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60 Voices Build Guide Discussion (0) More Guide Demonic Clutch Shoes Focus Spear Magus Soul Gem Shaman Ring Spear Devastation Flashes Anik Terrifying Emblem 4 8 14 15 18 1 1 2 7 9 12 3 6 10 13 16 5 11 17 19 20 Section Title This Collection, which just deletes everything, it can be used for all game modes in joust ao quang shows , why he is called king in conquest scene is his playground. Chapter Title Is a collection that simply removes everything, it can be used for all game modes in joust Ao Quang shows why he called king in conquest scene is his playground. Builds Guides Tierlists Minecraft Servers +7 Power +100 Health +30% Pity vs Jungle Monsters +8% Health and 25 Mana Restored to Killing Jungle Monster ROLE QUEST: JUNGLE Kill or Help Jungle Monsters or Enemy Gods to Get Stacks. Jungle monsters cost 1 stack and enemy gods worth 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. This expendable 250 health within 25 seconds. This expendable 250 health within 25 seconds. These are the expendable deals of the 200 True Damage Jungle Monsters around you. It only affects monsters on your side of the jungle. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Cooldown - 140s. PASSIVE - Each successful base attack applies a six-legged attack to enemies and eadeases you, increasing your power by 5% and reducing your enemy's power by 5% for 5s. (Max. 3 Stacks). PASSIVE - Enemies affected by your major attacks get a 20% reduction in healing, stacking up to 2 times and duration 8s. PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE - Your healing received from Magical Lifesteal increases by 30%. Your magical power increases twice the magical life you have. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 140s. Using this item removes crowd control effects and makes you immune to new ones for 2s. Charging - 160s. +7 Power +100 Health +30% Damage vs Jungle Monsters +8% Health and 25 Mana Restored to Killing Jungle Monster Role QUEST: JUNGLE Kill or Help Jungle Monsters or Gods Enemies to get stacks. Jungle monsters cost 1 stack and enemy gods worth 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. This expendable 250 health within 25 seconds. This expendable 250 health within 25 seconds. These are the expendable deals of the 200 True Damage Jungle Monsters around you. It only affects monsters on your side of the jungle. Using this item removes crowd control effects and makes you immune to new ones for 2s. Charging - 160s. +7 Power +100 +100 +40% Damage Bonus vs Jungle Monsters +7% Health and 25 Mana Recovered on Killing Jungle Monster +5 Penetration +5% Movement Speed ROLE QUEST: JUNGLE: COMPLETED! PASSIVE – Each successful base attack applies a six-legged attack to enemies and empowers you, increasing your power by 5% and reducing your enemy's power by 5% for 5s. (Max. 3 Stacks). PASSIVE - Your healing received from Magical Lifesteal increases by 30%. Your magical power increases twice the magical life you have. PASSIVE – Your main attacks reduce your target's magical defense by 10% for 3s (max. 3 stacks). PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. Using this item removes the effects of crowd control and makes you immune to new ones for 2s. Charging - 130s. Using this item will allow you to instantly teleport up to 45 units. After using this item you get 10% damage reduction Buff for 2s. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 120s. +7 Power +100 Health +30% Damage vs Jungle Monsters +8% Health and 25 Restored to The Killing Jungle Monster ROLE QUEST: JUNGLE kill or help jungle monsters or enemy gods to retrieve stacks. Jungle Monsters Worth 1 1 and enemy gods cost 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. This expendable heals 125 health and 75 Mana within 25 seconds. These are the expendable deals of the 200 True Damage Jungle Monsters around you. It only affects monsters on your side of the jungle. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 140s. PASSIVE - Basic attacks and abilities get 25% extra magical power against targets below 50% health. PASSIVE – Each successful base attack applies a six-legged attack to enemies and empowers you, increasing your power by 5% and reducing your enemy's power by 5% for 5s. (Max. 3 Stacks). PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE - Your healing received from Magical Lifesteal increases by 30%. Your magical power increases twice the magical life you have. PASSIVE – Your main attacks reduce your target's magical defense by 10% for 3s (max. 3 stacks). Using this item removes crowd control effects and makes you immune to new ones for 2s. Charging - 160s. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 140s. +7 Power +100 Health +30% Damage vs Jungle Monsters +8% Health and 25 Mana Restored to Killing Jungle Monster ROLE QUEST: JUNGLE Kill or Help Jungle Monsters or Gods Enemies to Get Stacks. Jungle monsters cost 1 stack and enemy gods worth 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. This expendable 250 health within 25 seconds. This expendable 250 health within 25 seconds. These are the expendable deals of the 200 True Damage Jungle Monsters around you. It only affects monsters on your side of the jungle. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Cooldown - 140s. PASSIVE - Your main attacks deal bonus damage 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE – Each successful base attack applies a six-legged attack to enemies and empowers you, increasing your power by 5% and reducing your enemy's power by 5% for 5s. (Max. 3 Stacks). PASSIVE - Your healing received from Magical Lifesteal increases by 30%. Your magical power increases twice the magical life you have. PASSIVE – Your main attacks reduce your target's magical defense by 10% for 3s (max. 3 stacks). PASSIVE – Whenever you Enemy god with the ability you mark them to take a 7.5% increase in damage from all sources. This lasts for 7s and can only occur once every 15s. Using this item will allow you to instantly teleport up to 45 units. After using this item, you get a 10% reduction in damage buff for 2s. If you have taken or caused damage in the last 3s. Charging - 120s. Using this item removes the effects of crowd

control and makes you immune to new for 2s. Charging - 130s. +7 Power +100 Health +30% Damage vs Jungle Monsters +8% Health and 25 Mana Restored to Killing Jungle Monster ROLE QUEST : JUNGLE kill or help jungle monsters or enemy gods to get stacks. Jungle monsters cost 1 stack and enemy gods worth 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. This expendable 250 health within 25 seconds. These are the expendable deals of the 200 True Damage Jungle Monsters around you. It only affects monsters on your side of the jungle. This expendable 250 health within 25 seconds. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 140s. PASSIVE - Basic attacks and abilities get 25% extra magical power against targets below 50% health. PASSIVE – Each successful base attack applies a six-legged attack to enemies and empowers you, increasing your power by 5% and reducing your enemy's power by 5% for 5s. (Max. 3 Stacks). PASSIVE – Whenever you damage the enemy god with the ability you mark them to take a 7.5% increase in damage from all sources. This effect lasts for 7s and can only occur once every 15s. PASSIVE – Your main attacks have a bonus damage of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE - Your healing received from Magical Lifesteal increases by 30%. Your magical power increases twice the magical life you have. PASSIVE – Your main attacks reduce your target's magical defense by 10% for 3s (max. 3 stacks). Using this item removes crowd control effects and makes you immune to new ones for 2s. Charging - 160s. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 140s. +7 Power +100 Health +30% Damage vs Jungle Monsters +8% Health and 25 Mana Restored to Killing Jungle Monster ROLE QUEST: JUNGLE Kill or Help Jungle Monsters or Gods Enemies to Get Stacks. Jungle monsters cost 1 stack and enemy gods worth 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. PASSIVE - Basic attacks and abilities gain 25% extra magical power against targets below 50% health. +75 Health +10 Physical Magical protection +25 Health stolen and Mana recovered while damaging enemy God, 10s Charging ROLE QUEST: SOLO Case damage enemy god provides 1 stack. This is can occur only once in the 10's. Getting killed or helped by the enemy god provides 3 stacks. In 15 stacks, the warrior blessing develops, gaining +15 physical and magical protection. +10 Bonus Damage Ability +10 Physical Force +30 Magic Power +2 MP5 at 10% Missing Mana ROLE QUEST: MID Kill or Help Needles Bands or Enemy Gods to Get Stacks. Minions Lane cost 1 stack and enemy gods cost 5 stacks. In 75 stacks, Mage's blessing develops, gaining a 10% reduction in charging. PASSIVE - You get extra magical power and life scaled from missing health. These are caps at 100 capacity and 20% lifesteal on 25% health. PASSIVE – Each successful base attack applies a six-legged attack to enemies and empowers you, increasing your power by 5% and reducing your enemy's power by 5% for 5s. (Max. 3 Stacks). PASSIVE - You get extra magical power and life scaled from missing health. These are caps at 100 capacity and 20% lifesteal on 25% health. PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE – Your main attacks reduce your target's magical defense by 10% for 3s (max. 3 stacks). PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE – Your main attacks reduce the magical protection of your target by 10% for 3s (max. 3 stacks). PASSIVE - Your healing received from Magical Lifesteal increases by 30%. Your magical power increases twice the magical life you have. PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE – Your main attacks reduce the magical protection of your target by 10% for 3s (max. 3 stacks). PASSIVE - Hitting the enemy of God with the main attack provides Haste for 6s, resulting in you being immune from the main blow of the penalty movement. (Internal charging 25s) PASSIVE – Whenever you damage the enemy god with the ability you mark them to take a 7.5% increase in damage from all sources. This effect lasts for 7s and can only occur once every 15s. +7 Power +100 Health +30% Damage vs Jungle Monsters +8% Health and 25 Mana Recovered on Killing Jungle Monster ROLE QUEST: JUNGLE Kill or Help Jungle Monsters or Enemies of The Gods to Get Stacks. Jungle monsters cost 1 stack and enemy gods worth 5 stacks. At 50 stacks, the killer's blessing develops, gaining +5 penetration, and 5% movement speed. +75 Health +10 Physical && Magical protection +25 Health stolen and Mana recovered while damaging enemy God, 10s Charging ROLE QUEST: SOLO Case damage enemy god provides 1 stack. This effect can only occur once every 10s. Getting killed or helped by an enemy god provides 3 stacks. In 15 stacks, the warrior blessing develops, gaining +15 physical and magical protection. +10 Bonus Damage Ability +10 Physical Force +30 Magic Power +2 MP5 at 10% Missing Mana ROLE QUEST: MID Kill or Help Needles Bands or Enemy Gods to Get Stacks. Minions Lane cost 1 stack and enemy gods cost 5 stacks. In 75 stacks, Mage's blessing develops, gaining a 10% reduction in charging. PASSIVE - You get +20% extra speed after leaving the Fountain. This effect lasts 7s. Using this item will allow you to instantly teleport up to 45 units. This item cannot be used if you have taken or caused damage in the last 3s. Charging - 140s. Using this item removes the effects of crowd control and makes you immune to new ones for 2s. Charging - 160s. Vision Shard can be upgraded to a new relic once you reach level 12. Charging time - 120s. Using this item makes you invulnerable to damage and healing for 1.5s, and prevents you from taking any action. You can still move. Charging - 180s. PASSIVE – Each successful base attack applies a six-legged attack to enemies and eases you, increasing your power by 5% and reducing your enemy's power by 5% over 5s. (Max. 3 Stacks). PASSIVE - You get additional magical power and life, of missing health. These are caps at 100 capacity and 20% lifesteal on 25% health. PASSIVE – Your main attacks have a bonus loss of 10+ 15% of your magical power. This effect does not hit the designs. PASSIVE - Yours received from Magical Lifesteal increases by 30%. Your magical power increases twice the amount of magical life you have. have.

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