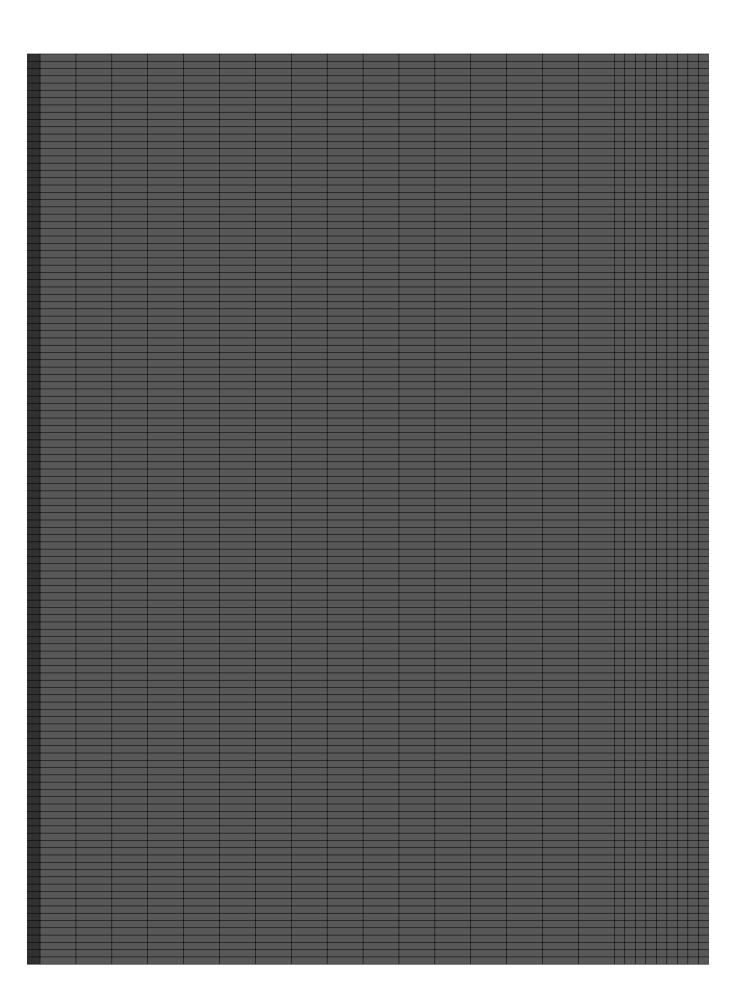
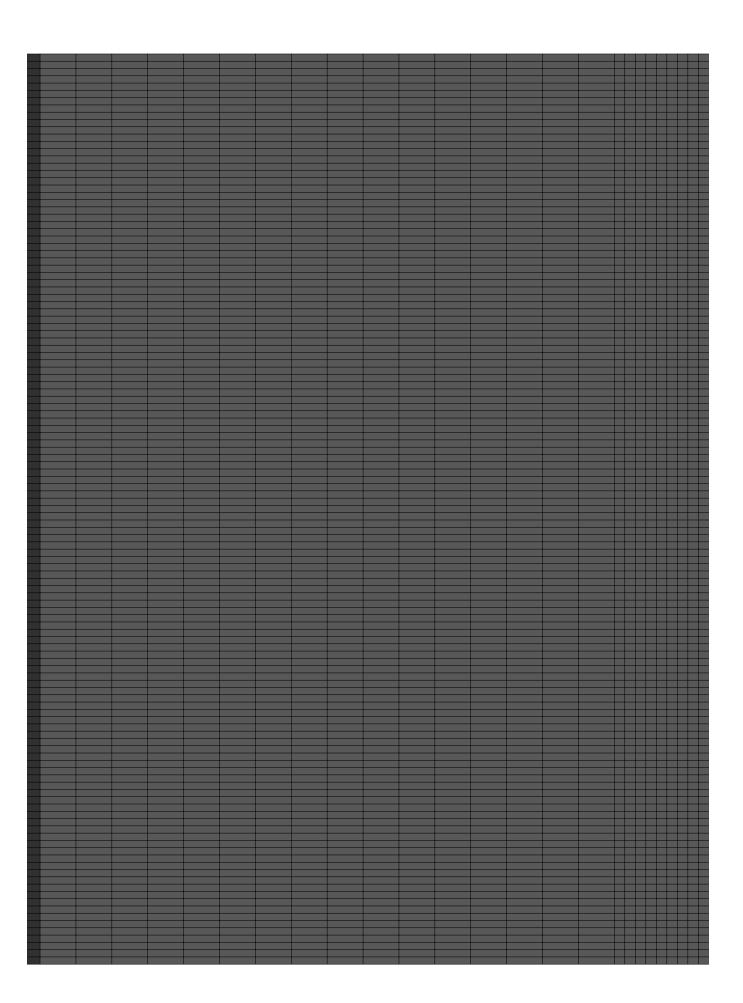
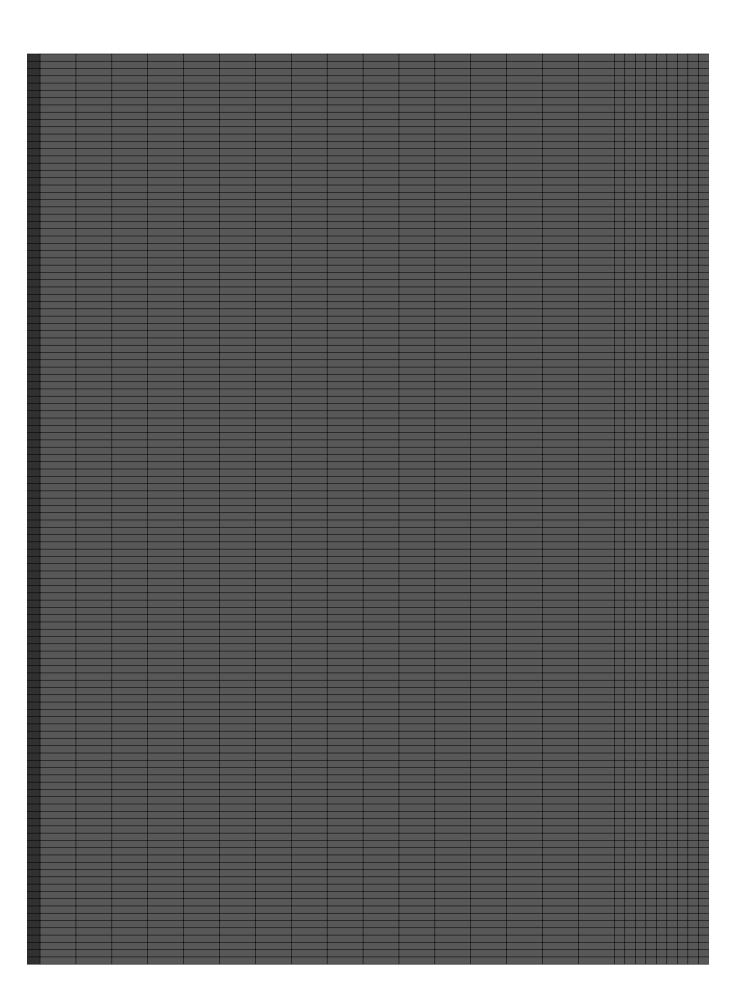
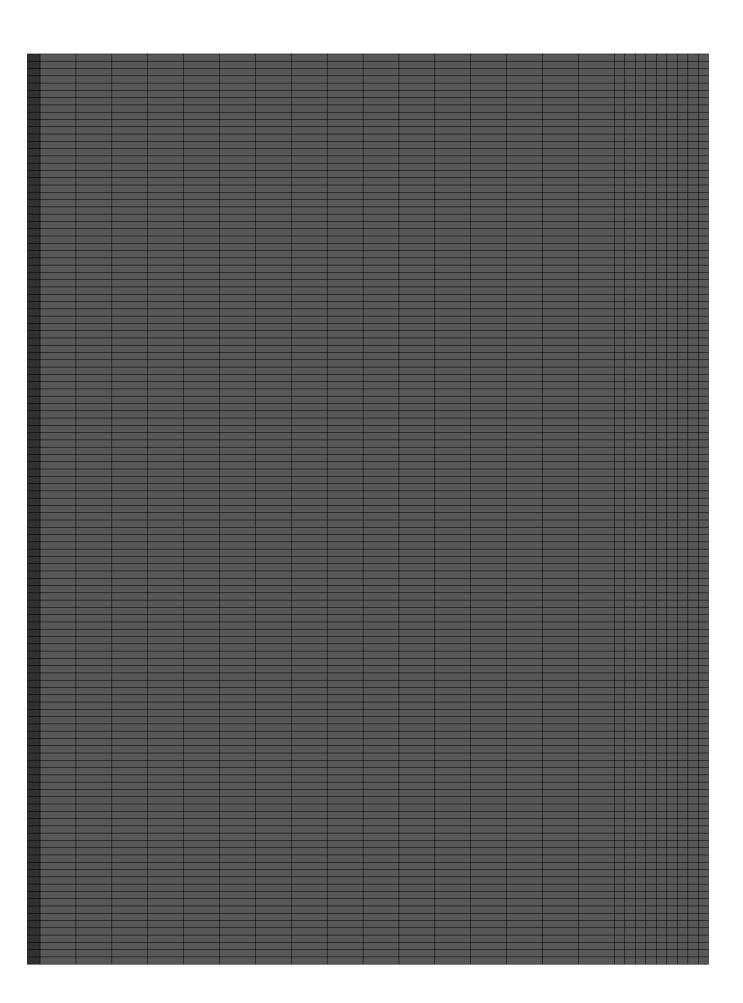


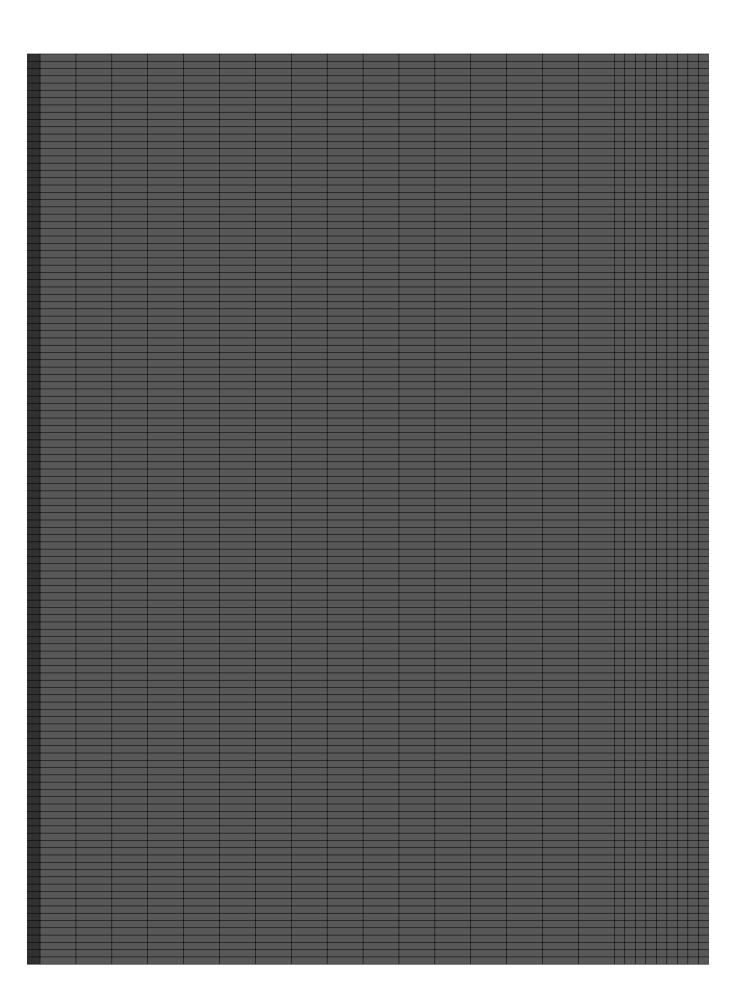
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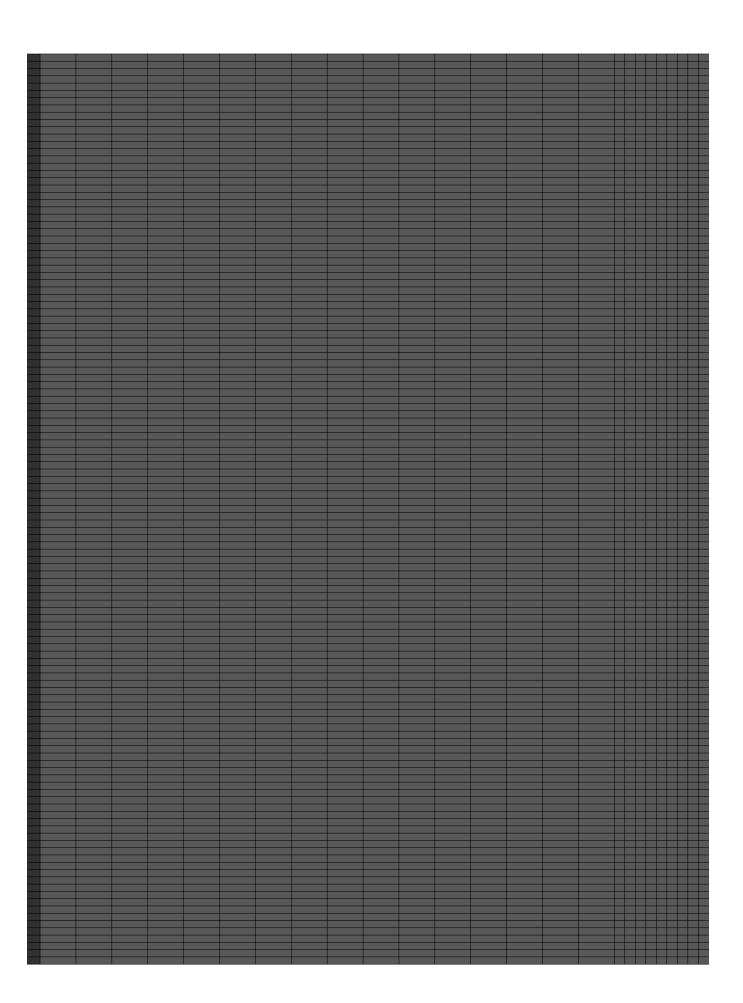


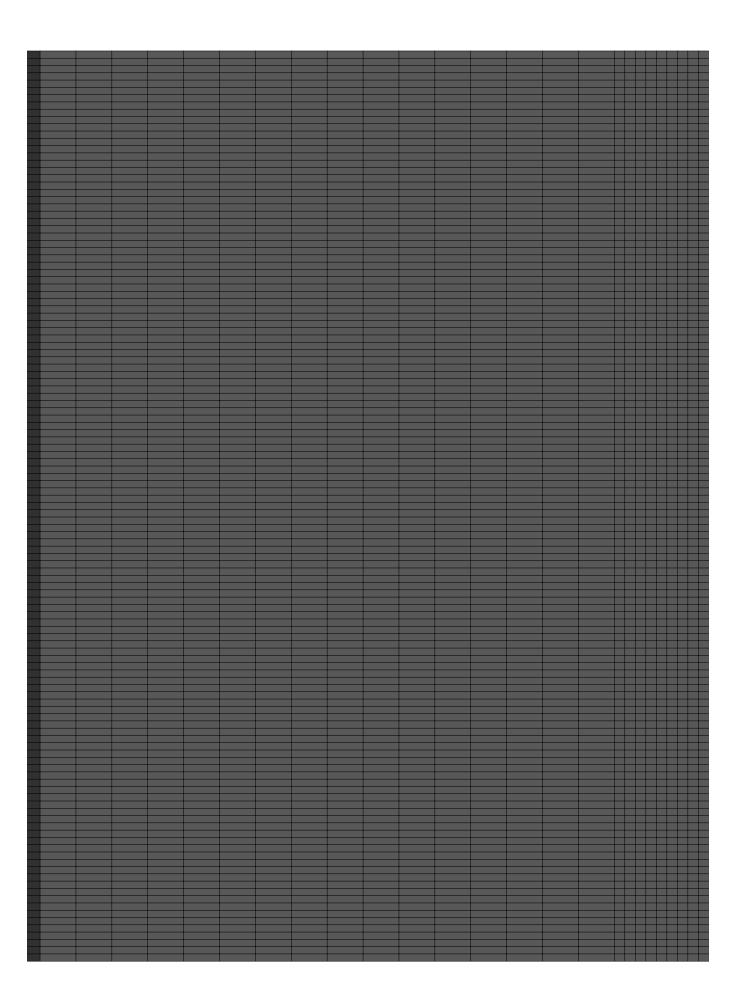








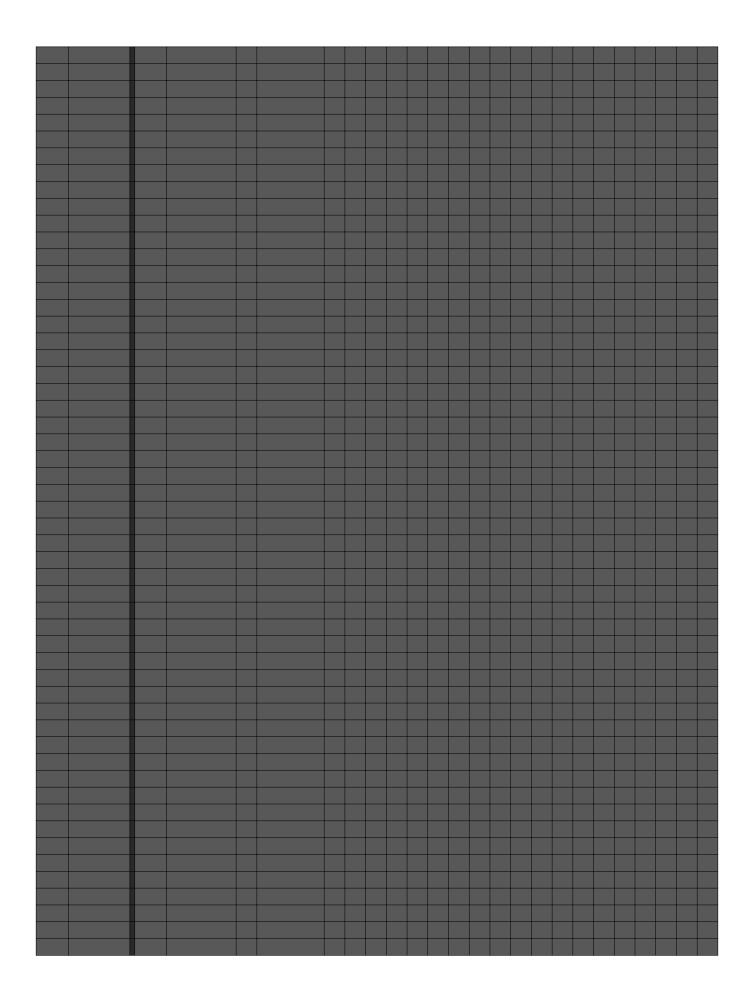


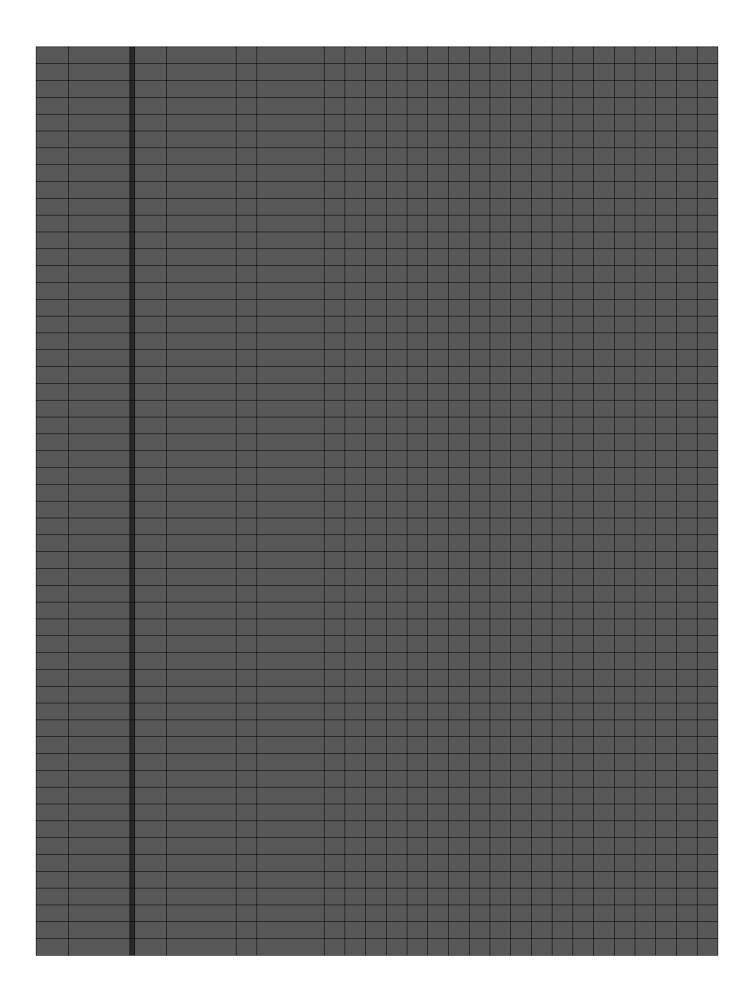


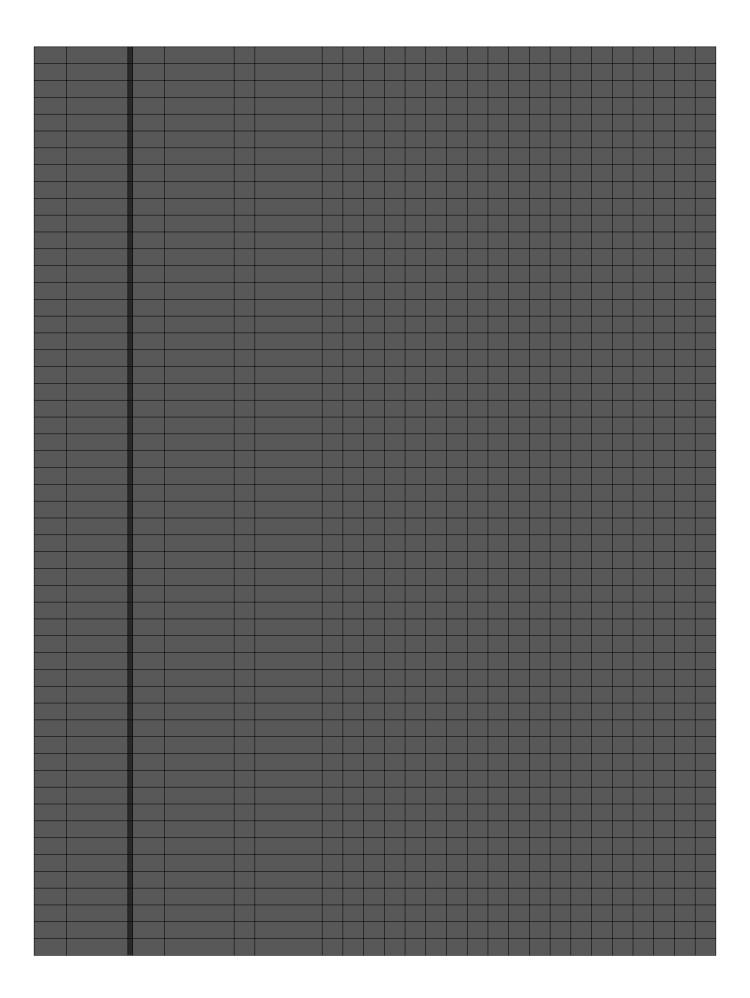
 Bug description All Seaziffs: carcel if you appropriate in them (secopt Heat Hoze)	Post-round Slow Mo bugs Makin ann allias dant ja syndren jau akon njaun
Objects that bounce off of walls that land on the ground will bounce off stairs since they are made of tiny walls goods fire borns, broadside, seeding)	S profit and total
Using weapon inspect while firing enables autofine	Secretary standard is Secretary before the Secretary part
Clamage events can figger on eventiles that have teleported away CN YOUR SCREEN and affect the other player despite it not being a fit!	Figure and Program and In the second control c
If a litteral is cancelled white he sound of a gun with toping sucio pressly all face from guns) is playing, the sucio continues until you have that sucks again [115]. The game can space, you can smooth by gun client disagrame with this and finiting you are withing and lets you do any action while nowmand at a foliation rais proved of these actions do snighting on do they dismost you!	a line (s. and s. and s
mounted in a ridicultural test income of these actions do amplifting not do they dismount you.) Severall larger efforts such as makes book, storaid elence, and khan uit will pensid between rounds and connect to an enemy access the range giving away that position.	
Switching from fullicreen to windowed (or vice versa?) on champ select will cause the menu to disappear if you haven't selected yet	
The game decides it a shot has midair inaccuracy when LMB is presend, not when a projectile leaves the player	
The payland sometimes ignores legitimate contenting from the attacking team (seen at end of push of warder's gate and undermath the last bridge on the push on jaquar false) [111]	
Conger indicators (grumpy, trag granada, time bornd) anometimes is and you will be foll while they are yellow [112]. Conder that apply reload opsect connectimes apply on the client but not on the server; this causes your next short to fire ducts maily fast for a light section to compensate for the clientimene despice.	
for a spin section to compensate for the coentrienser despitc. Bots are unable to leave the spawn from until another player in nearby.	
Skits can do actions that real players are unable to do, such as move inside ice block or ignore the positive delay from reversal	
It certain situations champions who are on opposite teams and on top of each other will vibrate violently and levitate towards the top of the map, while their hibboars do not move	
Scts will buy items that the player would otherwise be unable to afford	
Several instances of projectile models existing on the ground long after the projectile has done damage. No voice packs have a VSAE and VSDE voice line, even those that do have a voice line recorded for it.	
Ranked says it's season 2 when its actually season 2	
Opening one champion's customize tab and then opening another will still show the old customize tab	
Numerous inconsistencies in what counts as a hit exist when filing around conners in first person and third person	
Scotling range eventually print in you have joined a match queur in the other, walking at the main mens for about 3 minutes will enter the player into an infolial loop of being alerted that a match is mady for shooting range but never entering it Custom games will suddenly switch regions (according to the ping counter (which in itself is bugged) mid-game, and after a pause	
Gradows will bleed through surfaces e.g. your shadow appears on the other side of a wall if you are too close to it	
There are all placeholder ranked borders in the game	
Accession peak is not present in the custom game menu	
The wrong map name is shown at the end of pame someboard, consistently The ping counter can only display one of a few flast numbers and desert update in real-force.	
The joing counter can only asplay one or a live has numbers and obsent update in hashome. Some shilling descriptions have no stopealch near the cooldown number (strick steath, design shortor), ferm power sightor)	
Certain players in game will be unable to send messages to the team	
Demage recap will show people who were in other games that swent in the current game. This tappear mainly when leaving a custom game before it ends	
Babbig out of the game from Microsed using the space noon countdown will cause the displayed countdown and the amouncer to despite (the space doors will come down the earlier than 0). Destroying a field with an ability prevents you from proceding any cards that would otherwise take effect if you hit cometring size the ability that breaks the shall() (151).	
the shally that breaks the shall() (13) If you are banning in straked, and you by to access a menu in the split second before the 10th player readies up, you cannot use your first ban (part of helpy able to access menus behind other menus)	
Opening the options will hold an input if you are holding the input while opening them	
Disconnecting from a custom game then rejoining can acmelines make you load in on the wrong team [114]	
Changing systhic options nisk-game will cause VSS voice lines to play from where you changed the options (they start playing from a world colorion). Sometimes a weapon model will not render on loading into the game and notody in the game (including the wieder of it) will see the weapon, and all of it is decide will be utilisational options.	
weapon, and all of its decale will be unincurred squares. Plotting a champion at the very last moment in a ranked draft will cause autopick to pick a champion for you deeple autopick being disabled in making.	
E is possible to select the delined 4th salent for a champion	
Card cooldown icons will show up to als times for the same card, all displaying the same cooldown, sometimes they will also display no cooldown and pensist ong after the card cooldown has expired.	
The chaft will stop parsing all code and start spewing out plainted, rendering VSS and chaft unusable (115) If is seen consists of a plotter of coversion distribute our coversion, whether charges there is a change the release will have all of free.	
if a learn covering of a michan of coveraging deathed and coveraging vanished payers there's a chance that players will have all of their controls removed for the extremental coveraging of the coverage of t	
indepotors activity essentials in the game (1719). If you enable volve chat you will sometime find yourself muted permanently with no way to unmute yourself.	
Ranked mode rewards very low TP for a victory, while removing triple that TP for a loss [117]	
Loading profile will thece the game sometimes and force a nested. Willing a bot iman's constinues makes it disaccear from the came but still be in the scoreboard. When the observable was replaced by	
Killing a loci main comerines makes it disappear from the game but still be in the scoreboard. When the player ofto was replaced by a bot recomment to the game, there will be a diplicate version of them in some cases of this bug, the point will be wearmingly collected by a global microprameters as tool in the limits has filled; washing crossess such as rejuverate can sometimes truncate the end of a healing spell that folial over time, causing a net bus in healing.	
Recording the sights speeder as SK, Ash, or Bank (there may be more) causes sound effects from different champions to start playing on every action [156]	
Changing graphic options can compit certain elements of the UI to show random pieces of images and also trigger 'taid module into' [193]	
When both attempt to pick Fring Line and end up picking no selent at all (may ethech to other both) Scoothand walls sold in many more of the tro many to be individually with presentative address but an exemption to the	
Superheavy walls exist in many maps, (for bor many to list individually with consented evidence but an example is the trisecope in Magnitudes Activies) (that will dam you down to the ground if you attempt to jump against them. The game will sometimes respons you without a horse (121)	
Several Vash" abilities (grous, whis, dodge roll) will not carry momentum (they will stop as soon as the skill tries to return to a first person (view) if they are executed while arbonne, but will if executed while promoted.	
Sprays will stick to (non-personal) shields if someone tries to spray through the shield onto a wall on the other side	
Any buttons that are used to control the sponter client will be unusable if those buttons have been reduced to some other key (e.g., you use if it is asserted upward, if you reliable the default all keys to considing each, you can't asserted upward [The Bern shop can buy go and and display an invisible item in place of an item that has been bought, and also prevent purchasing higher levels of that them [122].	
weeks of that fam; [125] Skin boosters and battle paws boosters use the same icon when displayed to the left of a player in champion select	
The only way to have players to your party on PC is through steam, the ingame menus do not work (basically party invites don't steam; and)	
'On hit' cards do not proc oil' al 20this counter	
Voice packs that you already own from the founder's pack can be obtained again from cheets Champions capable of shalft can nomerines have shalft teatures applied to them even though they are not shalfted [122]	
Champions capable of shalth can sometimes have alsath sections applied to them even though they are not shalthed [123] Unlook conditions for some takents (scorch, wheel justice, possibly more) are inaccurate [124]	
Push to talk voice that is disabled in champion select and replaced with voice detection (which means breathing noises)	
There is no option to re-enter party voice chall when you are inside a march tobby, you are put inside the liabby voice chall instead	
Several be hit cards tied to Auti abilities will proc on untergetable enemies (billow, sither, shadow step) and/or immune enemies (be blook, majob berie) [125]	
The indicator that shows who is taking on voice chat during a game sometimes does not show up during the epan of a game. The game can automatically scribes your wilmask if you vising functioned from a game just after using cahese it appears that exemptionly come for good begins running in one describing (200).	
Auto-buy can buy Master Riding in TDM (where it is disabled for all champions) [197]	
Oldsen of the Realm achievement cannot be earned after meeting the requirements	
Oracl of the Day can still be bought with crystals Colors was a longer and still be bought with crystals.	
Policy your loaded and beint before the Initial 2.3 second passe in the stant of the game where the champion does their apamenting with trans you to report a standard and bear again with that you and you for it will yout; When selecting a staint and basedur, in the screen where it shows you your five cands and a confirm buston, you can click through the footmard but items and advantage to be second and a confirm buston. You can click through the footmard but items and and confirm to be storage to the screen and through to the second buston to the screen and through to the second buston and a confirm buston.	
Until the statement is an integer to an executive feature and an executive statement of the	
Reload animations can play twice if something that plays a first person animation is used just after a reload begins [129]	
The Activity Center displays some silets (such as fixed requests) dozens of times resulting in a very large number of notifications. When playing as a champion that has multiple weapons, the outline on enemies will change colour (to denote effective range) only depending on the weapon that is default to that chanacter.	
depending on the weapon that is default to that character where Carry and possibly other achievements can be unlocked in the wrong game mode	
The Featured page on the stone shows bundles that are no longer available for purchase if the stone is operand very accordant logging in [130]	
Spawn barriers will appear to be up if you reconnect during a round, but you can't move through them	
Alles and Insort are not in their respective categorised champion cheek (durage battle cheet, Footline battle cheet)	
Opining the death recip just before respansing causes you to respans with no Lil until you as open the death recip Serrolling a quest gives you the rewards from the quest that was explicated	
The champion select will sometimes show nothing but a button that says "COUP" and force the game to pick for you when the timer expires	
Kill to Heal activates when killing turrets and Busions	
Disconnecting while having an increased maximum amon capacity causes you to recovered with the default amon capacity [111] Killing a target via environmental charage will not give anyone kill credit if all the charage applied to them was done to a personal chief	
elekt There is no equip button in the Champions menu	
dirk Lord Tonald and Cust Throat Kiness don't have splash and in the loading screen even tough they have their when selecting a son	

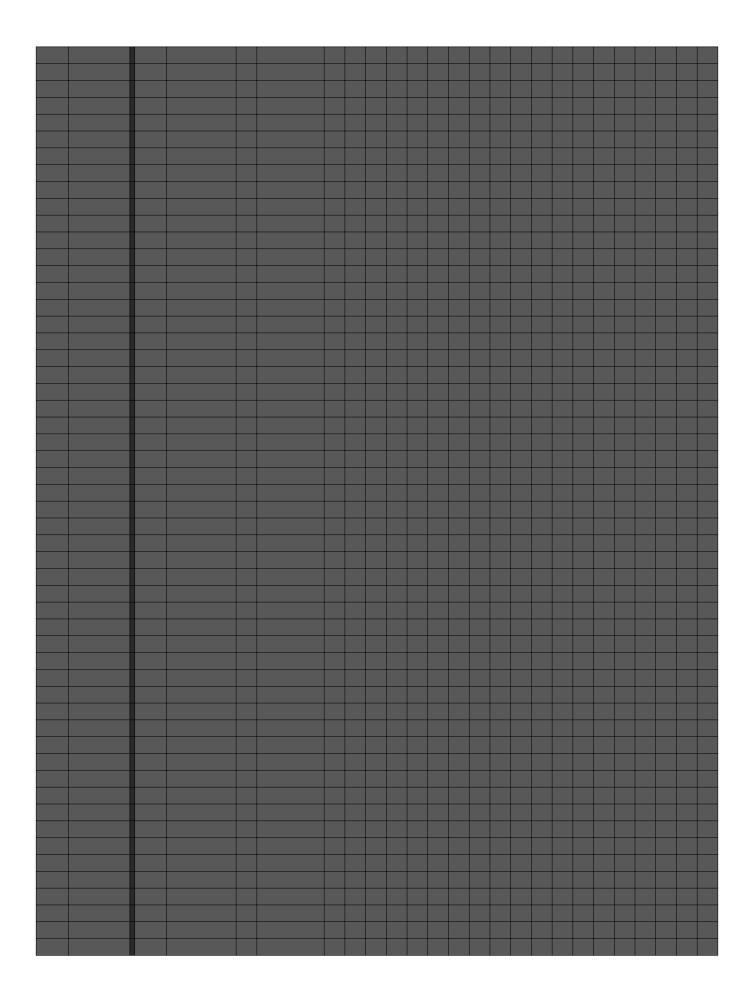
State don't target emoting players
Unrelenting aware earned by winning 26 ranked games is blank and shows up as Champion portrait on loading screen
Suratone inare has missing features on her hair
Players can sometimes report into the wrong seam in custom games forcing you to restart if you don't want to play 446 [132] Ying Blustons are made of Unional Engine intesting textures:)
The spanning from the TERF can spann you outside of the map on Diagon Asera multiple times in a row if it can't find any piace is spann you in [153]
apase) you are solating a champion in the champion menu and a match pope up you can notate the champion you pick while in champ select
Gaime passed overlay doesn't scale properly to resolutions other than Full HD [154]
Amost all dash abilities will stop mid air and not carry any momentum if you jump before using them
ff you dismount or get dismounted while falling you will drop straight down instead of inheriting momentum.
Selecting an emote after you looked in your champion in carked mode will wipe the bans from the UI
Getering options during champ select will wipe the Champion names from the UI Buttons in the bottom right corner in champ select are not beyend properly
The notification bell U element sometimes appears in the wong place
Certain cards appear as Level 10 in the post match acoreboard
Party chat sometimes doesn't appear until someone writes in the libbby chat
The Clammed Florifer Update broke the ability to name Loadouts
When changing bindings champions in the menu arent screed alphabetically
Shattered Decert is still in ranked and Flog lide iant (The Clamned Florifier patch)
You can kill people before the round begins on Dragon Avena with Dradge by shooting over the mid tower. You can't make a loadout for Rawn 8 you don't own him, which means you can't make a loadout to test in shooting range or have a loadout when he is in their obtailor.
loadout when he is in thee optation. Chemail Reliquey, Spirit Arrows and Phanton Pain descriptions were changed to be wrong as of The Dammed Frontier Update
You can get study on the scoreboard unable to do anything except for moving after rejoing a match. Can't escape can't anything

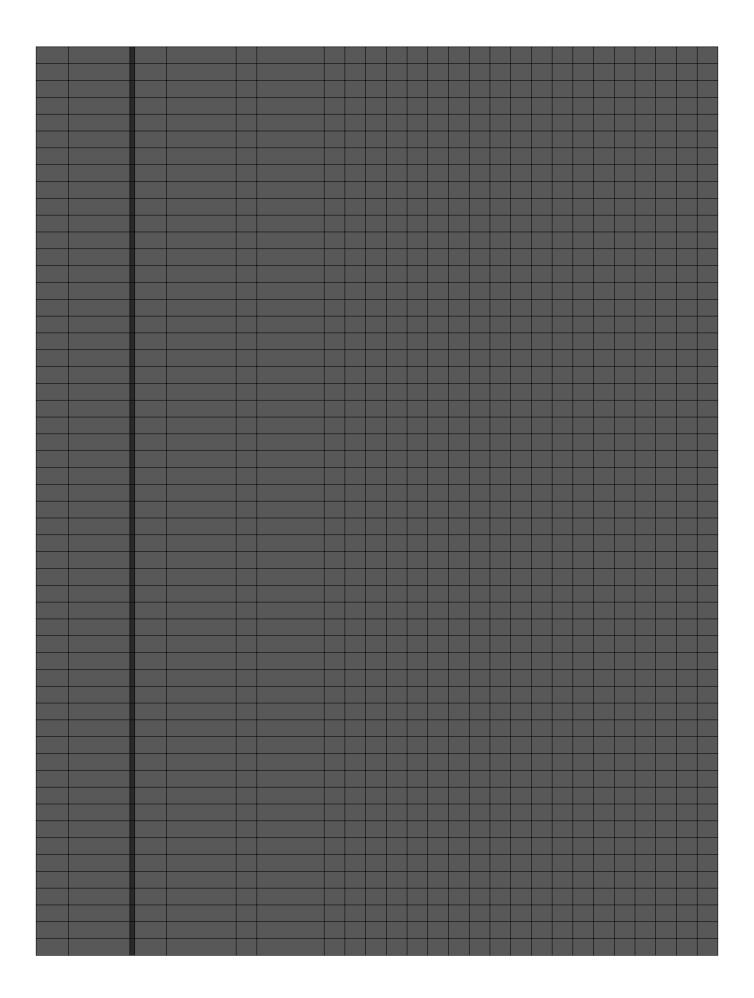
Pay to win conmetics	Effect	Pay to lose cosmetics	Effect		_											
Huntaman Andro	Darbes are insudible		All non-VGS voice lines can be heard by everyone in the match access the map, glining away your position at random, and also when you separam	if there's no specifier it means the body												
Fallen Andro	Dashes are insudible: the clone wars		The booster makes an incredibly loud noise, but it is so loud that it can be considered pay to win as well (it also makes abyssal lond particles and i don't his, the wings are even rendering properly) (135)									+				
				There are currently several skins that have been						-	-	-				
Batfesuit Godslayer Andro	Dashes are insudble: revenge of the sith		This skin causes a looping sudio bug when skipping a kilicam while the ut noise plays at a far greater frequency than other skins	There are currently several skins that have been noted down for causing a derendering plitch in tanders with goldeninhater guns, rendering the model completely invisible:		_				_	_				_	
Xeno Buster Ash Weapon	KineSc Sunst reveing noise is completely silent to enemies	Neon Demon Grohk	Tolern's particles are visible through walls	Every skin named "Menymaker", Remix Strix, Redux Strix, Bad Mother Clucker Strix												
A-bomb-inable BK Weapon	Blinds enemies that are hit by it	Gentleman Jenos	Stellar wind emits a louder ambient noise (SHSHSHSHSHSHSHSHSHSHSHSHSHSHSHSHSHSH)													
A comb-inable Love Machine Satie Syte SK Weapon	Grumpy bombs don't line up the audio when using accelerant and thus don't sound like accelerant bombs	Remix Jenos	Affect with an axinal mark emit a very loud stellar wind noise that gives their position away	Here are weapons known to cause decendering issues:												
Merrymaker Dredge Weapon	On low graphics, the reload projectile has no particles and is just a 2D tenture; explosions are opaque instead of translucent	Soul Eater Jenos	Stellar wind emits a louder ambient noise than the other skins	Every golden weapon, Shatternaw, Shatterstar												
	Ut voice line is as quiet as a regular voice line	Demonstie, Street Style	When using midnight, the player's position is given away by music or other sound effects for the duration of the ultimate [136]													
	Supposedly causes frome drops to others		Both of these skins have very loud (and longer sounding) scampers.	The do-rendering has allegedly been fixed, pending any further reports of it happening again (this cell contains legacy evidence) [127]								-				
				contains legacy evidence [127]		\rightarrow				-	\rightarrow	+			-	
Samba Rocket Launcher	Slinds enemies that are hit by it	_	Planted reduces your effective POV by about 50% by putting needless graphics on top of your screen								_	_				
Snowdrift Imani Weapon	All sound effects except frost bomb and the ultimate are nearly inaudible to both the player and enemies	Omega Sha Lin Weapon	The sound of drawing an arrow is audible and locatable across half a map; shots made during heat haze create particles visible through walls									_				
Gentleman Jeros	Ult voice line is as quiet as a regular voice line; the wrong ult line plays for enemies	Outlaw Sha Lin Weapon	Activating impaier arrow emits a very loud aound compared to other skins.													
Soul Eater Jenca	Stellar wind is far quieter than all other skins and emits no idle noise	Mermaid Ying Weapon	Mirror can be seen through walls													
Battlesult Eagle Eye Kinessa	Teleporter trail is thinner and less opaque; ult sound effects are quieter	Ebon Star Zhin	Billow sound does not loop assumessly, so it is easy to tell when he exits billow (136)													
Battlesuit Eagle Eye Kinessa Wespon	Shot tracers are almost invisible when looking straight at them, and still incredibly thin when viewed at an oblique angle	Ornega Zhin	Effects of entering and exiting billow and when beginning Spite are visible through walls													
Omega Koga	Insudble dashes and agility, nearly transparent skewer graphics on first person	Al Speeder Mounts	The mounts are visible through walls if they are parked next to a thin wall because the nose of the vehicle bleeds through the surface; the sound of movement and iding is incredibly loud compared to all animal mounts.								T					
Shore Patrol Beach Bash Lian Weapon	Every ability is insucible	Nightmare Mount	through the surface, the sound or movement and coing at incredibly load companed to all animal mounts. The flame effects on the home are visible through all walls.								H					
Lian Weapon		_									H					
Merrymaker Lian Weapon	Presence is insudible	Shatterster Shatterster	These weapons are fied to the invisible champion bugs where enemies do not render and can only be aposed by their nameplate and thus shouldn't be used [130]								-1					
	Can be used next to several walls to become completely invisible [140]															
	Ult music is very loud and convers all sound effects															
Wickerman Mal'Damba	Priently and hostle uit lines are awapped which causes confusion for both learns (but generally the enemy learn get the shorter stree from being the targets that are misdirected)															
Outlaw Sha Lin	Heat haze does not emit a constant noise during the uit															
Ornega Sha Lin	Planted + Heat Haze is insudible to other players.															
Heartreaker Skye	Smoke acreen is far smaller than normal but the effective radius is the same											+				
Madame Seris	Stadow travel is far quieter than the other skins					-					-	-				
	Has a glitch where he has no outline nor health bar which also removes his headshot hitbox					_				_	_	_			_	
	Ut line is almost insudble to other players until the very last word + the same as jotunn terminus															
Hearthreaker Tyra	Hunter's Mark Initial apply doesn't make any sound															
Archangel Tyra Viespon	Has a sound glitch that repeatedly plays several loops of the weapon fire over each other and becomes insanely loud [unconfirmed] [141]															
Resver Viktor / V1-KTOR Weapon	The only viktor guns to display a crosshair while siming down sights															
Firecracker Willo	Dead Zone has no visible cutline											T				
Ebon Star Zhin Weapon	Shots are far quieter than other skins															
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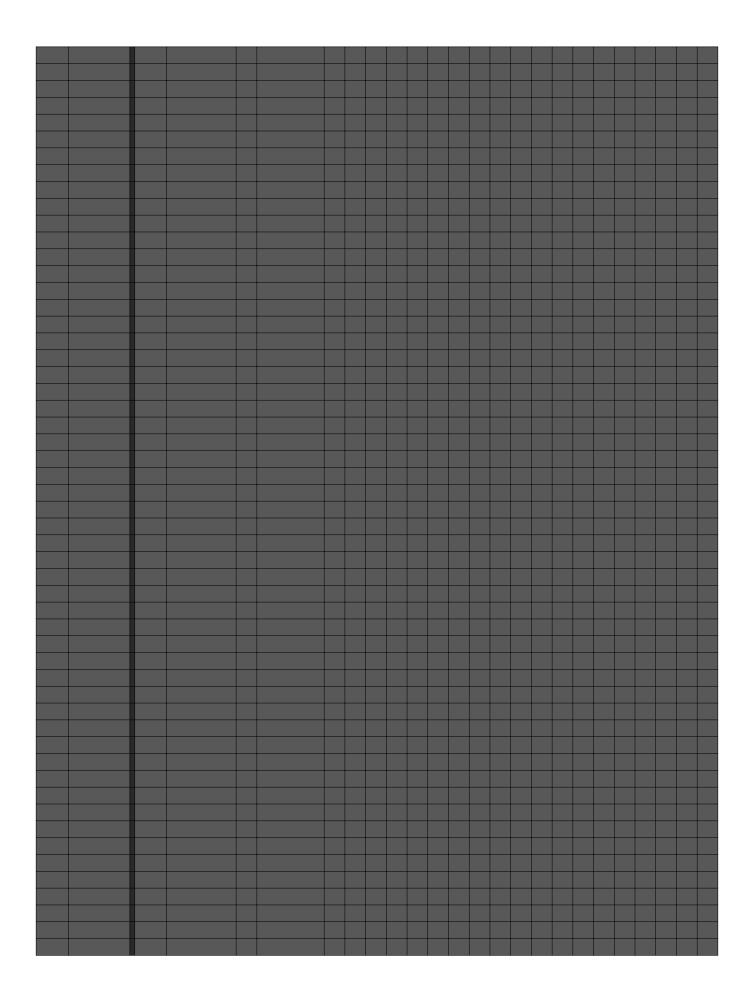


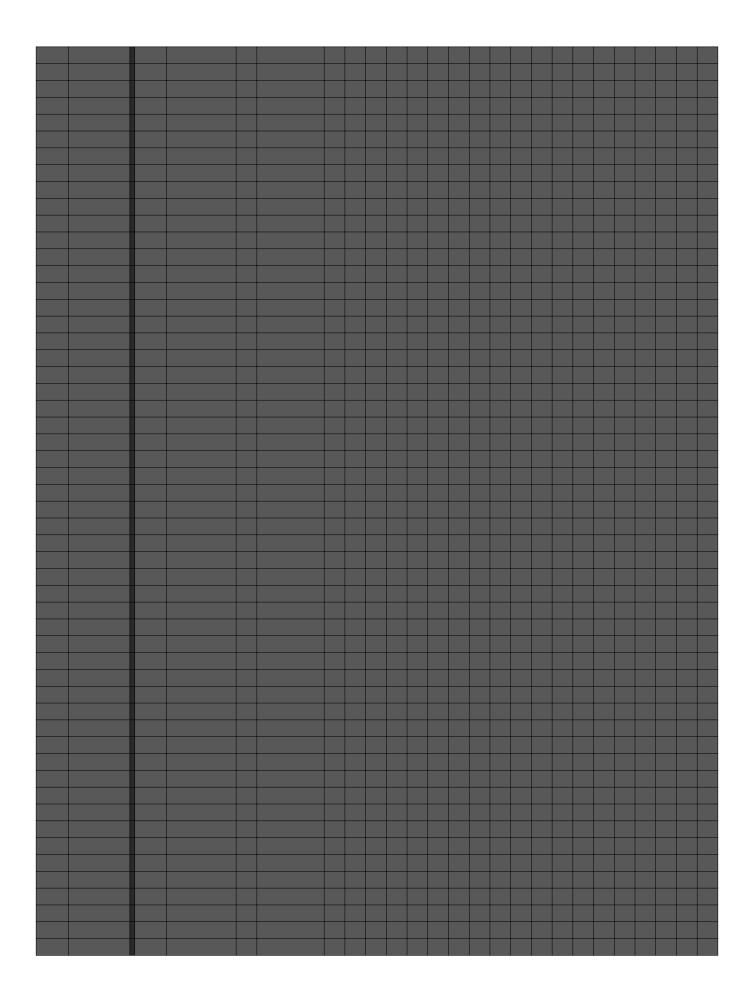


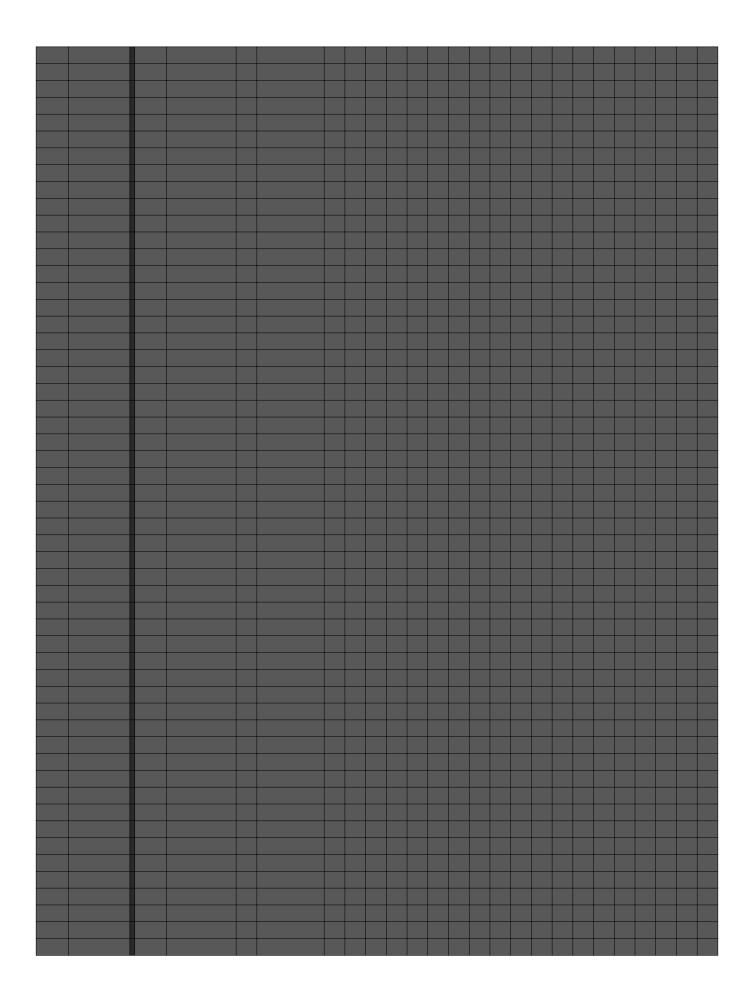


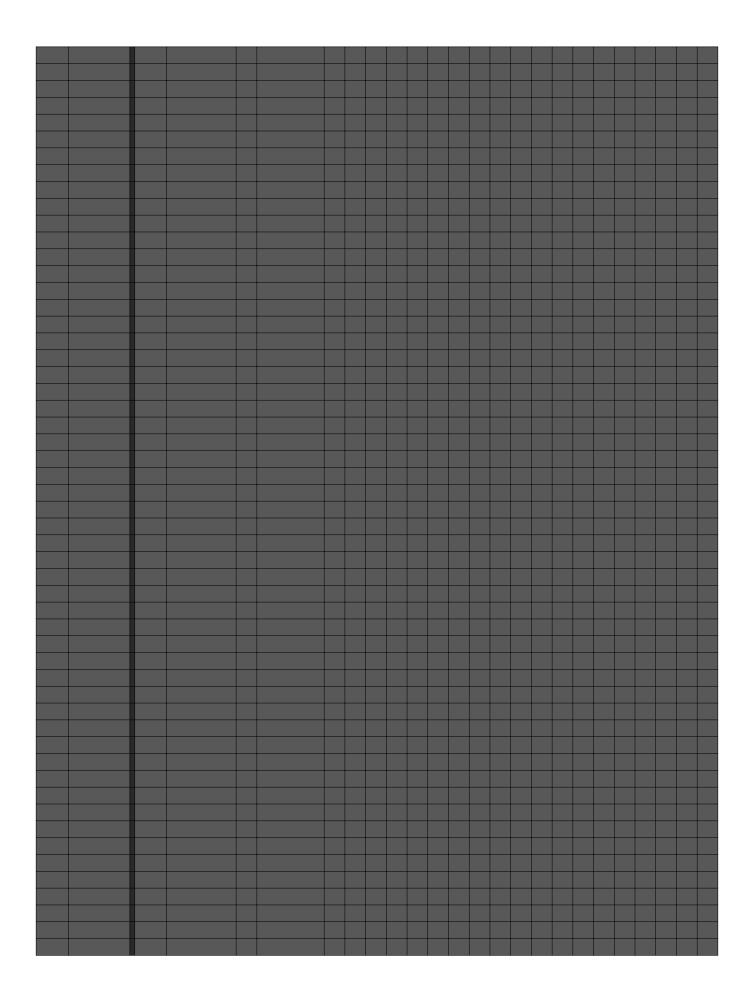


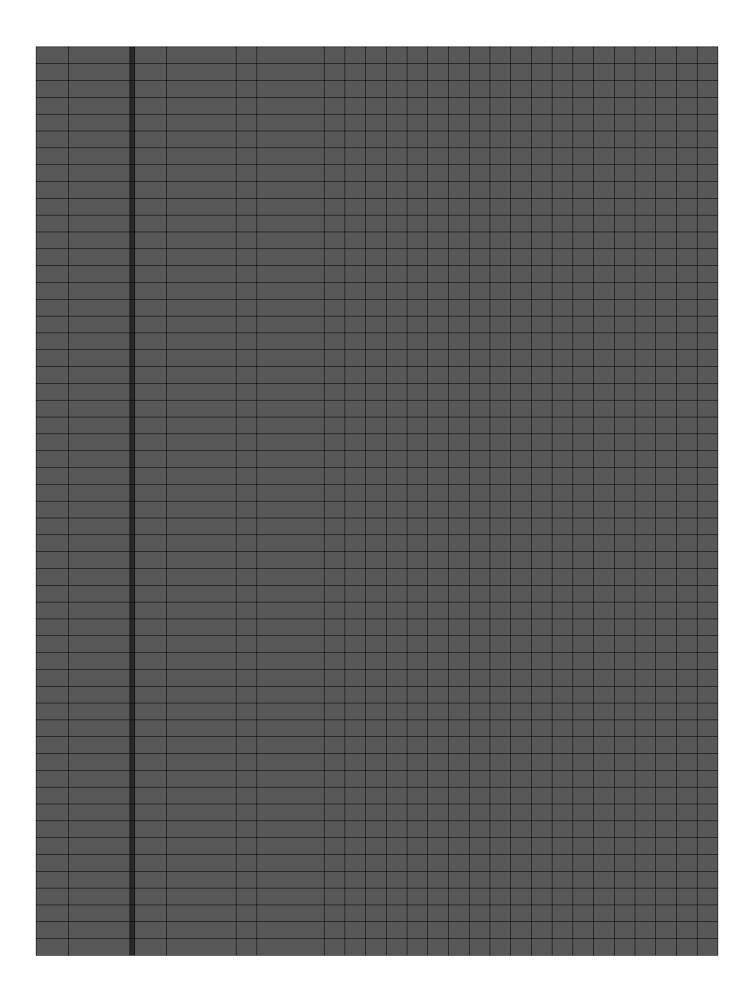


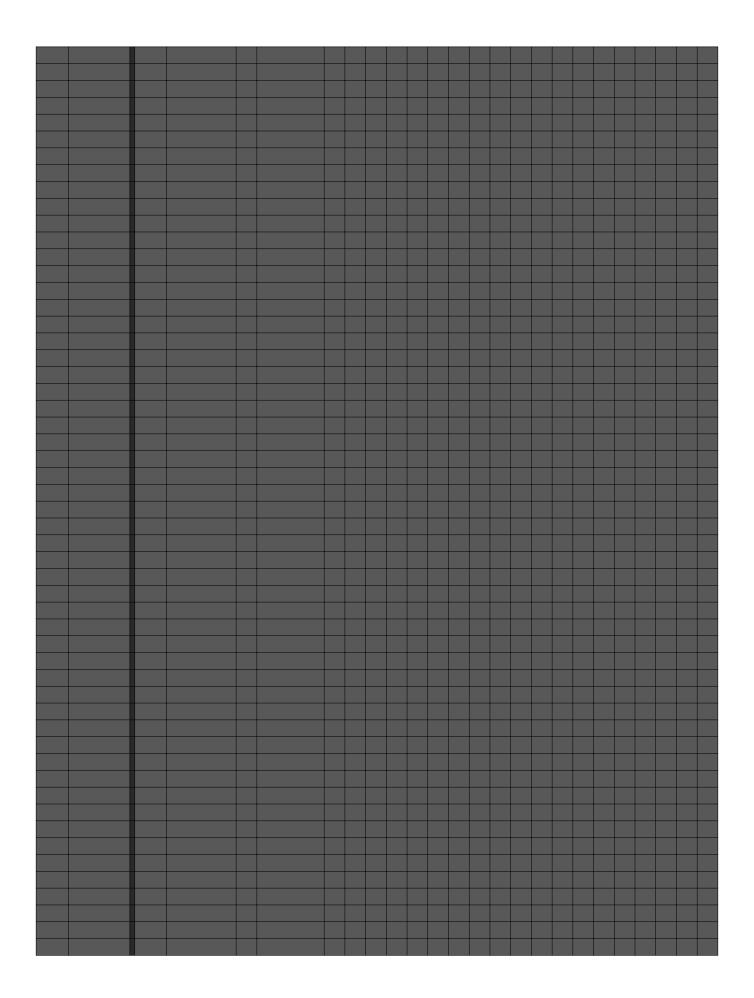


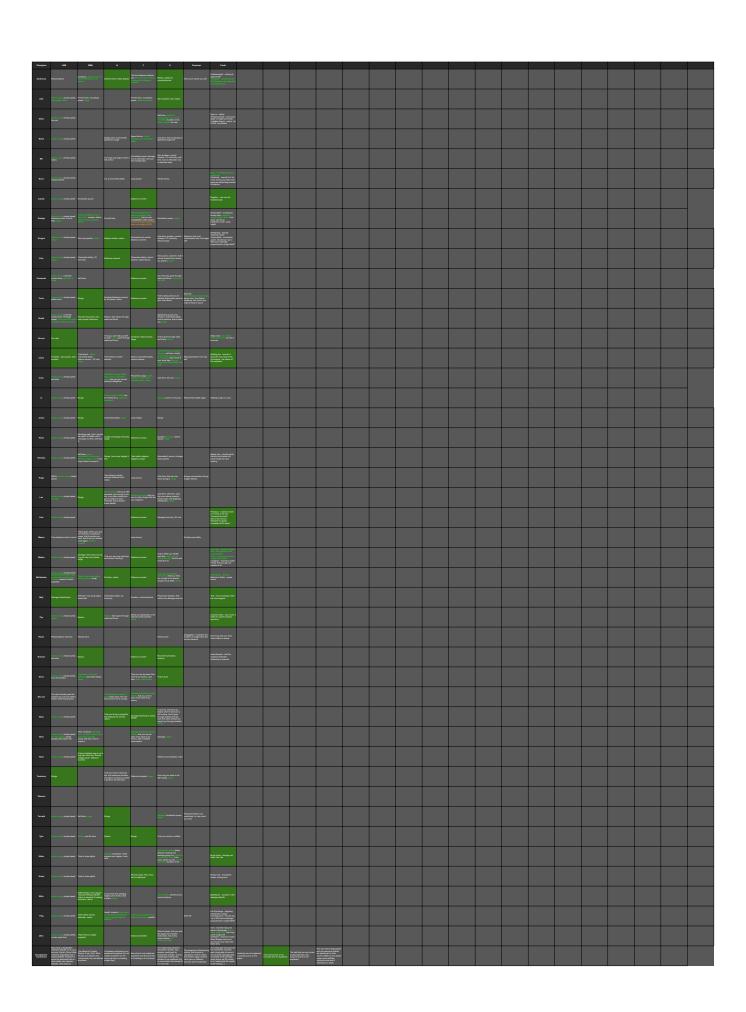


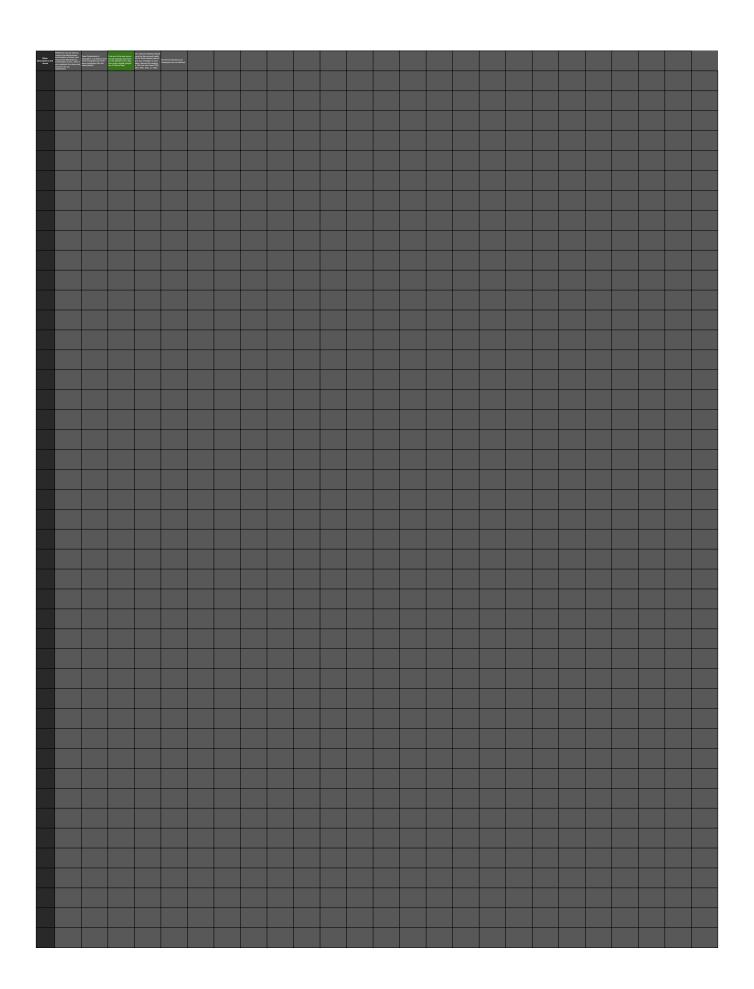


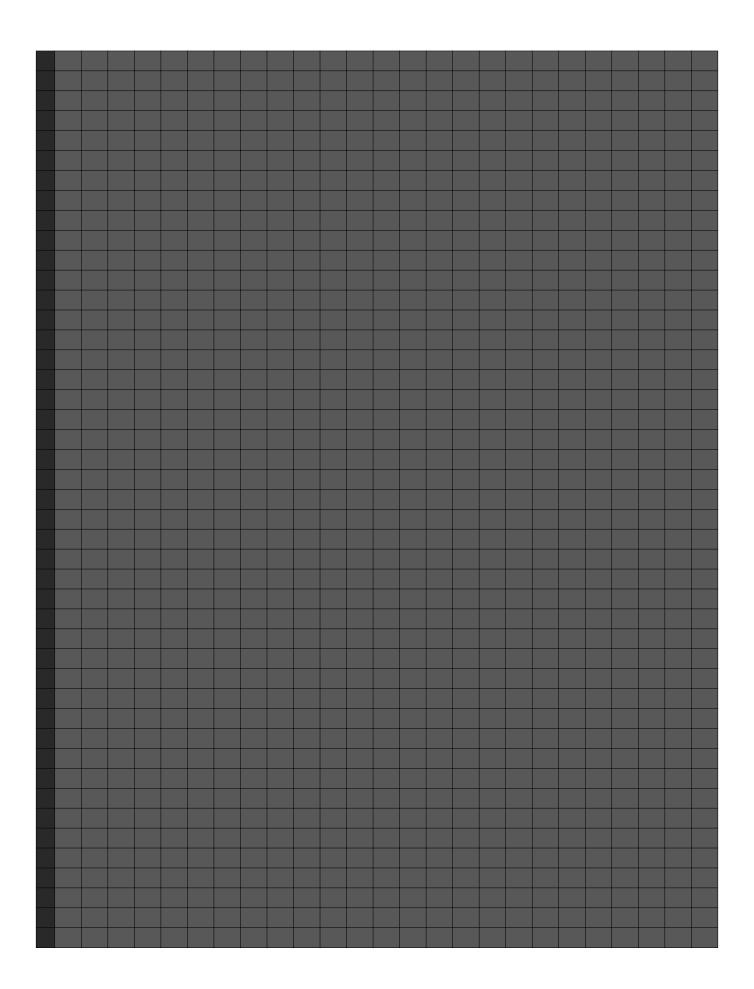


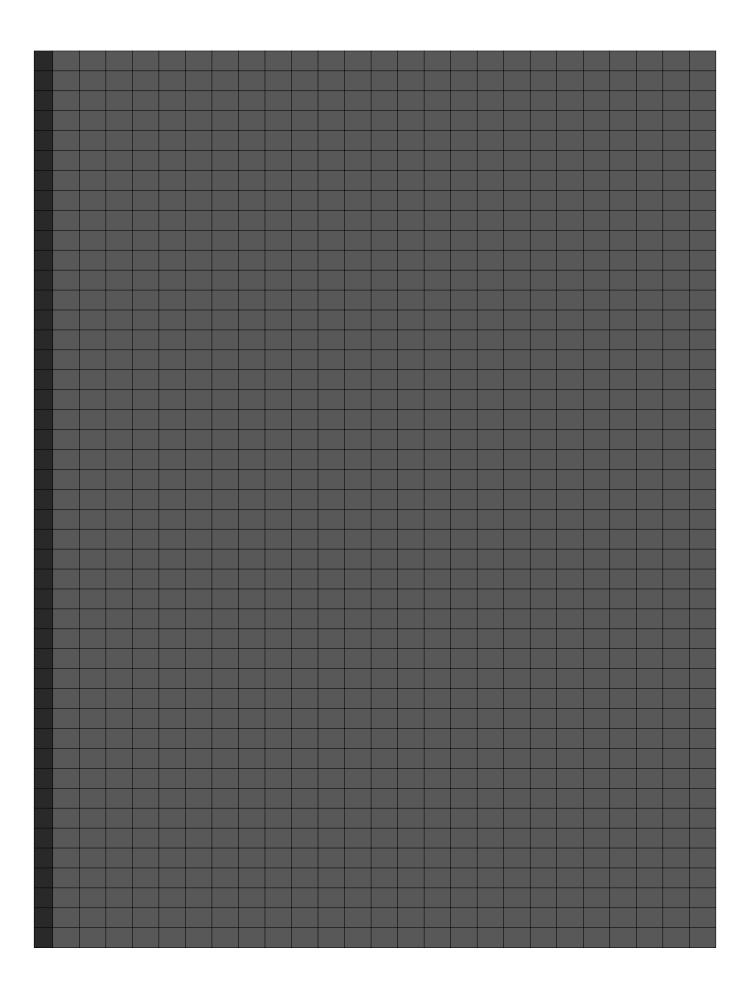


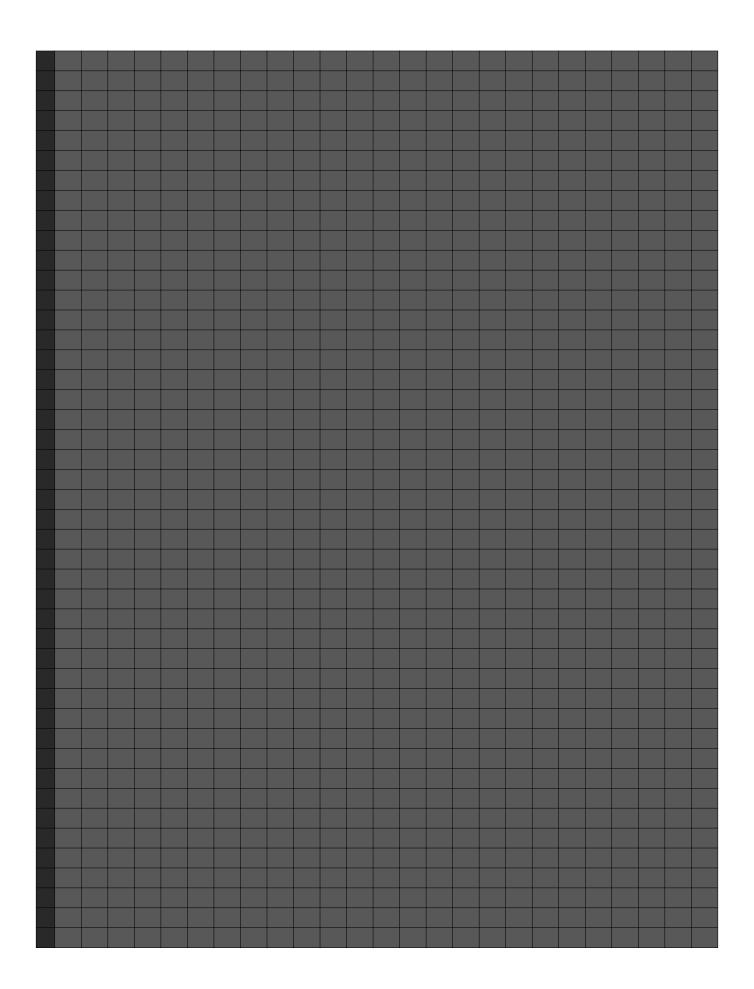


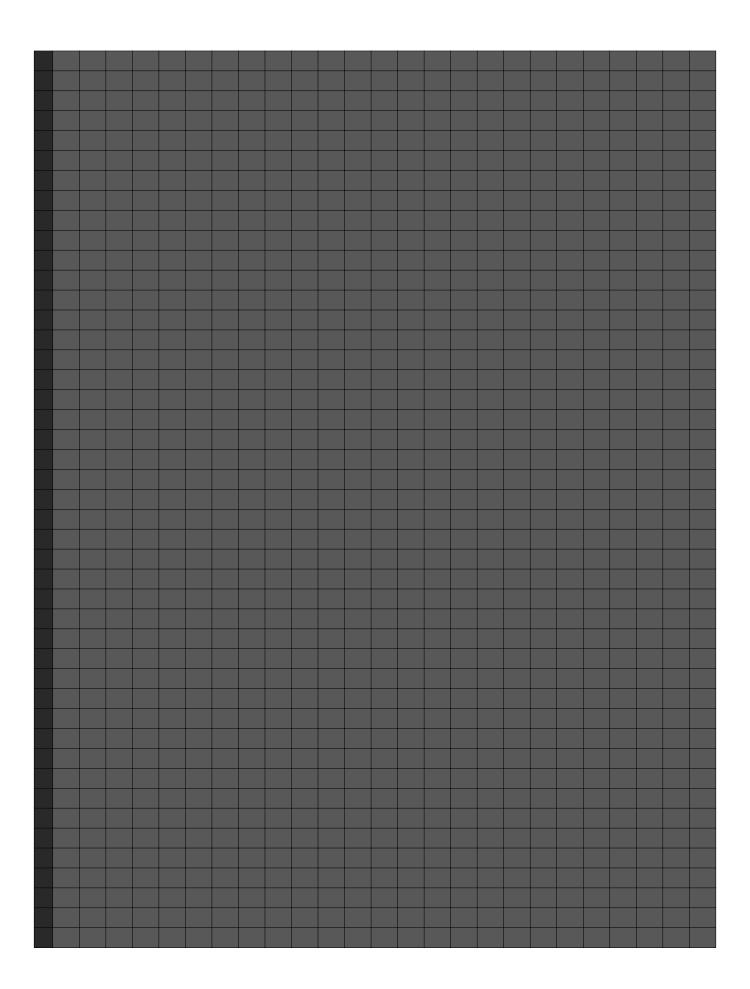


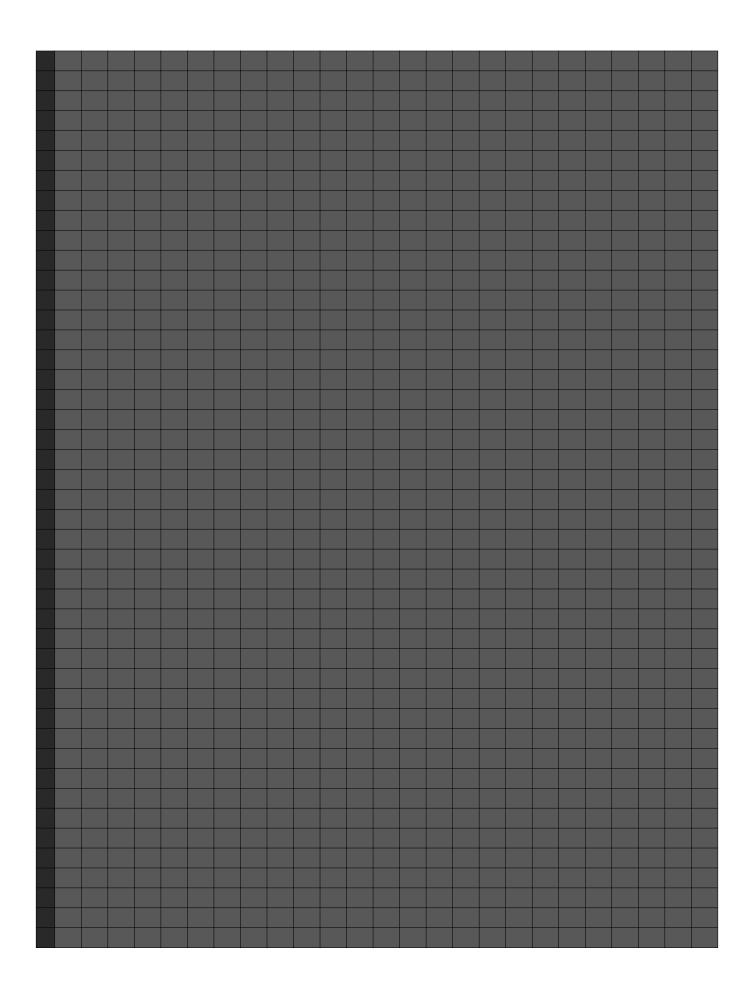


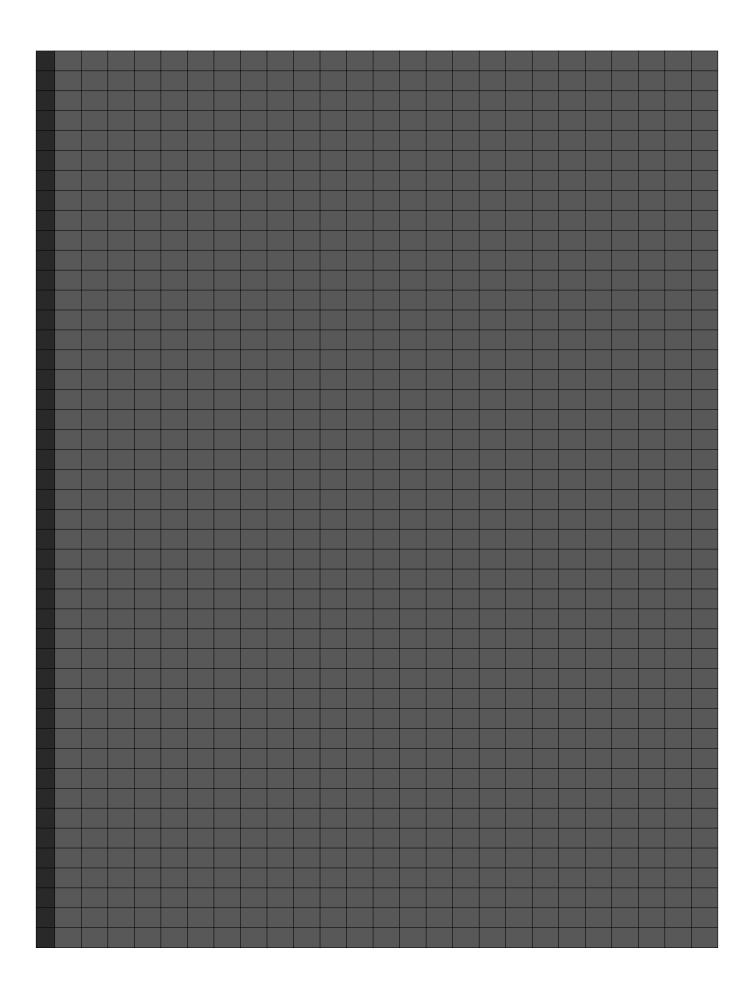


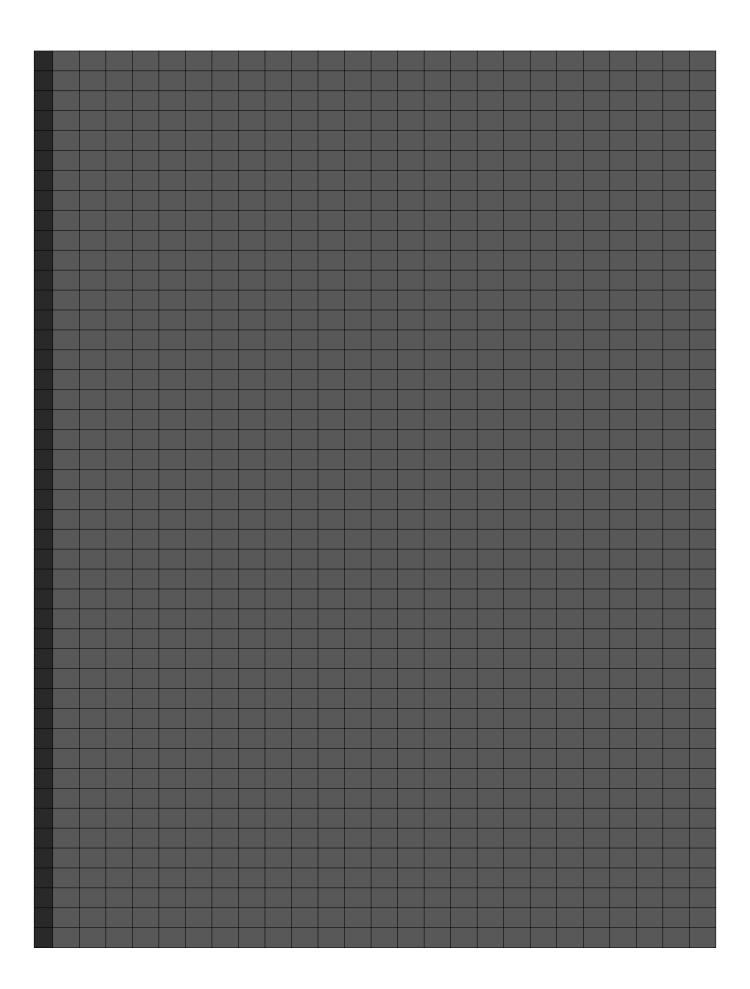


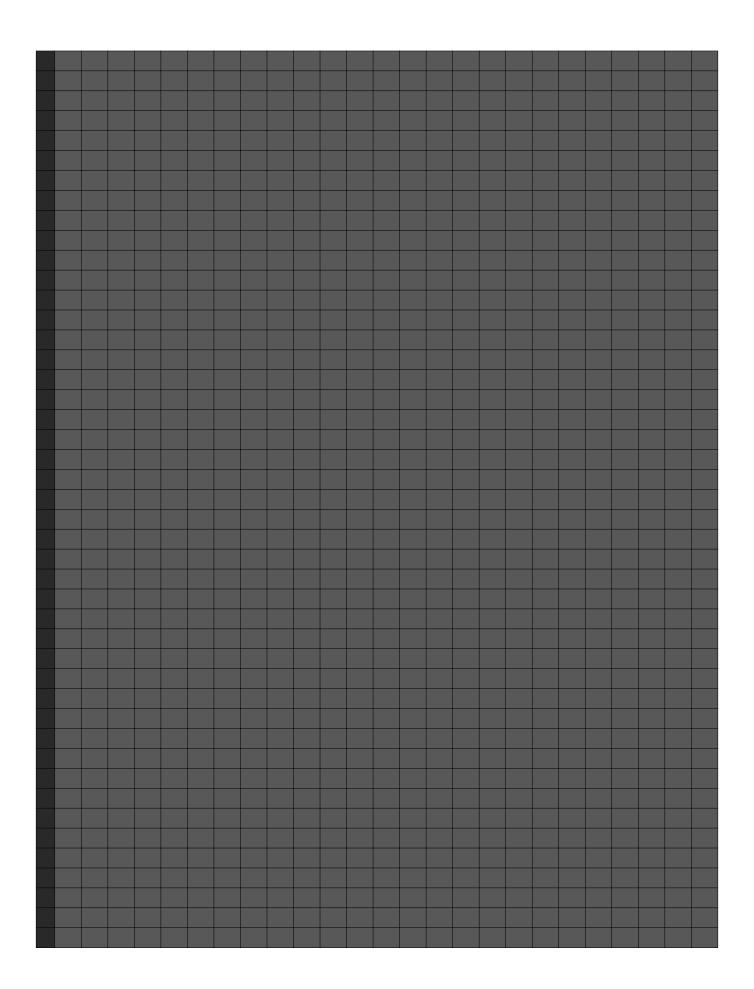


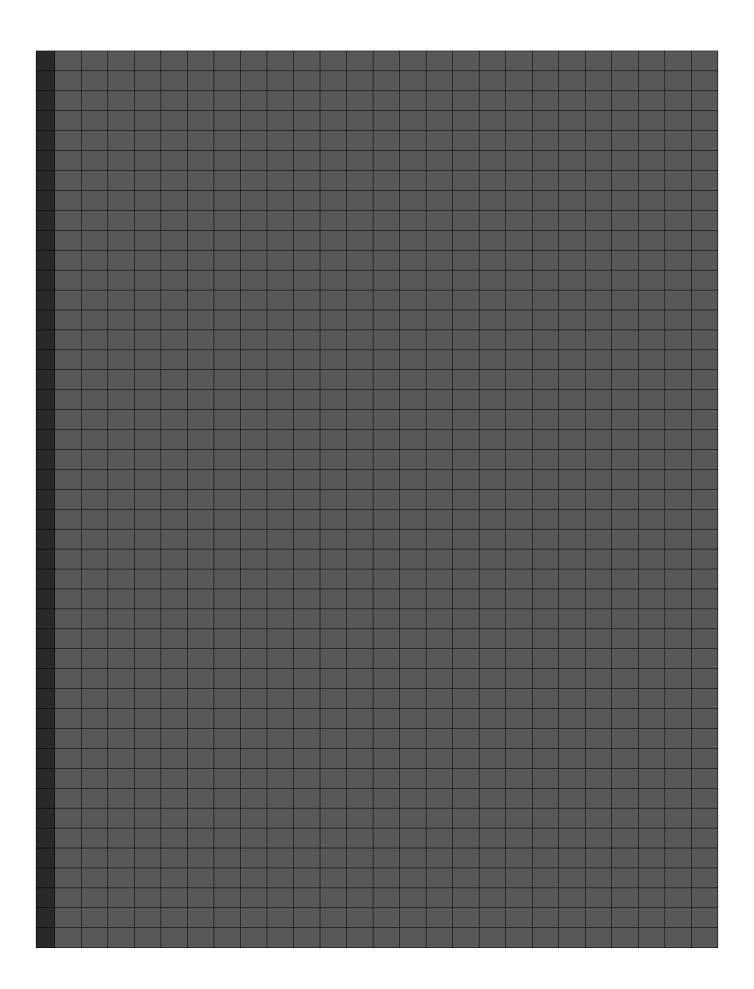


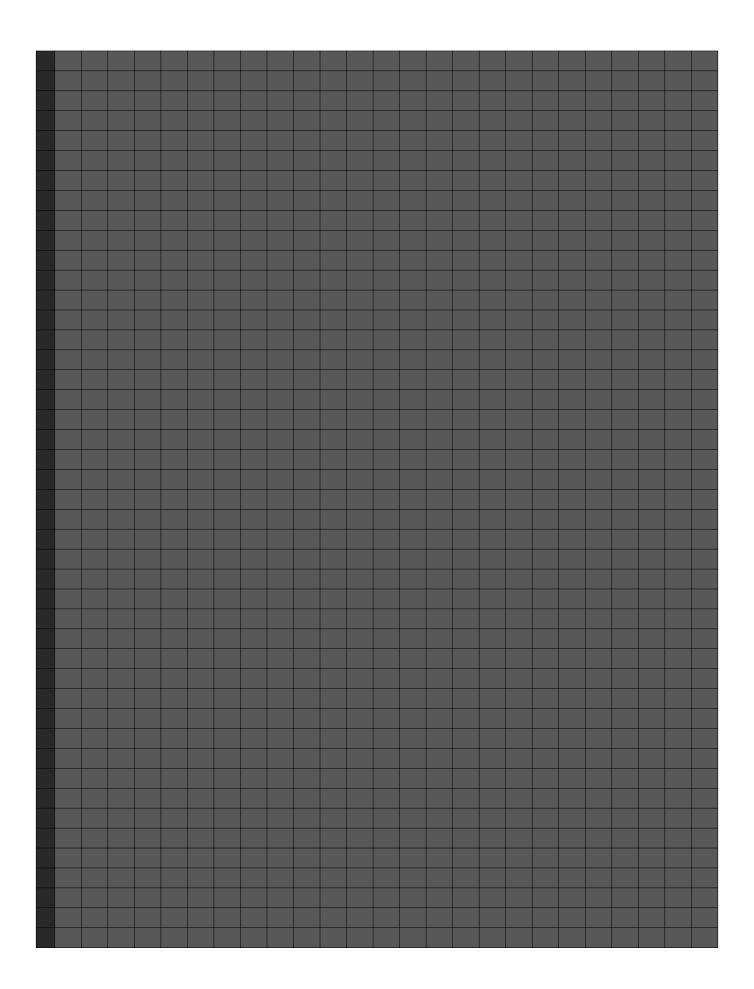


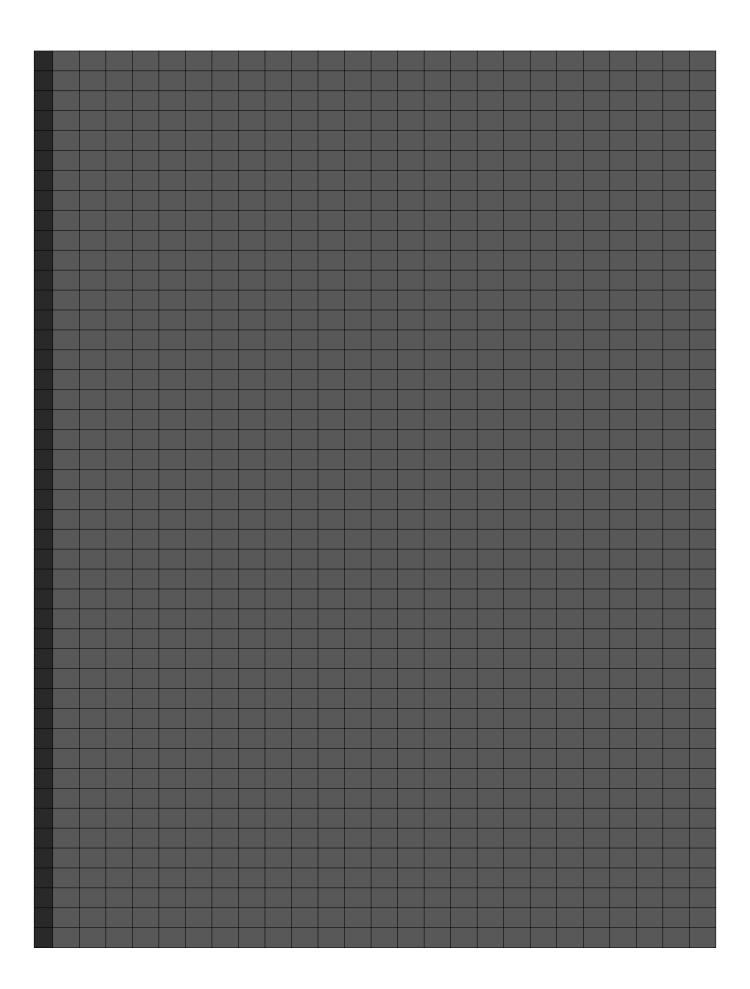


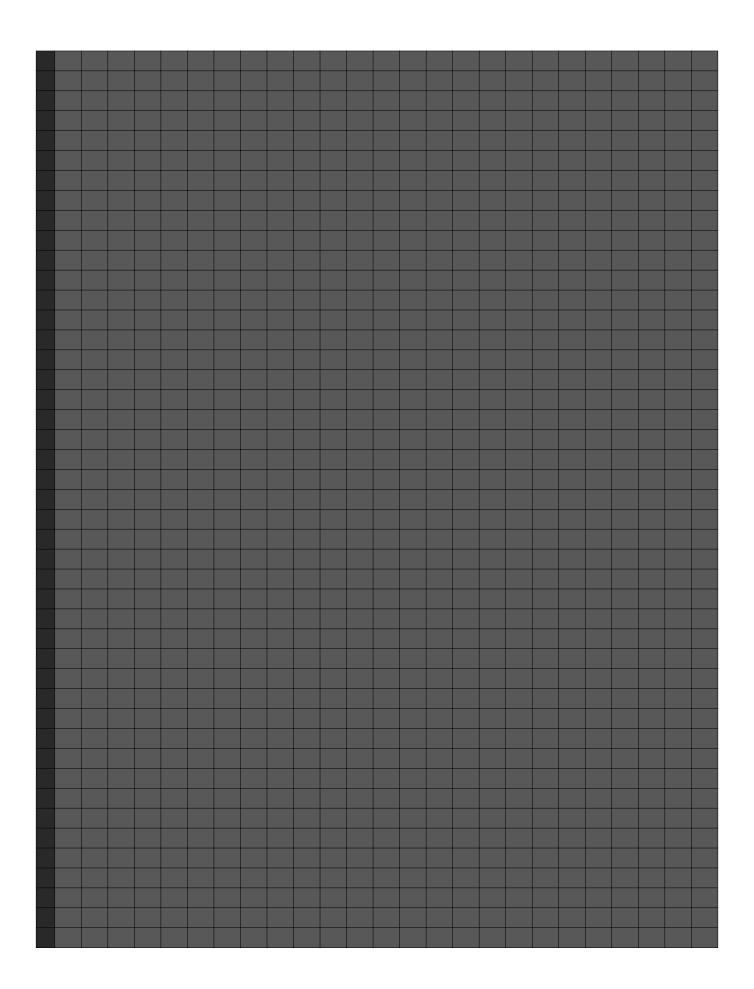


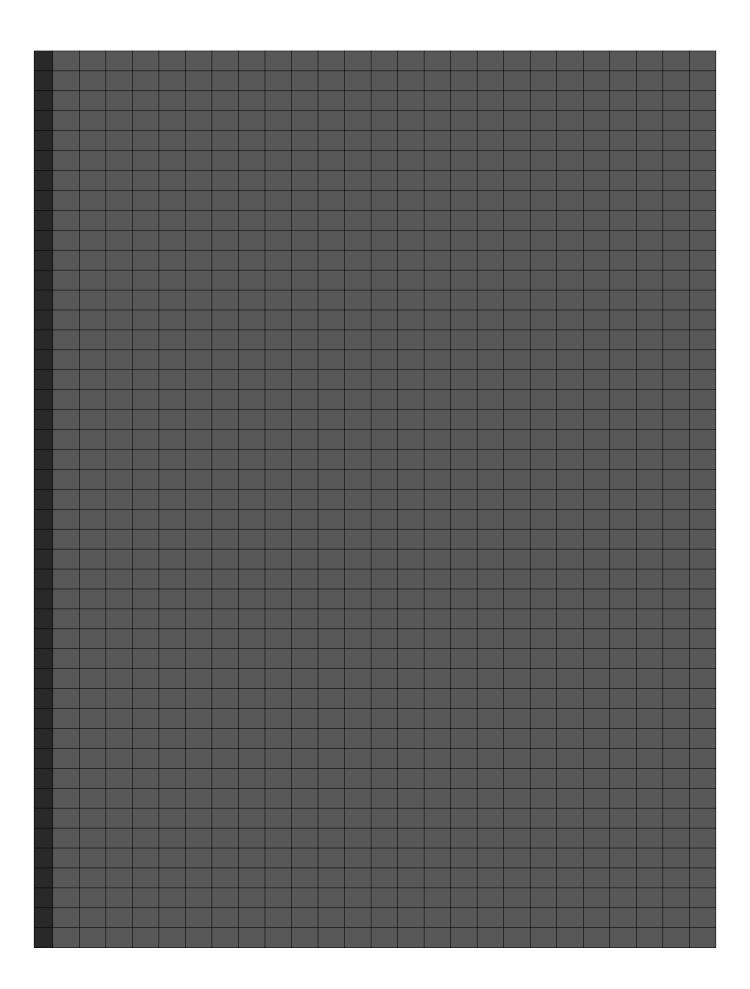


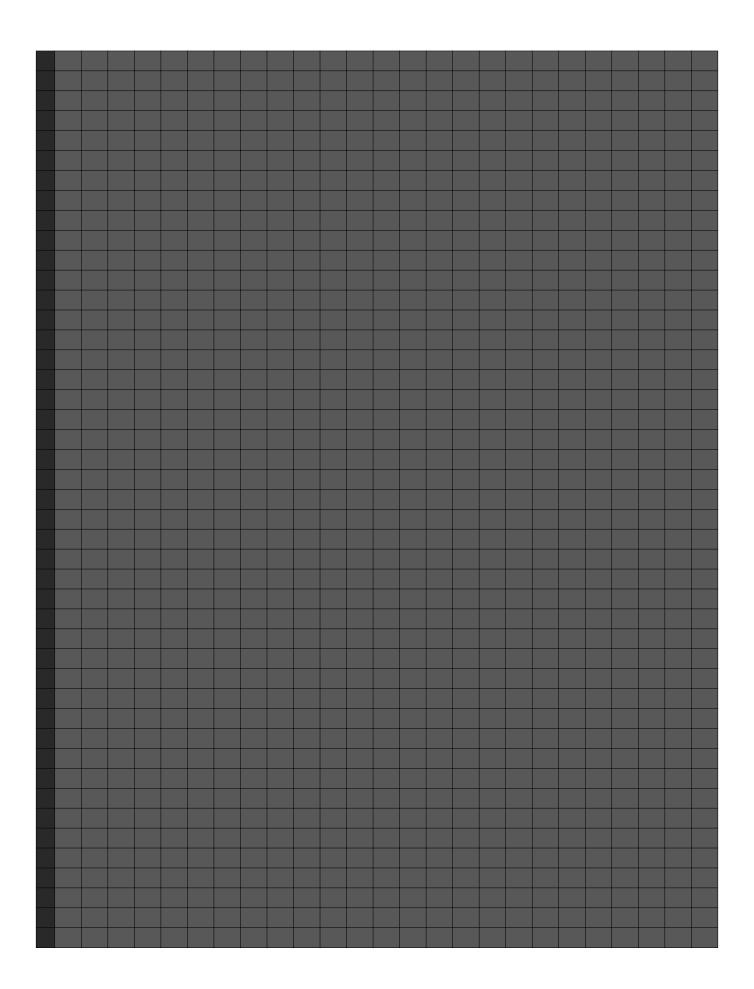


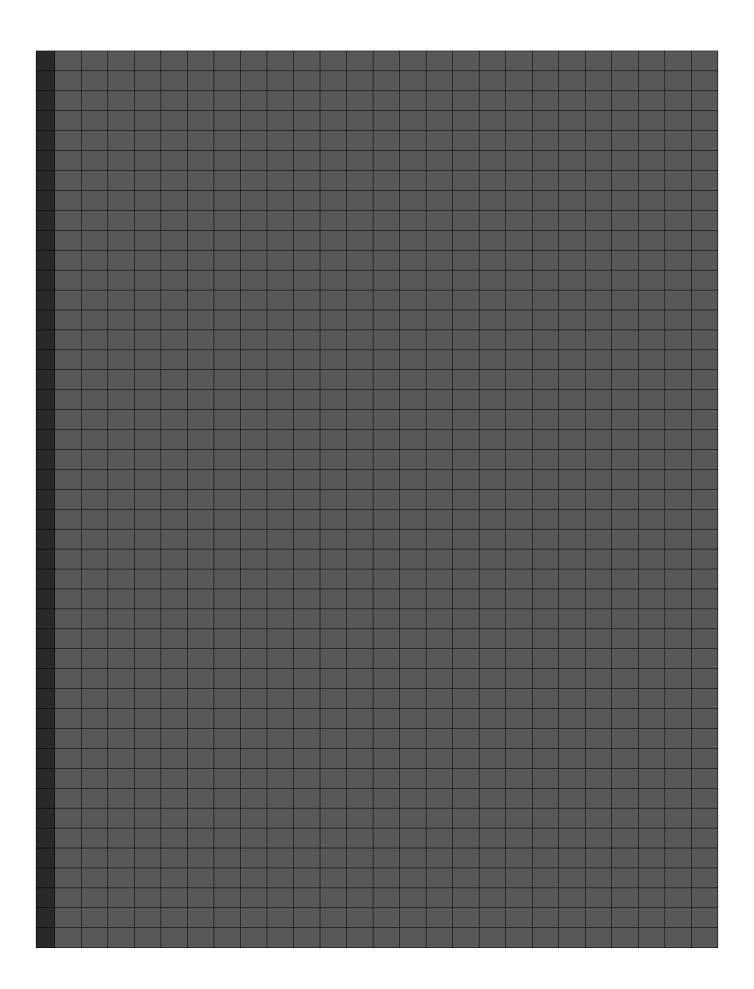


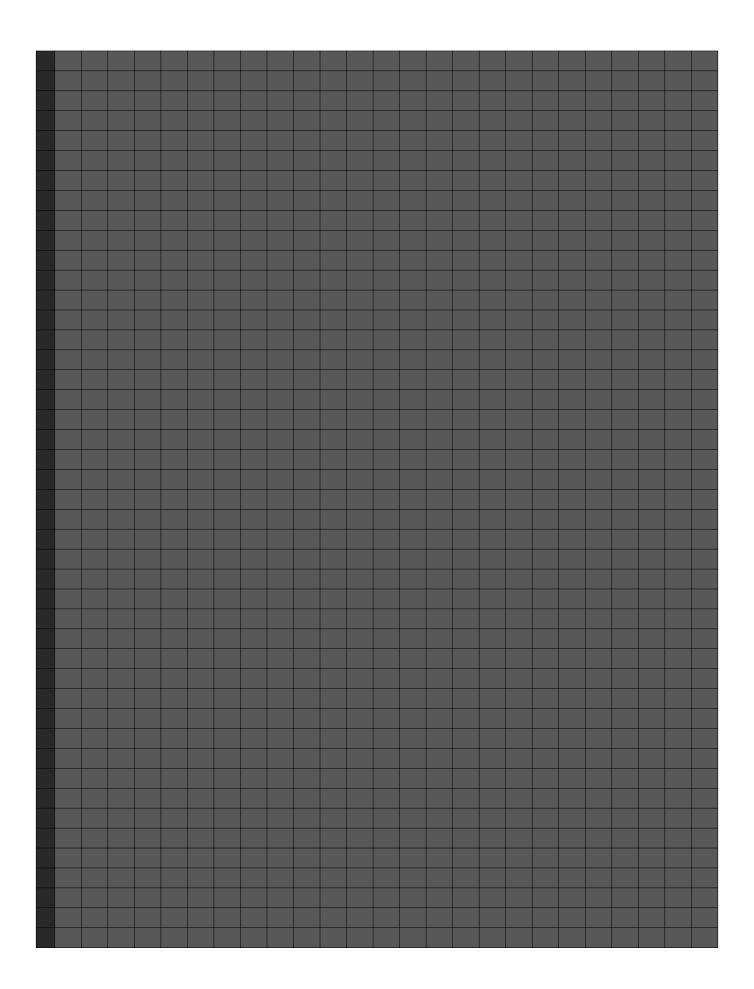


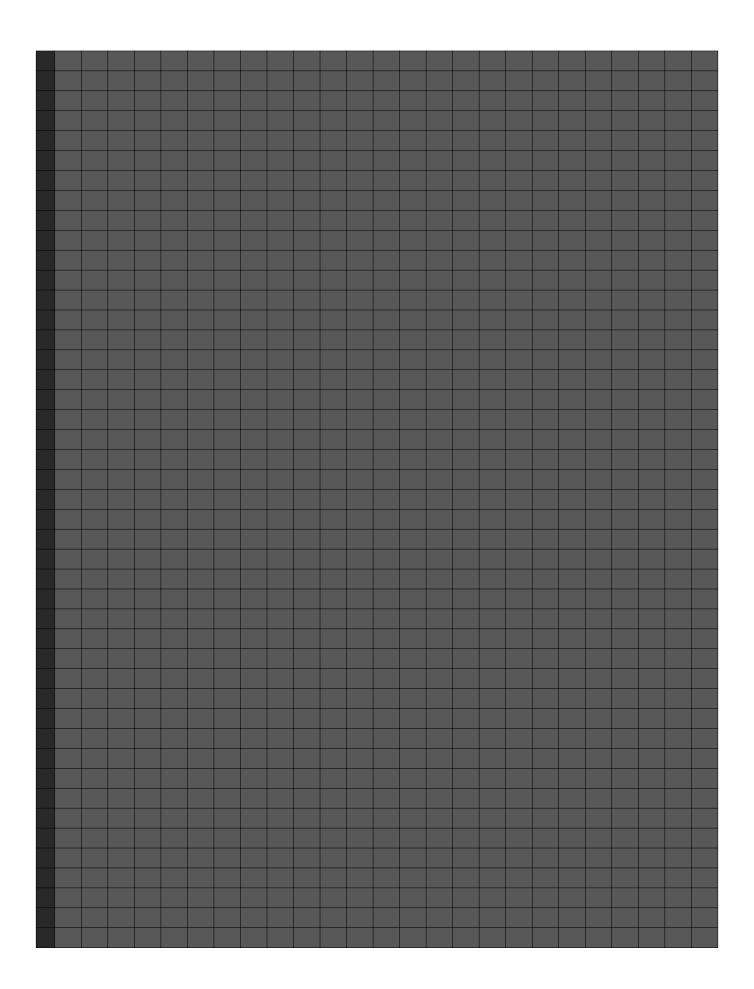


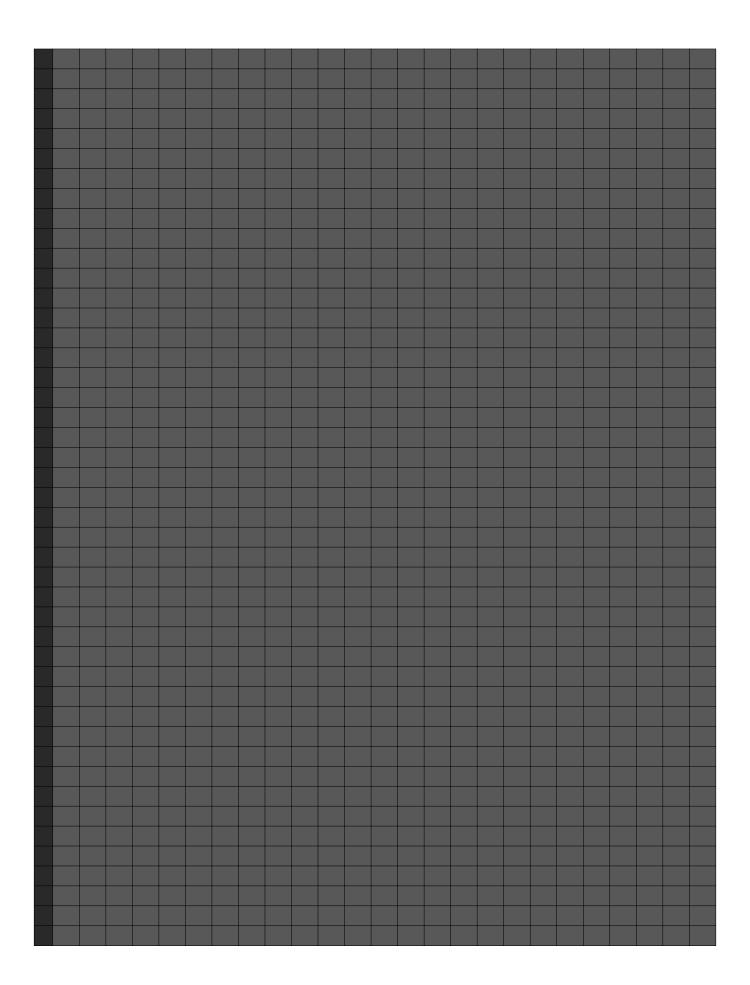


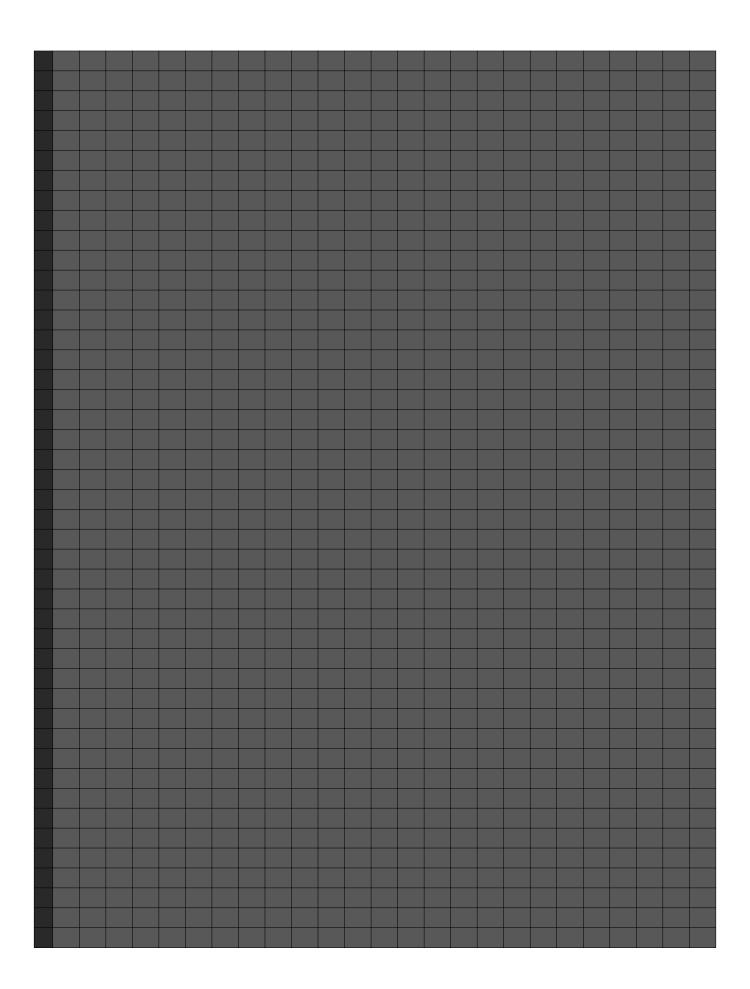


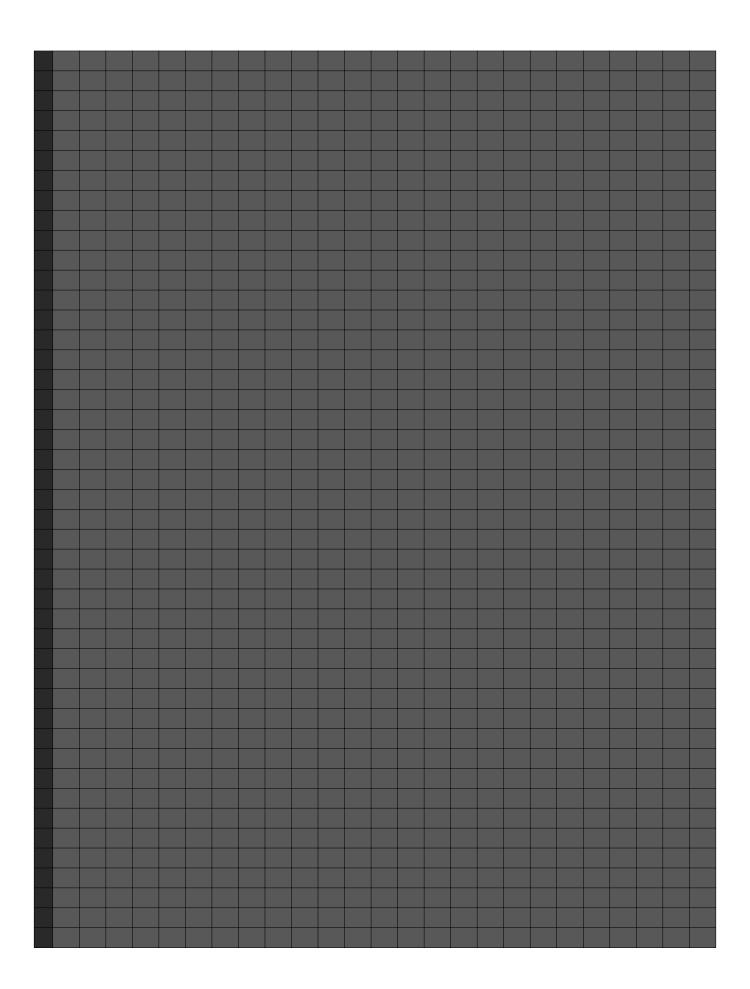


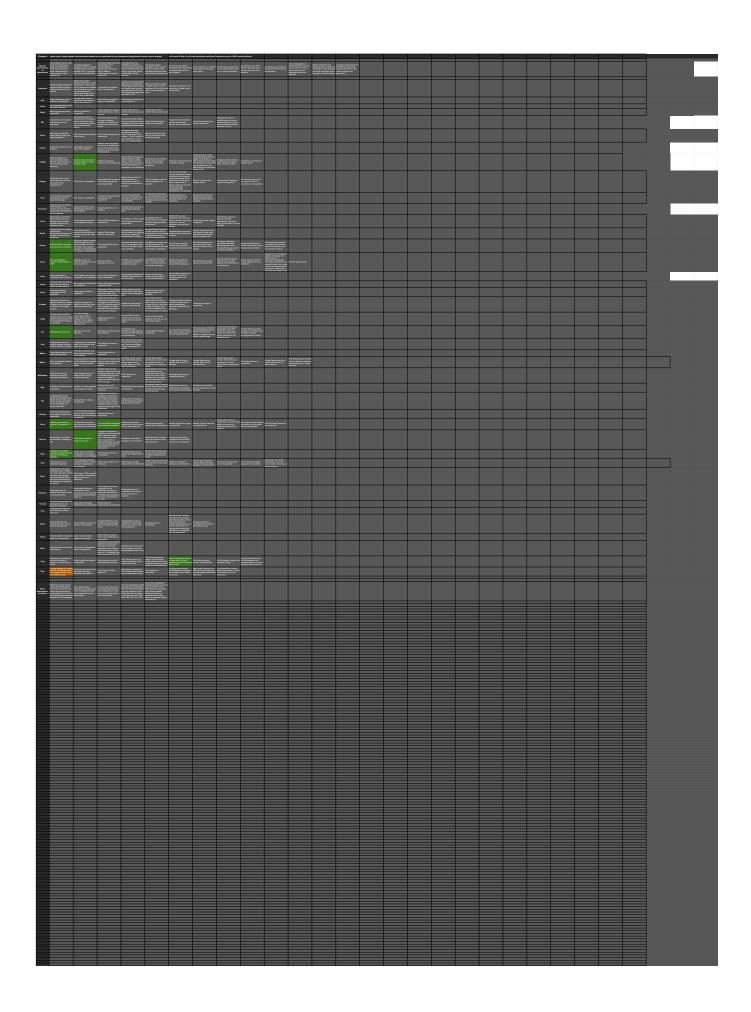












- [1] https://youtu.be/VfnCFaW2JUk?t=372
- [2] https://youtu.be/9b-YRf9g4FE?t=940
- [3] https://youtu.be/GUhfwOxFSC8?t=43
- [4] https://dm.reddit.com/r/Paladins/comments/av2132/ok/
- [5] https://cdn.discordapp.com/attachments/548177418859315200/550830663461240880/Screenshot_515. png
- [6] https://clips.twitch.tv/CaringFilthyWoodpeckerWOOP
- [7] Stasis Field can still be pierced by some projectiles that would pierce any shield if you were to stand very close to it, e.g. Yomi/Enlightenment
- [8] https://www.twitch.tv/helvian/clip/CrazyAmusedTriangleTBCheesePull
- [9] https://clips.twitch.tv/FlaccidRacyClintKappaWealth
- [10] https://clips.twitch.tv/CleanRoundMeatloafNomNom
- [11] https://youtu.be/VW6VRwb9Hhk?t=979
- [12] https://youtu.be/KHWILNj0hcA?t=978
- [13] https://clips.twitch.tv/SmallJoyousCoyoteItsBoshyTime
- [14] https://clips.twitch.tv/WonderfulOddIcecreamRuleFive
- [15] https://clips.twitch.tv/StrongFurryWoodcockCmonBruh
- [16] https://clips.twitch.tv/HandsomeSparklingFerretPanicVis
- [17] https://www.youtube.com/watch?v=IOWmGmULFc4
- [18] https://streamable.com/ikmai
- [19] https://clips.twitch.tv/CarefulFrozenAlbatrossBudStar
- [20] https://clips.twitch.tv/FaithfulLovelyCakeOSkomodo
- [21] reported mostly from the battlesuit angel skin but not exclusive to it
- [22] https://streamable.com/2s7y5
- [23] https://clips.twitch.tv/CourteousYummyPoxHassanChop
- [24] for example it can happen on this part of fish market from the right side of the rectangle, aiming close to the opening facing the point
- https://cdn.discordapp.com/attachments/548177418859315200/550792780490997761/Screenshot_16.png
- [25] health bar is visible, but no nameplate

[26] https://clips.twitch.tv/EncouragingCaringArugulaBleedPurple

[27]: https://streamable.com/3tkta

[28] https://clips.twitch.tv/YummyElegantChoughPeteZarollTie

[29] https://www.youtube.com/watch?v=_4E1lqQxcvI

https://www.youtube.com/watch?v=kUGs7oH1bnA&feature=youtu.be

https://www.youtube.com/watch?v=adHhy20xUAU

https://www.youtube.com/watch?v=ALO7zQJO2Fw&feature=youtu.be

[30] https://streamable.com/7360j

[31] https://clips.twitch.tv/JazzyCovertHawkHeyGirl

https://youtu.be/-ZVFcOR45yw?t=133

[32] https://youtu.be/xEiUEQ0sIM4

[33] https://clips.twitch.tv/ShyGoldenStrawberryBIRB

[34] https://clips.twitch.tv/AffluentAmorphousMinkTooSpicy

[35] https://clips.twitch.tv/KathishBetterKangarooKreygasm

[36] fixed on pts, the victim seems invincible while being pulled

[37] https://clips.twitch.tv/KathishGiantSharkChefFrank

[38] https://www.twitch.tv/videos/365708573

[39] https://dm.reddit.com/r/Paladins/comments/at1wev/permanent_mines_where_do_i_sign/

[40] https://clips.twitch.tv/HelplessNaiveJellyfishSmoocherZ

[41] https://streamable.com/5sw8d

[42] https://cdn.discordapp.com/attachments/548177418859315200/549193597820469258/missautoaim.

PNG

https://streamable.com/ozlke

[43] https://clips.twitch.tv/KawaiiSecretiveTrayAMPEnergyCherry

[44] https://clips.twitch.tv/ThankfulVenomousPeafowlBleedPurple

https://clips.twitch.tv/CleanScrumptiousGalagoPraiseIt

https://clips.twitch.tv/GlamorousOriginalSnoodShazBotstix

- [45] https://streamable.com/mgk55
- [46] https://streamable.com/ij4w9
- [47] https://streamable.com/2unq4
- [48] only ritual magic was fixed
- [49] https://dm.reddit.

com/r/Paladins/comments/bi9pk9/damba incredible bug in ranked totally untouchable/

- [50] just call it a feature it raises moji's skill ceiling thank you
- [51] https://streamable.com/nyo91
- [52] https://youtu.be/_ZxvoXdai5M?t=220
- [53] https://www.youtube.com/watch?v=_ZxvoXdai5M&feature=youtu.be&t=243

https://streamable.com/e9qf9

- [54] https://youtu.be/th1piPKVAuc?t=324
- [55] https://i.redd.it/mrllnnw34si21.gif
- [56] https://www.twitch.tv/simsiloo/clip/CrowdedObedientSardineDBstyle
- [57] https://youtu.be/oqWs6Mx0aqo?t=400
- [58] only it watches was fixed
- [59] terminus will die twice at once if his ult cannot be used

https://clips.twitch.tv/BrainyHotWalrusHoneyBadger

- [60] https://clips.twitch.tv/VainRudeStarThunBeast
- [61] https://clips.twitch.tv/ComfortableScaryDonutFeelsBadMan
- [62] https://clips.twitch.tv/WrongAnnoyingKaleCorgiDerp
- [63] https://clips.twitch.tv/ArtsyNaiveWafflePlanking
- [64] https://clips.twitch.tv/GloriousTalentedSrirachaHassanChop
- [65] https://medal.tv/clips/12266744/d1337uTvxnsk
- [66] https://www.youtube.com/watch?time_continue=606&v=HzEcc0gd-Ws
- [67] being stunned while cooking a grenade now causes you to throw uncooked grenades for the current life

[68] https://streamable.com/s0sxi (could just be a desync) [69] https://clips.twitch.tv/BlindinglcyFrogHotPokket [70] https://streamable.com/sypiu [71] https://clips.twitch.tv/FurtiveShakingTriangleNerfBlueBlaster [72] https://www.youtube.com/watch?v= ZxvoXdai5M&feature=youtu.be&t=243 (functions the same for willo) [73] https://clips.twitch.tv/SwissComfortableDaikonBCouch [74] https://www.youtube.com/watch?v=CHuziXcax4k [75] https://www.youtube.com/watch?v=eUoMbzG7EOo&feature=youtu.be&t=412 [76] https://youtu.be/dx5068o0mlg [77] https://clips.twitch.tv/StrangeCrazyWolverineLitFam [78] https://clips.twitch.tv/AdventurousSuccessfulKathyGivePLZ [79] https://clips.twitch.tv/HotTalentedScorpionPeteZaroll [80] https://cdn.discordapp.com/attachments/548177418859315200/595220860265168932/unknown.png [81] https://cdn.discordapp.com/attachments/490586590410702862/592297508508532766/2019-06-23 5. png https://cdn.discordapp.com/attachments/535197742545502208/584019931708784642/2019-05-31 27.png [82] https://youtu.be/GUhfwOxFSC8?t=64 [83] https://youtu.be/HIIIUJ-CIAY?t=57 [84] https://streamable.com/75e1i https://cdn.discordapp. com/attachments/548177418859315200/556467698419236876/20190316142319_1.jpg [85] https://clips.twitch.tv/DependableRefinedStaplePeanutButterJellyTime [86] https://clips.twitch.tv/DelightfulRepletePieRlyTho [87] https://clips.twitch.tv/GleamingOpenCattleThisIsSparta [88] https://clips.twitch.tv/PiercingCredulousOcelotBleedPurple

com/attachments/548177418859315200/553878470262915102/Screenshot 526.png

[89] https://cdn.discordapp.

- [90] https://clips.twitch.tv/BlazingRepleteAlfalfaSMOrc
- [91] https://youtu.be/zo_B_aU6xW4?t=33
- [92] https://cdn.discordapp.com/attachments/535197742545502208/547917503385436160/unknown.png
- [93] https://clips.twitch.tv/WrongPerfectKumquatTakeNRG
- [94] https://cdn.discordapp.com/attachments/409510418520735746/556482663494451201/unknown.png
- [95] https://clips.twitch.tv/BusySoftBubbleteaWOOP

half-fixed, being right up against the pillars causes you to be stuck

- [96] https://clips.twitch.tv/MistySpookyGooseYouDontSay
- [97] https://clips.twitch.tv/DelightfulHumbleSandstormCharlietheUnicorn

half-fixed, the outward facing portion of the arches is still a ledge

- [98] half-fixed (tree in old spawn still can be stood on, trees near point can be hovered on by drogoz)
- [99] https://cdn.discordapp.com/attachments/548177418859315200/565913663441993729/2019-04-11_2. png

https://cdn.discordapp.com/attachments/548177418859315200/565907561941827610/2019-04-11.png

- [100] https://youtu.be/7O3BPUk9r7s?t=741
- [101] https://clips.twitch.tv/ZealousDifficultCormorantCoolStoryBob
- [102] https://streamable.com/naaea
- [103] https://cdn.discordapp.com/attachments/548177418859315200/595219405663764490/unknown.png

https://cdn.discordapp.com/attachments/548177418859315200/595218377723609108/2019-06-30_19.png

[104] https://cdn.discordapp.

com/attachments/548177418859315200/602398754699476992/20190721021533 1.jpg

https://cdn.discordapp.

com/attachments/548177418859315200/602398769727668234/20190721021625 1.jpg

- [105] https://youtu.be/7O3BPUk9r7s?t=741
- [106] https://clips.twitch.tv/PolishedCrepuscularLasagnaRaccAttack
- [107] https://clips.twitch.tv/AwkwardAggressiveAnisePMSTwin
- [108] https://clips.twitch.tv/AwkwardAggressiveAnisePMSTwin (same clip as to the left)
- [109] https://cdn.discordapp.com/attachments/548177418859315200/550638271441403914/Cattura.PNG

- [110] apparently fixed for vivian and viktor
- [111] https://clips.twitch.tv/InspiringAbstemiousScallionAMPEnergy

https://streamable.com/bka1t

- [112] Now the opposite is true where you don't get hit while the indicator is red
- [113] Incidentally some other card effects will not proc if they are the killing blow on a champion, but the ruling for which breaks in which situation is not known
- [114] https://www.youtube.com/watch?time continue=250&v=gKQHu-F-B8M
- [115] https://cdn.discordapp.com/attachments/546291779951919107/546292046147878922/Untitled-2.png (reportedly something to do with spamming voice lines and/or omega shalin)
- [116] https://clips.twitch.tv/GrossYummyShallotTooSpicy
- [117] not a 'bug', but a side effect of merging platforms
- [118] https://cdn.discordapp. com/attachments/535197742545502208/547447551809290240/20190219165904 1.jpg

https://www.reddit.com/r/Paladins/comments/arzo1l/4v5_objective_auto_cap/

[119] https://streamable.com/xak33

[120] https://imgur.com/a/GPDVHdd

[121] https://streamable.com/abgzo

MATCH ID: 799186447

[122] (A LOT of screenshots)

https://cdn.discordapp.com/attachments/548177418859315200/548357505286275093/Screenshot_22.png https://cdn.discordapp.com/attachments/548177418859315200/548357518061993985/Screenshot_23.png https://cdn.discordapp.com/attachments/548177418859315200/548357526077571072/Screenshot_25.png https://cdn.discordapp.com/attachments/548177418859315200/548357532511502343/Screenshot_24.png https://cdn.discordapp.com/attachments/548177418859315200/548357533501227022/Screenshot_26.png [123] https://www.youtube.com/watch?v=kzDnRCVEONI&feature=youtu.be&t=614s

[124] https://image.prntscr.com/image/5Kvg5MkHTbKEf8hd4eebLg.png

 $\hbox{\small [125] examples: masterful, spitfire, revitalising gem, heraldry, smithereens}\\$

some cards do not follow this rule: mortal skewer, siege engine

[126] https://youtu.be/D1GSiSIZjos?t=50

[127] https://cdn.discordapp.com/attachments/548177418859315200/550459734763765760/unknown.png

[128] https://cdn.discordapp.com/attachments/534824598630563840/552849439971082241/unknown.png

They removed /restartlevel

[129] https://www.youtube.com/watch?v=5k8V_7QjXic&feature=youtu.be

[130] https://image.prntscr.com/image/w6KBKc9tRDa-EIMteoOV6A.png

[131] https://cdn.discordapp.

com/attachments/548177418859315200/565979549339222016/20190409164412 1.jpg

[132] https://www.youtube.com/watch?v=M6sDmIAOdw4&feature=youtu.be

[133] https://clips.twitch.tv/SlickDiligentKimchiVoteYea

[134] https://cdn.discordapp.com/attachments/548177418859315200/627543891717128258/unknown.png

[135] https://streamable.com/mgce1

[136] some require character music to be enabled

[137] https://www.youtube.com/watch?v=g6fBB45iKQo

https://youtu.be/wlccf7ID6pc?t=17 (invisible damba)

https://www.youtube.com/watch?v=st6pfTSrs0U

[138] becomes an obsolete advantage in patch 2.4 with billow being a static 1.5 seconds

[139] this stretches to golden weapons as well, but they are not paid skins

[140] https://cdn.discordapp.

com/attachments/490586590410702862/547157118827102209/20190218150656_1.jpg

[141] https://clips.twitch.tv/DirtyRichOkapiWholeWheat

(this is pay to win because if you're firing at someone you're already spotted and deafening someone, as opposed to dreadhunter drogoz who isn't necessarily spotted when he is just trying to fly somewhere)

[142] It states that the portal you used gets destroyed which is incorrect

[143] fixed until it inevitably returns

[144] i won't shut up about this

[145] this skill alone warrants a new ability UI

[146] especially confusing because space jam's 60% height is just as, if not more effective than koga's trespasser's 100% height

[147] this is especially confusing because when you are affected by dead zone, the debuff you see is no different to when you are cauterized, so you assume you can undo some of it

[148] ranged component still not mentioned