 15% for 2 sec	20 Mana	enemy AD 10% for 4sec	Gain 5%Speed per sec (Max 40%)	50%AD and slow 10% when stepepd on	
Melee Attack	smoke 20 diameter sphere, lasts 60 sec	5STA (x2 for each use within 10sec)	3STA per sec		
Based on Attack Speed	35 Seconds	2 second	4 sec Toggle		
	120 Range	150 around	Self cast Melee		
Wing Clap	Smell Their Fear		Scamper		
20%AD	Passive: Sense enemies in low light		Gain +10%AS and MS for 5 seconds		
Stun for 0.75 Sec	Light level 4 or below				
7STA	5		15 Mana		
Halved Attack Speed			19 sec		
15 Range	400 Range around		Self Cast		
10 Hango	roo rango arouna				