

英雄联盟12.23版本增强前瞻：木木全面加强、石头人WE技能提升

英雄联盟12.23版本装备、英雄增强部分曝光，阿木木全面加强、石头人W、E技能提升，详细内容如下：

日炎圣盾改动：

成本从 2800 降低到 2700

生命值从 400 增加到 500



Spideraxe @Spideraxe30 · 1h

Sunfire Aegis buffs:

- Cost reduced from 2800 to 2700
- Health increased from 400 to 500



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阿木木增益：

成长生命值从 89 增加到 100

Q 法力消耗从 30 - 50 增加到 40 - 60

W 基础伤害从 6 - 14 增加到 12 - 28

W 最大生命值伤害 : 0.5/0.575/0.65/0.725/0.8%最大生命值 0.5/0.625/0.75/0.875/1%最大生命值



大虫子改动：

被动法力恢复从 3.5 - 7.75 增加到 5 - 9.76

W 基础伤害从 75 - 275 增加到 80 - 300

R 冷却时间从 80 秒减少到 80 - 60

 Spideraxe @Spideraxe30 · 1h ...

Cho'Gath buffs:

- P mana restore increased from 3.5 - 7.75 to 5 - 9.76
- W base damage increased from 75 - 275 to 80 - 300
- R cooldown reduced from 80 seconds flat to 80 - 60

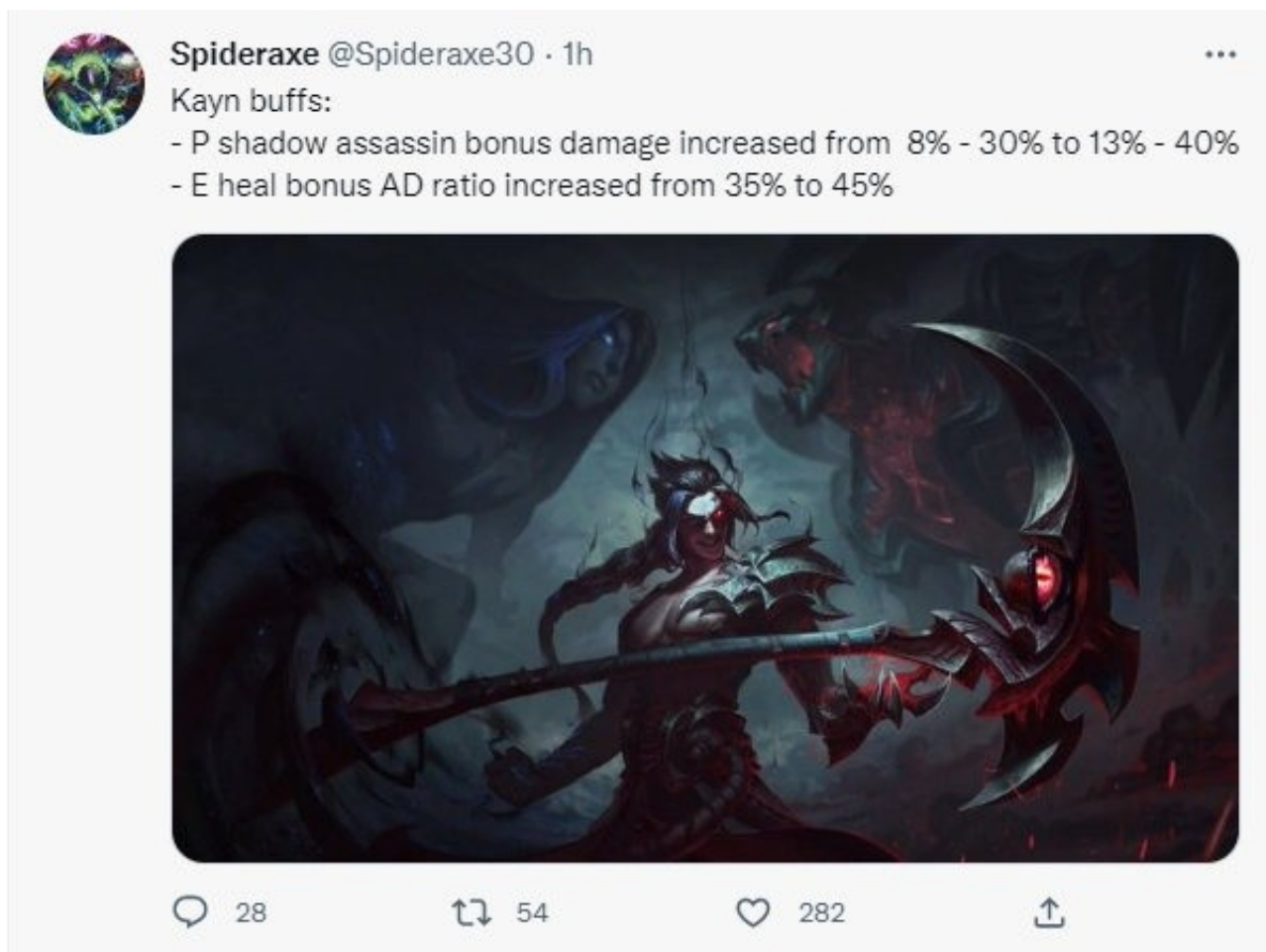


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凯隐改动：

被动额外伤害从 8% - 30% 增加到 13% - 40%

E 治疗额外 AD 比率从 35% 增加到 45%



墨菲特改动：

W 强化攻击伤害护甲比从 10% 增加到 15%

W 锥形基础伤害从 15 - 55 增加到 20 - 60

W 锥形伤害护甲比从 15% 增加到 25%

E 基础伤害从 60 - 200 增加到 70 - 230

E 护甲比率从 30% 增加到 40%

 Spideraxe @Spideraxe30 · 1h

Malphite buffs:

- W clap armor ratio increased from 10% to 15%
- W cone base damage increased from 15 - 55 to 20 - 60
- W cone armor ratio increased from 15% to 25%
- E base damage increased from 60 - 200 to 70 - 230
- E armor ratio increased from 30% to 40%



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茂凯改动：

被动治疗生命值比率从 4% - 10% 增加到 4% - 12%

Q 基础伤害从 65 - 245 增加到 70 - 270

Q 对野怪伤害从 80 - 160 增加到 120 - 200

 **Spideraxe** @Spideraxe30 · 1h ⋮

Maokai buffs:

- P heal health ratio increased from 4% - 10% to 4% - 12%
- Q base damage increased from 65 - 245 to 70 - 270
- Q bonus monster damage increased from 80 - 160 to 120 - 200



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赛恩改动：

基础法力值从 330 增加到 400

成长法力增长从 42 增加到 52

Q 最小基础伤害从 30 - 110 增加到 40 - 120

 Spideraxe @Spideraxe30 · 1h

Sion buffs:

- Base mana increased from 330 to 400
- Mana growth increased from 42 to 52
- Q minimum base damage increased from 30 - 110 to 40 - 120 (max unchanged)



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塔姆改动：

Q 治疗生命值比率从 3% 增加 - 5% 损失的生命值增加到 5% - 7%

E 伤害存储为灰色生命值从 13% - 45% 增加到 15% - 47%

E 伤害存储为多个敌人附近的灰色生命值从 40% - 50% 增加到 42% - 50%



Spideraxe @Spideraxe30 · 1h

More Tahm Kench changes:

- Q heal health ratio increased from 3% - 5% missing HP to 5% - 7%
- E damage store as grey health increased from 13% - 45% to 15% - 47%
- E damage store as grey health near multiple enemies increased from 40% - 50% to 42% - 50%



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扎克改动：

被动治疗从 4% - 6.25% 最大生命值增加到 4% - 7%

Q 治疗效果最大生命值加成：2.5% 4%

Q 冷却时间从 15 - 9 秒减少到 14 - 8

W冷却时间从 5 秒减少到 4.5

 **Spideraxe** @Spideraxe30 · 1h ...

Zac buffs:

- P heal increased from 4% - 6.25% max HP to 4% - 7%
- Q health ratio increased from 2.5% Zac max HP to 4%
- Q cooldown reduced from 15 - 9 seconds to 14 - 8
- W cooldown reduced from 5 seconds to 4.5



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