

Latest Lien Quan update details

Lien Quan update will edit generals, equipment, and systems to better suit the new meta game.

On August 14, 2025, Lien Quan Mobile will deploy a live update on the official server. During this time, players can choose to update themselves at any time within the specified time frame. The update is not mandatory immediately, however, some minor features will be temporarily limited. Below is the full Lien Quan update on August 14, 2025.



Champion balance update

Tel'Annas

Ultimate previously overlooked compared to normal attacks. Now buffed:

1. Skill 3: $300 + 150/\text{skill level} + 1.0$ physical damage ? $350 + 175/\text{skill level} + 1.5$ physical damage

Fennik

To slow down early game farming:

1. Skill 1 – Cooldown: 7 seconds fixed ? 9 seconds – 0.4 seconds/skill level

Quillen

Increase survivability and 'hunting' ability thanks to ultimate healing:

1. Skill 3 – Health recovery: $100 + 50/\text{skill level} + 0.25$ additional physical damage ? $150 + 75/\text{skill level} + 0.25$ additional physical damage

Wukong

Support for more stable early game development:

1. Skill 2 – Cooldown: 8 seconds – 0.6 seconds/level ? 6 seconds – 0.2 seconds/level
2. Skill 2 – Energy cost: $60 + 5/\text{level}$? $50 + 5/\text{level}$

Sinestrea

Increased power after rework, especially in skill 2 (melee) and ultimate

Skill 2 (melee):

1. Add 0.5s stun effect
2. Base damage: $250 + 50/\text{level} + 0.5$ physical damage ? $250 + 50/\text{level} + 0.65$ physical damage

Move 3:

1. Cooldown: 30 sec – 2.5 sec/level ? 25 sec – 2.5 sec/level
2. Basic Attack Damage: 45% ? 60%
3. Lifesteal: $10\% + 5\%/\text{level}$? 20% fixed
4. Optimization: Blood Sacrifice shows the Recall button immediately after use, with a timer when unavailable.
5. Bug fix: Fix combo bug of skill 1 (melee) + ultimate skill.

Dextra

Nerf due to high win rate:

1. Base attack speed growth: 3% ? 2%
2. Passive attack speed boost: 4% (+1%/4 levels) ? 3% (+1%/4 levels)

Dolia

Improved early game support:

1. Skill 2 – Health Regeneration: $300 + 60/\text{level} + 0.8$ STP ? $350 + 70/\text{level} + 0.75$ STP

Krizzix

Reduce cooldown to increase attack speed:

1. Skill 2 – Cooldown: 10 seconds fixed ? 10 seconds – 0.4 seconds/level

Tachi

Lowered base damage to balance:

1. Skill 1 – 1st time: $250 + 50/\text{level} + 1.0 \text{ AD}$? $200 + 40/\text{level} + 1.0 \text{ AD}$
2. Skill 1 – 2nd time: $500 + 100/\text{level} + 2.0 \text{ AD}$? $400 + 80/\text{level} + 2.0 \text{ AD}$

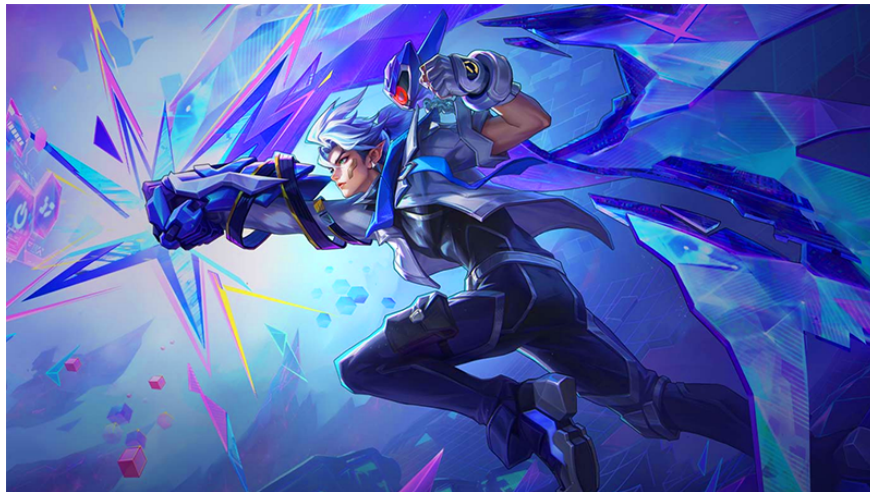
Richter

Makes ultimate more threatening:

1. Skill 3 – Base damage: $45 + 30/\text{level} + 0.12 \text{ physical damage}$? $60 + 30/\text{level} + 0.13 \text{ physical damage}$
2. Skill 3 – Explosion damage: $250 + 200/\text{level} + 0.9 \text{ AD}$? $330 + 165/\text{level} + 1.0 \text{ AD}$

Optimization & Bug Fixes

1. Fixed Grakk's 2-3 combo bug.
2. Fixed Arduin's Glorious skin display issue.
3. Fixed Smite prioritizing the wrong target with Goverra's Guard.
4. Fixed the bug where points/stars were not deducted when logged in at the end of the match.



Updated 7/31/2025

Battlefield

New Detective charm mechanism appears:

1. After 2 minutes of match, this charm will appear in the river.
2. Each time you pick it up, you will receive a random enhancement effect, then have 120 seconds to revive.

3. From minute 8 onwards, the charm will no longer appear.

Effect types:

1. Gold: increase gold
2. Capsule: heal + energy
3. Canoe: speed up running
4. Mazda: attack speed + cooldown reduction

Sinestrea – Champion Rework

Edited to be easier to play but still retains its character.

Passive:

1. Each basic attack that hits an enemy increases attack range + attack speed.
2. After 4 consecutive attacks ? switch to ranged attack state, and refresh skill 1 & skill 2.
3. Return button replaced with Blood Sacrifice:
4. Sacrifice 50% of current health, deal area damage + stun 0.5s
5. Not targeted at this time
6. Each enemy champion hit ? restores 10% of maximum health
7. Cooldown: 150 seconds

Move 1:

1. Melee: Dash + self-sleep. Next attack becomes a raid that deals AoE damage. If standing still for 2.5s ? also self-sleep.
2. Ranged Attack: Dash in the designated direction, shooting blood arrows that deal damage and knock back. If there is a wall behind the target (within 4m) ? the victim is bound.

Move 2:

1. Melee: Swings sword in a cone shape, dealing physical damage.
2. Ranged: Locks onto target within range ? fires a burst of blood arrows, dealing x2 physical damage.

Move 3:

1. In ranged state, each attack fires 3 blood arrows.
2. Gain 10–20% physical lifesteal, +30% movement speed and slow resistance.

Champion & Item Balance

Ishar

1. Skill 2: adds a knock-up effect when Ty Ni collides with an enemy on the way back.
2. Ultimate: If Ty Ni is defeated, he will immediately revive early and rush to the designated location, dealing damage.

Yorn

1. Skill 1 – Damage: $250 + 40/\text{level} + 0.8 \text{ AD}$? $300 + 60/\text{level} + 0.9 \text{ AD}$
2. Skill 2 – Cooldown: $14\text{s} - 1\text{s}/\text{level}$? $12\text{s} - 0.6\text{s}/\text{level}$

Elsu

Skill 2 – Damage:

1. Before: $900 + 110/\text{level} + 2.25 \text{ bonus AD}$
2. After: $700 + 140/\text{level} + 2.0 \text{ bonus AD} + 6\% \text{ target's max health}$

Lindis

1. Skill 1 – Damage: $200 + 60/\text{level} + 0.2 \text{ AD}$? $250 + 50/\text{level} + 0.2 \text{ AD}$
2. Skill 2 – Damage: $360 + 72/\text{level} + 1.2 \text{ AD}$? $400 + 80/\text{level} + 1.5 \text{ AD}$
3. Skill 2 – Cooldown: $12\text{s} - 1\text{s}/\text{level}$? $10\text{s} - 0.4\text{s}/\text{level}$

Mganga

1. Skill 2 – Health Regeneration: $12 + 3/\text{level} + 0.04 \text{ STP}$? $20 + 4/\text{level} + 0.04 \text{ STP}$

Celica

1. Ultimate – Cooldown: $32\text{s} - 8\text{s}/\text{level}$? $26\text{s} - 5\text{s}/\text{level}$
2. Ultimate – Damage: $350 + 100/\text{level} + 1.0 \text{ AD}$? $300 + 150/\text{level} + 1.0 \text{ AD}$
3. Ultimate – Energy: $80 + 10/\text{level}$? $70 + 10/\text{level}$

Bonnie

1. Skill 1 – Small bomb damage: $225 + 45/\text{level} + 0.45 \text{ STP}$? $250 + 50/\text{level} + 0.5 \text{ STP}$
2. Skill 1 – Explosion damage: $325 + 75/\text{level} + 0.5 \text{ STP}$? $350 + 70/\text{level} + 0.55 \text{ STP}$

Heino

1. Skill 1 (long range – Silver Blue Holy Spear): $400 + 80/\text{level} + 0.8 \text{ STP}$? $400 + 80/\text{level} + 0.75 \text{ STP}$



Equipment – ??Thunder Sword

1. Passive: After activation, add 0.3 seconds cooldown.
2. Bonus basic attack damage: $32 + 2/\text{level}$? $45 + 3/\text{level}$
3. Passive Lightning Strike: $110 + 15/\text{level}$? $150 + 20/\text{level}$

Summoner Spell – Union Reinforcements

Cooldown: 90s ? 60s

Support aircraft index:

1. Physical attack: 60 ? 100
2. Health: 3200 ? 3600

Shield for allies: $100 + 3\%$ max health ? $120 + 4\%$ max health

Fix the error

1. Update missing Wiki information about jungle monsters.
2. Fix the equipment suggestion list showing the wrong old data of Hyoga Axe.

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