

Details of the Wukong 3.0 LMHT skill set

With details of the Wukong 3.0 skill set in this League of Legends update 10.6. Wukong will be a lot more mobile than the previous update.

Wukong's skill set was remade by Riot Games in the last update, which made many gamers discontent and received much criticism. So in order to rebalance the game, at League of Legends version 10.6 Riot Games decided to remake the 3.0 skill set for "My Maid King".

Here are details of Wukong's new skill set in the League of Legends update 10.6.

Details of the new Wukong 3.0 League of Skills set 10.6

Basic index:

1. Base magic resistance reduced from 32.1 to **28**
2. Base health reduced from 577.8 to **540**

Passive: I'm Iron Skin



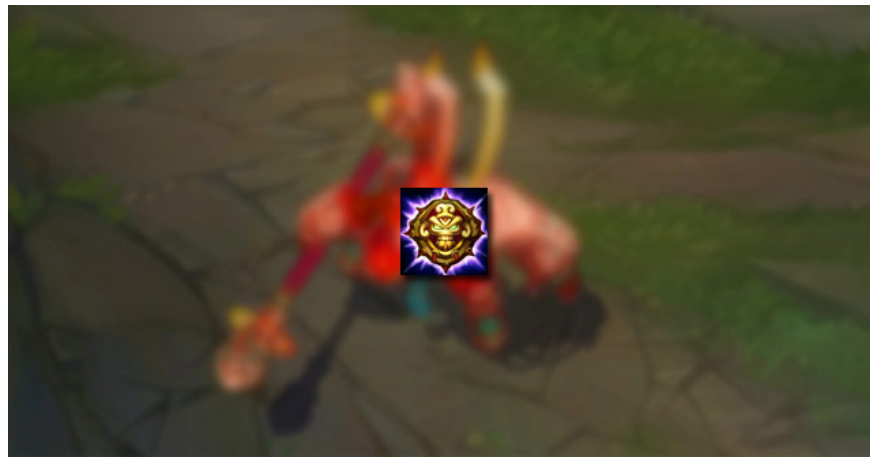
1. Changed bonus armor from 4/6/8 per enemy champion near Wukong to 5 + 1 per level.
2. **Removed:** Ability to gain additional magic resist for each enemy champion near Wukong.
3. **New addition:** Grants 1% max health regen every 5 seconds.
4. **New addition:** Armor bonus and the ability to heal from the internal will increase 4 times if there are at least 3 enemy champions scattered around Wukong.
5. Passive now scans the enemy champion every 0.25 seconds, previously being 1 second

Zhao Q - Set of thousands of pounds



1. Bonus damage changed from 10 - 130 (+0 - 40% AD) to 30 - 110 (70% AD)
2. Bonus range changed from 125 to 75 - 175.
3. Enemy armor reduction duration increased from 3 to 4 seconds.
4. **New addition:** Whenever Wukong or his Clone deals damage with basic skills or attacks Cooldown of this skill will be reduced by 0.5 seconds.
5. Cooldown increased from 9 - 5 seconds to 10 - 6 seconds
6. Mana cost changed from 40 to 30 - 50
7. Time cast skill will be proportional to the speed of attack.

Chance W - Bird of Prey



1. **New addition:** Wukong glides towards the mouse cursor with about 300 units and can overcome small terrain.
2. Stealth duration reduced from 1.5 seconds to 1 second
3. **Removed:** Now no longer deals nearby damage when the Clone disappears.
4. Cooldown increased from 18 - 10 seconds to 22 - 14 seconds
5. The previous mana cost was 50 - 70 hours transformed into 50 at all ranks.

6. **New addition:** Wukong's clone can deal attacks, skills, and ultimate but the damage is only 30-70% of the damage.

The mechanism of action of the Clone:

1. **Normal attack :** Clone will deal damage to the enemy that Wukong has just attacked.
2. **Zhao Q:** Enhance the clone's next attack
3. **Zhao E:** Clones receive additional attack speed
4. **Chance R:** Clone will rotate and knock out enemies that Wukong has not touched.
5. The shadow clone will disappear shortly after, and will also simulate Wukong's animation.

Chieu E - Can Dau Van



1. Damage changed from 65 - 205 (+ 80% AD bonus) physical damage converted to 80 - 260 (100% AP) magic damage.
2. Bonus attack time increased from 4 seconds to 5 seconds
3. Cooldown increased from 8 seconds at all ranks to 10 - 8 seconds.
4. Mana cost reduced from 40 - 65 translates into 40 - 60.
5. Allowable range to deal damage when gliding targets increased from 0 to 75 units
6. **New addition:** When activating this skill, Wukong will follow enemies to the end.

Recruitment R - Tornado



1. **New addition:** Wukong can now activate a second time within 7 seconds. The second activation will not knock the enemy away like the first activation.
2. Turn time reduced from 4 to 2 seconds.
3. Damage per second changed from 20 - 100 (+ 110% of total AD) to 120% of Total Ad + 2.5 - 8.5% (+ 1% per 100 AD) maximum health.
4. Movement speed added while rotating is changed from 5 - 40% based on time > 20/30/40% based on skill level.
5. Time to wait for "off" skills to be reduced from 1 second to 0.5 seconds.
6. Time per damage reduced from 0.5 seconds to 0.25 seconds.
7. Each time Wukong deals damage, it will stack into the Conqueror pearl.
8. Wukong cast range reduced from 175 units to 50 units.
9. **Add new:** When using skills, Wukong will stop rotating immediately.
10. Attack speed from E - Scales of the Dipper will be continuously refreshed when activating the final ability.
11. **Add new:** Add a rotating timer in the skill box.

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