

Fixed	Spell / Talent	Bug Description	Build Last Tested/Fixed	Notes
<input checked="" type="checkbox"/>	Bounding Agility	Does not work for Roll, if it actually works for CT the range/increase is abysmal	54521	
<input checked="" type="checkbox"/>	Chi Wave	Does not work with Vivify yet	54361	
<input checked="" type="checkbox"/>	Chi Wave	Chi Wave generates Hitcombo/procs mastery	54521	
<input checked="" type="checkbox"/>	Combat Wisdom	EH generates Hitcombo/procs mastery	54521	
<input checked="" type="checkbox"/>	Dance of Chi-Ji	Tooltip at 2 stacks is wrong showing off as buffing your next sck by 400%		
<input checked="" type="checkbox"/>	Dual Threat	Does not show up in combatlog at all	54521	
<input checked="" type="checkbox"/>	Emperors Capacity	Empcap duration is too tight which results in last tick not getting buffed in a lot of casts	55185	seems to be fixed (25 tries, not a single issue)
<input checked="" type="checkbox"/>	Gale Force	Repeats ~100% dmg instead of 10%	54361	https://cdn.discordapp.com/attachments/219846145155792896/123119137048022238/image.png?ex=6636
<input checked="" type="checkbox"/>	Gale Force	Has the 5% variation on hit	54361	https://cdn.discordapp.com/attachments/219846145155792896/123119137048022238/image.png?ex=6636
<input checked="" type="checkbox"/>	Heart of the Jade Serpent	Buff 456368 stacks to 2 which is great but both stacks are consumed when casting SoTWL	55087	Buff 456368 is the Buff from reaching max stacks that is consumed by sotwl to trigger the active heart
<input checked="" type="checkbox"/>	Jade Ignition	Not copied by SEF, reduced by SEF	54605	fixed after 4 years pogu
<input checked="" type="checkbox"/>	Marial Mixture	Buff is removed when casting Fits of Fury		
<input checked="" type="checkbox"/>	Pressure Front	Enrage removal makes Paralysis pull the enemy if it lost infight yet	55087	
<input checked="" type="checkbox"/>	Rushing Jade Wind	Application through RJW (Talent) or Restore Balance (Herotalent) still triggers mastery and everything based on mastery/triggers like hitcombo	55185	
<input checked="" type="checkbox"/>	Rushing Jade Wind	SoTWL cast and both swings each apply RJW which procs mastery which causes HC to cancel out	55087	
<input checked="" type="checkbox"/>	Storm, Earth, and Fire	SEF doesnt proc mastery yet	54521	
<input checked="" type="checkbox"/>	Strike of the Windlord	RJW Application happens on castevent and each castevent of the swings which causes RJW to automatically pandemic on application	55185	
<input checked="" type="checkbox"/>	Tiger's Ferocity	Cleave reduced during SEF (bc initial dmg is reduced) but not copied by SEF	55185	
<input checked="" type="checkbox"/>	Tiger's Ferocity	Damagebuff doesnt affect SEF TP	55185	
<input checked="" type="checkbox"/>	Totemalots	Condu+sef+xuen+catue are too many totems at the same time, despawning catue	55087	seems fixed
<input checked="" type="checkbox"/>	Xuens Bond	each ability replicated by SEF will trigger additional cdr from Xuens Bond	54935	Solved aka officially included into the functionality
<input type="checkbox"/>	Acclamation	Doesnt Buff Pet Damage	56110	
<input type="checkbox"/>	Acclamation	Multiple WW break the proper removal of Acclamation debuff which leads to reduced uptime for one WW and increased uptime for the other	56110	https://www.warcraftlogs.com/reports/n4J1Kq2tDFYzZqL#fight=last&hostility=1&type=suras&spell=debuffs&
<input type="checkbox"/>	Celestial Conduit	Multiple Abilities are castable without interrupting the channel (check "Casts during Celestial Conduit Channel" tab)	56110	
<input type="checkbox"/>	Celestial Conduit	doesnt trigger Mastery	56110	
<input checked="" type="checkbox"/>	Chi Burst	2 Stacks are consumed on cast	56110	
<input type="checkbox"/>	Chi Proficiency	Doesnt Buff Pet Damage	56110	
<input type="checkbox"/>	Courageous Impulse	2 Stacks bokl buff the base and sct by 250% and totm gets suddenly buffed by one stack, if you bok during 1 stack it works as intended	56110	
<input type="checkbox"/>	Crackling Jade Lightning	Canceling C.J.L before a tick happens (roughly after 20% of the tick duration already has happened) consumes 10 energy but refunds it immediately	56110	This makes Flurry discharge weird at times bc there is degenerated stuff possible
<input type="checkbox"/>	Emperors Capacity	Buff drops when target dies (or offtarget when aoe empcap is talented)	56110	
<input type="checkbox"/>	Empowered Tiger Lightning	FoX and Invoke Xuen ETL are hellia bugged on retail and tww beta	56110	https://docs.google.com/spreadsheets/d/16DzyeQDy8SP4Xwar61kuy18r-m0YnLkVr-4Z_QjediJgdc-1852
<input checked="" type="checkbox"/>	Ferocity of Xuen	Doesnt Buff SEF Damage	56110	Was wrong
<input type="checkbox"/>	Flight of the Red Crane	Energyreg (457458) is not procced by FoRC procced by Unity Within	56110	
<input type="checkbox"/>	Flight of the Red Crane	Chi-Ji can pull everything in a 40y range regardless of the combatstate of the targets	56110	
<input type="checkbox"/>	Flurry Charge	Pets dont contribute to Flurry Charge generation	56110	Tons of Damagesources did not count properly in the past, maybe still the same?
<input type="checkbox"/>	Flurry Charge	Energytracking is not visible without highly complex weakauras	56110	
<input type="checkbox"/>	Flurry of Xuen	SEF buffs it by roughly 150%	56110	intended?
<input type="checkbox"/>	Hill Combo	Does not buff Xuen dmg or SEF Melee attacks	56110	
<input type="checkbox"/>	Marial Precision	Doesnt Buff Pet Damage	56110	
<input type="checkbox"/>	Memory of the Monastery	Stacks overwriting each other, possible fix would be iron fur treatment?	56110	https://cdn.discordapp.com/attachments/43476784697898262/1238239251326304276/image.png?ex=6636
<input type="checkbox"/>	Rushing Jade Wind	if sef is applied while rw is running the first tick of rw from the clones is not reduced properly and instead ticks for 100% of the dmg	56110	
<input type="checkbox"/>	Singularly Focused Jade	Targeting seems really weird(Seems to target sef first, but no damage possible then?), damage/healing amp is often not applied, seems to work t	54605	couldnt reproduce it in 56110, maybe fixed?
<input type="checkbox"/>	Singularly Focused Jade	Dmg amp is not applied to the ww hit	56110	intended?
<input type="checkbox"/>	Spinning Crane Kick	Multiple things cancel out SCK, picking up chiords from bok/dod, dmg/heal events from CB and probably a lot of more niche things	56110	
<input type="checkbox"/>	Touch of Death	Delay exists for years, please fix	56110	
<input type="checkbox"/>	Unity Within	canceling Celestial Conduit does not proc Unity effect early, it instead procs after the COnduitcast would have naturally ended	56110	
<input type="checkbox"/>	Unity Within	Currently the Celestial Assistance only happens when you cancel or actively recast conduit, not when it ends naturally	56311	
<input type="checkbox"/>	Veteran's Eye	Unlike the tooltip every new stack refreshes the duration	56110	
<input type="checkbox"/>	Whirling Dragon Punch	Added MainTargetdmg is not applied to the maintarget but the first target hit instead	56110	
<input type="checkbox"/>	Whirling Steel	Acts as amplifier to existing parry rating and avoidance rating rather than adding flat 15% to both	55000	cba checking bc its awful regardless if its bugged or not
<input type="checkbox"/>	Wisdom of the Wall	Mastery Effectiveness Buff only increases the effectiveness of rating, not the base % or % buffs like fox	56110	
<input type="checkbox"/>	Wisdom of the Wall	Visual Tracker like a buff is missing	56110	
<input type="checkbox"/>	Xuens Bond	First Tick of CTL is not buffed by XB dmg amp when you summon xuen	56110	
<input type="checkbox"/>	Revolving Whirl	If not talented into DoCJ the DoCJ from revolving whirl does not amplify SCK dmg		
<input type="checkbox"/>	Heart of the Jade Serpent	Duration is not consistent and often is almost half a global shorter than expected		

Talent / Spell	Party Required	Trained	Works	Interaction	Description	Link to Log / Video	Build Level / Talent	Notes
Momentum Boost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Interaction with %valueof%buffed by ID, otherwise work as well			50000	
Momentum Boost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Countering Healer	Countering Healer (CD) cast etc. (generally) makes hit drop down		50000	
Momentum Boost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Stacks per Target hit	One per target hit	Video Page 488	50000	
Coastal Blotter	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Off generating CDs	No		50000	
Fury of Fury	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Allow Autoattacks / read swing times	Doesn't allow, but momentum boost is always a net positive for that		50000	
Spinning Crane Kick	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Allow Autoattacks / read swing times	Doesn't allow		50000	
Transfer the Power	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiple Stacks from SCD	one per cast		50000	
Transfer the Power	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiple Stacks from SST	one per cast of hit		50000	
Transfer the Power	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiple Stacks from Told	one per cast of hit and one for each hit stack, not hit		50000	
Transfer the Power	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiple Stacks from Gsd	one on hit cast and another on gold hit		50000	
Transfer the Power	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiple Stacks from SDF	no additional from cast		50000	
Market Mixture	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Triggers from Told	one per hit and item hit		50000	
Market Mixture	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Triggers from SST	one per hit		50000	
Market Mixture	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Buffs SST hit	buffs item hit hit		50000	
Conjurers Impulse	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Buffs Told hit	does not buff item hit		50000	
Conjurers Impulse	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Prong Acceleration	Yes		50000	
Ony of the Dawn	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Stacks from SDF or DoCJ	Yes		50000	
Least Emperor Capacitor	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Buffs RWJ	No		50000	
Communion with Wind	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Buffs TF	No		50000	
Singularly Focused Jade	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Applies to WW hit	only one of the hit, intended or bugged?		50000	
Fury of Xuan	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Prong CD	no		50000	
Fury of Xuan	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Prong Fury of Xuan	Yes		50000	
Fury of Xuan	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Triggered by Coverage of the Wind	Prong triggered		50000	
Fury of Xuan	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Uncooped?	Hardcapped 5 based on Juejia legs		54361	
Xuan Guidance	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1% Chance per Stack?	Refused per Stack possible. Like with 2 stacks refused	Video Page 488	50000	
Restore Balance	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Interaction with RWJ Talent?	larger RWJ stack, RWJ from actual will be longer than the swap it will be overwritten, also swap RWJ stack		50000	
Restore Balance	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Interaction with FxJ?	Xuan swapped by Fury of Xuan since RWJ are well	Video Page 488	50000	
Inner Calmness	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Interaction with Linyi Wren?	No additional bonus, cast multiple which hit and be up		54361	
Heart of the Jade Serpent	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Stacking with multiple prongs?	Highest CD count, but character is unaffected by multiple hearts active at the same time		50000	
Heart of the Jade Serpent	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Triggers from SDF or DoCJ?	Changed to include base count of spells like every other spell like that		50000	
Fury Strikes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Energytracking Canoullable?	Energytracking not even viable		50000	
Fury Strikes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Feeds into buff triggered?	No, but?		50000	
Fury Strikes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Feeds into the strongest?	No, but?		50000	
Wildman Eye	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	"Sticky" = Fury Strikes?	Every drop instance counts		50000	
Market Penetration	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Does not work for armor? at all			54371	
Practical Training	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	CD?	Not stacking		54361	
Vigilant Watch	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Stacking?	Not stacking		54361	
Bounce Back	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Affecting Hit?	Hit not affecting hit hit		54361	
Prismatic Focus	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Removes Energy from Stacks?	Energy removed from non-castable targets?		50000	
Knowledge of the Broken Temple	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Spread by SDF?	Not spread, bugged?		50000	
Accumulation	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Spread by SDF?	Not spread, bugged?		50000	
Memory of the Monastery	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiplicative 5% or 2%?	Multiplicative 5% or 2%		50000	
Tiger Strikes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	All appenders affected?	Only SDF and RSD are whitelisted		50000	
Tigers Fervor	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Stacks from hitstack?	Only one stack per cast, bugged?		50000	

Spellname	Castable during Conduit	Tested	55288	Tested 55288
Tiger Palm	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blackout Kick	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rising Sun Kick	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fists of Fury	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spinning Crane Kick	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Whirling Dragon Punch	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Strike of the Windlord	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Storm, Earth, and Fire	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Storm, Earth, and Fire: Fixate	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Invoke Xuen, the White Tiger	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spearhand Strike	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Leg Sweep	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Fortifying Brew	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Diffuse Magic	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Roll	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Chi Torpedo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Flying Serpent Kick	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Paralysis	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Tiger's Lust	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Chi Burst	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jadefire Stomp	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crackling Jade Lightning	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Vivify	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soothing Mist	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Touch of Death	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Touch of Karma	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Provoke	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Detox	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ring of Peace	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Song of ChiJi	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Transcendence	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Transcendence: Transfer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Current Build	56110
v Old v	55288
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