

Achilles .W
fountain stance chng
cone swing, stuns close
pow/prot/heal buff
dir dash then throw spear
30% execute dive

Agni .M
autos stack for DoT on 2/4
doT fumes on ground
Fire line; in fumes=stun
dash, dmg + fire trail
low CD airstrikes

Ah Muzen Cab .H
DoT bees
hive for buffs+ward
Throw bee ball
area squirt, dmg+slow
throw stinger (& pick up)

Ah Puch .M
walk on corpses for cdr/hp
line throw 2 corpses
Explode area (& corpse)
foss a DoT corpse
giant Wraith wave dmg

Amaterasu .W
auto enemy 3x=more dmg
heal & stance chng dmg|MS
5s shoot line ball
charge that silences
3 swings, hit all 3 to stun

Anhur .H
spears debuff phys prot
obelisk, dmg buff & slows
Line spear, knockback+stun
leap + knock + dmg
rapid-throw 8 spears

Anubis .M
stacks prot-steal
cone spray DoT
line stun (single-target)
ground area DoT + slow
laser eyes

Camazotz .A
[death pools] = H/M/lfstl
line throw, [echo] = D buff
throw, dmg+DoT & heal [c]
leap, dmg + heal
PH 3x, dmg [mult bonus]

Cerberus .G
steal heal & stack 'heads'
lines: hit all 3 heads=stun
cone spray, center=slow
leap, kill 'souls' for heal
circle knock & pull to xhair

Cernunnos .H
melee range = auto buff
auto [lfstl|dmg|pred|slow]
line root & area DoT/slow
dash dmg
area slow, dmg & [boar]

Chaac .W
5 autos=0 mana ability/cdr
area axe throw + dmg
spin|TP to axe, dmg + prot
circle heal, asr&msr [axe]
big circle strike, dmg+silnc

Chang'e .M
item delivery, abilities = MS
cone swing
invuln, take dmg = mana
spin heal & dmg+debuff
line throw, dmg & stun

Charybdis .H
autos = [tide] = AS inc [p]
line dmg 4s, god=[splinter]
cone dmg, [max=buffs]
[grnd] ms, DoT&dmg [3]
line push & cone dmg

Chernobog .H
auto stacks to expl dmg
area dmg & expl + root
line throw, AS + [det]
dash [wall], dmg+slow
fly to enemy, slow+mit/MS

Hachiman .H
hit enemies = mp5
auto buff 4x, xdmg
area dmg & AS buff
dash & circle dmg [stun]
[horse], cone dmg & slow

Hades .M
'blight' debuffs power
ground leap + dmg
cone, silences + 'Feared'
circle dmg + 'blight' dmg
circle vortex + DoT

He Bo .M
use abilities = xtra power
shoot water cone
water path that boosts MS
geyser launch ppl up
become wave & dash

Heimdallr .H
vision = pow, can see invis
air ward, 1=air strike
cone DoT & dmg+knock
TP frags, ward between
charge & send to brazil

Hel .M
heal / dmg buff in stance
throw dmg & heal / expl
area CC imm / slow & pr
circle heal&HoT / dmg
stnc change & buffs

Hera .M
dmg = Argus CDR/heal
cone & area dmg
line dmg & [morb]
shield/MS buff, Arg DoT
control [Argus]

Hercules .W
take dmg = pow stack
dash&push, dmg + stun
line dmg, |knock to self
heal & 4s prot buff
area throw & big line dmg

Mercury .A
MS = pow, [dist=auto pow]
area dmg, [radius]
[MS] & AS buff
charge DoT + grab&throw
world dash, dmg+stun

Merlin .M
casts buff next auto
area/line DoT/throw dmg
area pull dmg/DoT pr/slow
blink 30 units lol
stnc chng + circle dmg

Morgan Le Fay .M
5 marks* = pow buff
area dmg, strike & expl***
area & line knock+dmg*
line dmg & expl + DoT*
dmg marked + 3 line atks

Mulan .W
abilities evolve 3x
spin dmg 2x & cone dmg
line jab 2x, dmg+slow+hp
grapple pull/dmg [walls]
line dash+knock+arrow

Ne Zha .A
hit ppl = 12s crit stacks
throw [arc], dmg+MS/!prot
AS/crit buff + % heal
target stun+leap & dmg
line dash, hit = air combo

Neith .H
hit circles = ability buffs*
line arrow, root + dmg*
area dmg, AS buff & heal*
circle dmg/slow & backflip
aimbot arrow, stuns

Nemesis .A
hit autos = steal pow
dash dmg, 2x
cone dmg, [center, slow]
shield heal & rflct [cc]
area dmg/msr, psteal&MS

Shiva .W
dmg [cycles] buffs/debuffs
circle pull+dmg/DoT, ms|pr
cone dmg [knock], AS|!as
dash x2, circle blocks|DoT
4x circle HoT|[amp]]|dmg

Skadi .H
pet dog named kaldr
line throw, dmg+slow
dog atk [rank], cold=xdmg
area dmg+DoT, MS, [slip]
circle DoT & dog root/DoT

Sobek .G
hit ppl = prot
charge, dmg & throwback
circle dmg + knock
cone dmg, heal+hred
[ground], circle slow&dmg

Sol .M
hit ppl = power & AS
circle area DoT & heal
line explode/slow
MS & fire trail to immunity
delayed airstrikes

Sun Wukong .W
<50% hp = pow & prot
line slam dmg
circle dmg, slows AS/MS
[dash] || [charge] || [fly]
HoT, pharbor dmg [pet]

Susano .A
5th cast = bonus dmg
cone, circle, dash dmg
cone dmg [pull]
throw DoT, 3=TP
vortex & dmg+knock [aim]

Sylvanus .G
[seeds]* give mana+CDR
area*, dmg/root || mp5
circle strike, DoT || hp/prot
throw, hit = stun & pull
circle knock + DoT

Ao Kuang .M

[sword] = hp/cdr on casts
area TP & invis, 1=expl
auto [buff] 6x, 2=throw
cone dmg [combo w 2]
brazil, 30% exe & PH dmg

Aphrodite .M

gods near = prot
throw, [Sm8 buff] | stun
circle dmg+slow+kn [Sm8]
line DoT / [HoT on Sm8]
self and Sm8 invuln

Apollo .H

[Audacity] = AS buff
line dmg
circle mes + prot buff
dash, dmg & MS (de)buff
pearl harbor DoT+knock

Arachne .A

auto buff on low-HP gods
buff next auto, dmg + DoT
AS buff, hit all 3 = stun
line web [traps], MS+slow
pearl harbor, dmg+slow

Ares .G

aura items = power
line chain 3x, crip+DoT
self/ally prot buff [chain]
cone DoT
area chain, TP+dmg+stun

Artemis .H

CC'd enemy = auto buff
area trap, root + DoT
AS & MS buff + slow imm
area strike, dmg + slow
boar attack

Artio .G

hit abilities = prot debuff
cone lfstel+dmg / dmg 2x
circle debuff / stun + prot
line DoT (5x=root) / dash
stance change & MS stack

Chiron .H

HoT/pow every 12s [tm8]
area dmg & CC-imm tm8s
strike marked, dmg+slow
dash, [knock behind]+dmg
3 unibeams, kill = self-res

Chronos .M

pow stack every 90s
area dmg
AS & MSOT+ [section] buff
line dmg to stun+dmg
tracer rewind 8s [cd/hp/m]

Cliodhna .A

[walk into walls]
cone dmg 3x, silnce [wall]
throw & expl [vis] + MS
dash & cone dmg [wall]
line dmg + DoT [wall], 2x/3

Cthulhu .G

[torment]=[insanity]=power
cone dmg/slow, mit + fear
area slow, dmg 2x=root
dash dmg + knock
[big] dmg + pr|knock|H&D

Cu Chulainn .W

[rage bar], 85 = stnc chng
line dmg + H-red / root
circle DoT, MS [automatic]
leap / charge & push dmg
circle dmg + knock / trembl

Cupid .H

autos stack dmg/healing
line, slow & explode target
drop 3 regen hearts
dash, trail buffs MS/AS
air strike area, dmg + stun

Da Ji .A

DoT autos
auto buff, dmg+DoT+slow
cone claw 4x + MS buff
TP to any god, dmg+DoT
circle, 3 chains, dmg+pull

Horus .W

take dmg = stack ccr [HoT]
circle knock & line auto
charge+stun & cone atk
leap to ally + heal
pearl harbor, can TP allies

Hou Yi .H

get critted = crit imm 3s
line arrow [bounce] [2stun]
area, mark=bonus D+ward
leap dmg, [2knock]
area strike 9x, dmg+slow

Hun Batz .A

15% auto buff after cast
leap dmg & slow
cone dmg, knock imm
throw monkey, dmg & [arc]
circle fear & DoT

Ishtar .H

<75% hp, hit [marked=AS]
area|cone|>AS autos
[line] strike 4x, D, 2x=mes
charge, hit=dmg & backflip
cone dmg/crip, [retrn stun]

Izanami .H

auto returns low hp = pen
AS + 100% dmg buff
line throw, dmg+slow
ground leap & stealth
area dmg + silence

Janus .M

use portals = mag [scaling]
ground/wall portal, dmg
line ball(s), dmg
area MS || slow+[scaling]
unibeam, dmg + portals

Jing Wei .H

PH OUT THE FOUNTAIN
area dmg & knock [self]
auto buff, dmg & crit chnc
dash, MS & pow buff [1]
jump, line strike & PH

Nike .W

[goals] = team pow & MS
line dmg 3x, [!prot][disarm]
repel autos, & cone dmg
leap, dmg + knock
circle dmg+slow+[shield]

Nox .M

[candles] = power
throw, hit=root+crip+DoT
area silence & dmg
dash dmg [into ally]
throw ball, hit=dmg+DoT

Nu Wa .M

6th auto = root
line fog, DoT+MS+[invis]
[soldiers], DoT
line throw, dmg [min expl]
PH, bomb entire team

Odin .W

dead god = MS/pow buff
leap + dmg
shield, 4s or 1 = explode
circle dmg 3x+throw [rune]
cage, buffs & debuffs

Olorun .M

150+ pow = crit chance
2s line ball,
AS [energy], 2=area strike
circle knock+dmg+[HoT]
time dilation area, (de)buff

Osiris .W

8 abilities = ghost mode
throw, dmg+slow
area dmg [buffs 1 slow]
circle 4s debuff then stun
ghost mode + leap & dmg

Pele .A

<half hp = 4s pow/lifesteal
line ball [2x], dmg+return
circle dmg+knock [lvi buff]
MS+circle DoT [fuel, amp]
charge+dmg, 3 cone atks

Terra .G

stone = auto buff + !knock
dash dmg [break] [2 cone]
area walls, 2=dmg/stun [1]
area HoT, break=root/DoT
circle HoT [stones=dmg/H]

Thanatos .A

abilities cost HP & mana
throw, dmg+slow
pen/MS buff
cone swing + silence
pearl harbor, stun + %exe

The Morrigan .M

3rd auto = expl & DoT
cone dmg & stun
line dmg [min] [omen]
invis & clone to area
become any god for 10s

Thor .A

enemies near = more pow
line throw, re-cast to TP
line stun & wall block
spin dmg
pearl harbor, stun+lighting

Thoth .M

kill stuff for pen stacks
line throw dmg [3 buff]
dir dash & auto [cc/dmg]
area [buff box]
delayed line throw dmg

Tiamat .M

dead ally = [HP || mit]
1s line dmg / cone dmg
area dmg[stun] / line knck
area leap* / sneeze dash*
[minions / beast / storm]

Tsukuyomi .A

auto buffs, mana||dmg+hp
throw, dmg & ranged auto
3 swings, dmg+!arm [stun]
area dmg/slow & rge-auto
line dmg 4x, [hit=dash]

Athena .G <i>ranged auto after cast</i> charge dmg+slow [blocks] cone dmg + taunt circle dmg 2x PH to tm8, dmg+mit	Danzabourou .H <i>[pouch] gold = pow buff</i> 3 lines, dmg+intox & expl heal & are a dmg+slow+tnt circle buff, [leave=leaf] [line charge], dmg+stun	Jormungandr .G <i>[disp=slow], DoT autos</i> area dmg & DoT + slow delayed circle dmg grnd invis/MS, dmg&knock PH 3x, big dmg	Persephone .M <i>[dead=plnt] [seeds/plants]</i> line dmg & slow [seed] expl dmg [seed/plant] circle dmg & dir leap [plnt] throw, area dmg & [big cc]	Tyr .W <i>CCs last 1 second max</i> dash, dmg & push / knock cone dmg, [knock] / heal pow/prot stance change area leap, dmg+slow
Atlas .G <i>'energy' = 'tremble' autos</i> area auto dmg, 1=return cone 1 pull, close=grab charge & circle slow area DoT, 4=airstrike [aim]	Discordia .M <i>top dmg tm8 gets pow buff</i> line ball, dmg + expl dmg area dmg, root [madness] dash + invis circle, MS/cdr big line ball, hit god=expl	Kali .A <i>choose 1 enemy, xtra pen</i> leap, dmg + heal 3 criss-cross lines, DoT circle stun & power buff circle DoT + can't die	Poseidon .M <i>[tide] = MS/dmg buff</i> line dmg & push MS/dmg buff [triple autos] area vortex, crip+DoT area slow+dmg [knock/stn]	Ullr .H <i>CDR on inactive stance</i> line dmg / throw+stun pow / MS buff area / leap dmg stnc chg bow=MS/axe=lfstl
Awilix .A <i>[first strike] = pow buff</i> MS, can leap+dmg flip, root+crip+dmg [bonus] line dmg+knock atk [in air] + AS/pow/prot	Erlang Shen .W <i>dog also autos</i> dmg buff, lfstl & dr stack area dmg, center=root [mink] charge [turtle] dash cone taunt & heal/mit	Khepri .G <i>hp shield circle, every 5s</i> charge+grab, dmg & pull line ball DoT, prot (de)buff area root + dmg TP/rez tm8 if they die	Ra .M <i>use abilities, stack MS</i> line strike dmg circle slow + dmg & blind area DoT + buffs evrythng unibeam, dmg	Vamana .W <i>prot = pow & AS</i> dash, dmg & knock cone dmg line throw&return, asr/msr [big mode]+prot/pow buff
Baba Yaga .M <i>house gives free stacks hp</i> Rng lines, dmg+Rng buffs rng area dmg, cancel=pot circle explode dmg & leap circle dmg + 4 airstrikes	Eset .M <i>3rd auto = more dmg</i> 4 line attacks (+ MS buff) line ball, 2=dmg/stun debuff area, slow/silence area buff, 4=dmg/hp	King Arthur .W <i>stnc chng, gain energy*</i> line throw / cone swing stomp / charge+knock dash-swing / big spin line stun-jab* / air combo*	Raijin .M <i>5 casts = CDR+wide auto</i> line dmg 3x area [mark], next hit=DoT area mes & leap+dmg line dmg 4x, [beats]	Vulcan .M <i>hit ability = MS & mp5 buff</i> sneeze line ball, dmg/mark cone turret, DoT area strike, dmg & knock area strike, dist = xdmg
Bacchus .G <i>drunk meter = pow + mit</i> drink, pow & prot buff leap, dmg + slow if 'tipsy' cone DoT, 'tipsy' = stun circle dmg & intox + power	Fafnir .G <i>xtra gold & prot</i> line throw, dmg+stun+DoT area, buff ally AS (allies*) big leap, dmg+stun+DoT dragon mode, DoT auto	Kukulkan .M <i>4% max mana pow buff</i> throw, dmg & area slow 4s MS buff, slow imm area DoT [branch] line strike, dmg & knock	Rama .H <i>autos = [arrow] regen [m]</i> auto buff, dmg/slow [drop] AS buff, [3rd hit=arrow] dir dash & dmg/crip arrow PH, strike 3x [arrow CDR]	Xbalanque .H <i>dmg = pow stacks</i> auto dmg buff + [split] cone dmg&DoT+slow [ps] dash & circle dmg, [2dmg] team blind + range/ms buff
Bakasura .A <i>kill = AS/MS buff for 10s</i> leap, dmg + 3s dmg buff eat minion, H+M+cdr+prot pow & true dmg buff area slow, cone autos [mn]	Fenrir .A <i>autos = runes = buffs</i> leap dmg + stun power & lifesteal buff leap & combo, dmg + pow [big]+prot, auto = grab	Kumbhakarna .G <i>[sleep>>die], 8 autos=die</i> charge+dmg, [minions] line slam, dmg+root circle mes, [AS/MS slow] charge + brazil, dmg x2	Ratatoskr .A <i>buy acorn item anywhere</i> line charge, dmg + slow spin dmg 4x + prot debuff cone throw, hit all 3 = stun pearl harbor dmg, 3 jumps	Xing Tian .G <i>hit enemies, stack hp5</i> line dmg + DoT cone knock&slam + root 2 leaps + dmg axe spin-grab-throw+dmg
Baron Samedi .M <i>'hysteria' dmg & extra pot!</i> criss-cross line dmg area dmg, hit = ally buff line throw, DoT + slowroot cone suck & dmg + stun	Freya .M <i>lifesteal buff per level</i> auto pow buff 5s ranged 6s, slow+xdmg area brazil PH airstrike 4x	Kuzenbo .G <i>take dmg = mit stacks</i> [Kappa] throw dmg & DoT buff, reflect dmg & get cdr charge&push, impact=dmg circle knock-oT & DoT	Ravana .A <i>8 autos = shield</i> cone dmg & slow line dmg & short MS buff line throw, dmg & root [H] leap dmg, dmit & dmg inc	Yemoja .G <i>'omi' bar, ranged basic</i> Bubble bounce airstrike dmg/heal line wave knock up ring pull ring wave walls

Bastet .A

hit enemy = lfstl + ward 6s
 leap dmg, 1=return
 cone dmg & DoT
 throw [cat], root dmg/DoT
 throw, grab+dmg+vortex

Bellona .W

abilities change autos!
 dash & cone dmg+slow
 spin dmg & line dmg
 line dmg + disarm
 leap, dmg + area pow/prot

Cabrakan .G

5% dmg reduc self & allies
 MS buff & next auto stuns
 cone clap, max stack=stun
 circle DoT, tremble+vortex
 area dmg + cage

Ganesha .G

kills become assists
 line dmg, [tm8 bonus dmg]
 cone silence & circle prot
 charge, dmg+knock
 cage, edge=DoT/slow/prd

Geb .G

65% less dmg from crits
 become ball, roll around
 cone knock, close = >dmg
 self/ally health shield
 big circle dmg & stun gods

Gilgamesh .W

[quests] = free item || gold
 circle dmg + auto buff
 line dropkick, [dmg]+[stun]
 area leap, dmg+MS+lifestl
 windy area, DoT + [pull]

Guan Yu .W

stacks = ability boosts*
 circle heal* + CDR
 dash dmg, slow*+CDR
 line DoT + prot steal*
 [horse], off=stun*/slow*

Lancelot .A

kills/assists = MS||auto DR
 dash dmg [2x] / horse line
 knock-swing / root & slam
 horse mode [shield] / 180
 horse mode line dash dmg

Loki .A

backstab autos
 invis, next auto=DoT
 area DoT, 4 ticks = blind
 cone atks [last], dmg+slow
 area TP & dmg+stun

Maui .G

hit [marked] 2x = pull
 line throw, dmg&pull
 area prot/MS buff [tm8 TP]
 swing leap, dmg & stun
 area knock+dmg+pull [wal]

Medusa .H

no strafe penalty
 AS buff + DoT autos
 line [spray], dmg+hred
 charge, dmg + root
 cone dmg+stun|slow [look]

Scylla .M

pow/cast buff at max rank
 line throw, dmg/root [+2]
 area slow+pr & dmg/slow
 ward, 3=dash, !los+range
 MSx2 buff & area dmg [k]

Serqet .A

[2 poisons] = bonus dmg
 zig dash dmg, [p-red psn]
 throw 2x, dmg+[mad psn]
 invis [*range] & leap
 dmg&push+DoT [die-expl]

Set .A

dmg = AS stack [horus x2]
 line dmg+slow, [2 atk]
 area minion, 1-trgt & 3-tp
 circle DoT, d-red, [TP to 2]
 MS/dmg buff, 4x=min/expl

Ymir .G

more dmg on ppl iced
 big wall
 line slam dmg
 cone stun
 big circle charge&explode

Yu Huang .M

stacks to collat autos
 explode area + DoT
 line damage twice + root
 leap & float down + dmg
 dragon line knock/dmg

Zeus .M

[charged] enemy = xdmg
 line throw, dmg+arcs to ppl
 throw shield area(& hit it!)
 lightning hits charged ppl
 area lightning storm

Zhong Kui .M

collect demons for ult
 line marks+slows+DoT
 cone dmgs & eats marked
 spin dmg, stuns marked
 big circle, ½ demons DoT