

Asgobas' Barricade

BASIC DESCRIPTION

This is a PvP mode in which you can participate occasionally.

It works as follows:

Players are divided into two sides. The invaders and the protectors. Each side can have between 3 and 4 players.

The player who transforms into Asgobas will be the one who is placed in the summoning zone. If no player is placed or there is more than one player, a random player will transform into Asgobas.

Players should respawn around, as the map is very large and, if they appear on the other side, it could cause confusion.

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SCHEDULE

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11:10

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INVADERS

The invaders are sent to the dragon cave.

One of the players is turned into an Asgobas. Their stats are changed (still to be chosen), their skills are blocked and the basic and 3 others are added.

30 seconds after starting the mode, enemies appear.

For the next 40 seconds, the portal leading to the next map is closed.

When monsters die, they drop various items that give buffs to players when they pick them up. Players must choose which type of buff they want, an offensive, defensive or support buff. Only one player on the team can have a buff. (The Asgobas must not be able to pick them up).

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| Dragon's Fury | <ul style="list-style-type: none">— Attack power +10%— Has a 5% chance to increase damage caused by 10%— Asgobas is healed by 2% of the damage caused. |
| Dragon's Patience | <ul style="list-style-type: none">— Damage received -10%— Every 4 seconds: HP is increased by 1%— Receives 5% of the damage infringed to Asgobas |
| Dragon's Protective Soul | <ul style="list-style-type: none">— Damage caused -50%— Damage received -30%— On attack, has a 100% chance to cause [Asgobas Slowed]— On defence, has a 20% chance to cause [Blackout] |

ASGOBAS

Skills:
Basic Attack

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| [Asgobas' Basic Attack] | <p>Skill data:</p> <p>Cooldown: 1.5s Attack Range: 15 cell Target: Select One Mana: 20 mp</p> <p>— Attack power scaling: 130% Attack power +1400 — [PvP] Fire energies +1500 — Has a 100% chance to cause [Asgobas Hard Slowed] (Ignores debuff protection)</p> <hr/> <p>Asgobas Hard Slowed Debuff (Level 5) Duration: 6.0 seconds</p> <p>— Movement speed -50%</p> |
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Skills

| Asgobas' Jump | <p>Skill description:</p> <p>Asgobas' jumps and leaves red dots over all players. A small fraction of time after this, it'll fall over the player that's been chosen and one shot them if caught.</p> <p>Skill data:</p> <p>Cooldown: 40.0s Attack Range: 8 cell Target: Skillshot Mana: 20 mp</p> <p>— Attack power scaling: 140% Attack power +2000 — [PvP] Fire energies +2000</p> |
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| Asgobas' Curse | <p>Invoca dos rondas de rayos, algunos de ellos se posicionan en las coordenadas de los jugadores que se encuentran dentro del rango.</p> <p>Skill data:</p> <p>Cooldown: 15.0s Attack Range: Itself</p> |

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| | Target: Around Enemy in 6 cell Mana: 20 mp. — Causes lightning rain |
| Asgobas' Strong Attack | Skill data: Cooldown: 47.0s Attack Range: Itself Target: Around Enemy in 10 cell Mana: 20 mp — Attack power scaling: 180% Attack power +2000 — [PvP] Fire energies +2000 |

PROTECTORS

Protectors are sent to the vicinity of Dragonveil.

30 seconds after starting the mode, the enemies appear.

For the next 40 seconds, the portal leading to the next map is closed.

These monsters drop items which, when picked up, unlock skills (maximum of 1 per player, if a new one is picked up it replaces the previous one. Two players on the same team cannot have the same skill).

SKILLS:

| Supporting dragon | Skill description: Summons a small dragon that heals. Skill data: Cooldown: 45.0s Attack Range: 6 cell |
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| | <p>Target: Skillshot Mana: 20 mp</p> <p>— There's a 100% chance that [[PvP] Supporting Dragon] will be caused at the set location.</p> <p>Dragon Skill data:</p> <p>Dragon's Healing Skill</p> <p>Cooldown: 3.0s Attack Range: Itself Target: Around Allies in 8 cells Mana: 20 mp</p> <p>— Recovers 1250 +6% HP.</p> |
| Draconic help | <p>Skill description:</p> <p>Summons a small dragon that acts as a tower dealing damage to the enemies.</p> <p>Note: The dragon cannot be able to walk as it works as a defence tower</p> <p>Skill data:</p> <p>Cooldown: 15.0s Attack Range: 6 cell Target: Select One Mana: 20 mp</p> <p>— There's a 100% chance that [[PvP] Dragon Defender] will be caused at the set location.</p> <p>Dragon Skill data:</p> <p>Dragon's Attacking Skill</p> <p>Cooldown: 0.8 sec Attack Range: 8 cell Target: Around enemies in 1 field(s)</p> <p>— Attack power scaling: 150%. Attack power: +1500</p> |

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| Harpoon | <p>Skill description:</p> <p>This skill cannot be used until you have a specific buff, to get that buff you will have to meet a certain requirement as DPS (it should take between 40s and 70s to get it).</p> <p>It will launch a harpoon that will remove a good amount of damage and slow the target for a short period of time. It will have to be a long range skill (something similar to the spy's last).</p> <p>Skill data:</p> <p>Cooldown: 45.0s Attack Range: 15 cell Target: Select one Mana: 20 mp</p> <p>— Attack power scaling: 130% Attack power +1400 — [PvP] Fire energies +1500 — Has a 100% chance to cause [Asgobas Hard Slowed] (Ignores debuff protection)</p> <hr/> <p>Asgobas Hard Slowed Debuff (Level 5) Duration: 6.0 seconds</p> <p>— Movement speed -50%</p> |
| March Serenade | <p>Skill description:</p> <p>Gives for a short period of time an acceleration and a short healing prolonged in seconds (amount to be decided) to the allies around the user.</p> <p>Skill data:</p> <p>Cooldown: 25.0s Attack Range: Itself Target: Around 5 cells Mana: 20 mp</p> <p>— Has a 100% chance to cause [March Serenade]</p> <hr/> <p>March Serenade Magic Buff (Level 3) Duration: 8 seconds</p> |

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| | <ul style="list-style-type: none"> — Every 2 seconds: Recovers 3% HP — Movement speed +3 |
| Hunting Net | <p>Skill description:</p> <p>A trap like that of the spy that the user places and that activates when an enemy approaches, immobilizing or slowing down the targets it hits, a debuff could be added to lower their attack.</p> <p>Skill data:</p> <p>Cooldown: 35.0s Attack Range: Skillshot Target: 7 fields Mana: 20 mp</p> <ul style="list-style-type: none"> — Has a 100% chance to cause [Asgobas Hunting Net] (Ignores debuff protection) — Has a 100% chance to cause [Hunting Slowed] (Ignores debuff protection) <p>[Asgobas Hunting Net] Debuff (Level 5) Duration: 3.0 seconds</p> <ul style="list-style-type: none"> — Movement impossible — The duration of received debuffs -30% (max. 50%) <p>[Hunting Slowed] Debuff (Level 5) Duration: 6.0 seconds</p> <ul style="list-style-type: none"> — Movement speed -50% — Damage caused -30% |
| Explosive Fire Cannon | <ul style="list-style-type: none"> — This skill cannot be used until you have a specific buff, to get that buff you will have to meet a certain requirement as DPS (it should take between 40s and 70s to get it). — Launches a powerful ability with a large area, dealing damage on impact and leaving the ground burned (something similar to the smoke of the spy) putting a burn to enemies who stay in the area. <p>Skill data:</p> |

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| | Cooldown: 20.0s Attack Range: Target Target: 12 fields Mana: 20 mp |
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These skills allow them to slow the advance of Asgobas (such as abilities that set traps in the ground, stun the enemy or push/transport them to a different position).

BATTLE PHASE

After 40 seconds, the portals open and all players are free to advance.

Between the maps of each side there is one more map.

3 minutes are given. If in this time period Asgobas manages to reach the portal leading to Dragonveil, the invaders win. If Asgobas is killed or fails to reach the portal, the protectors win.

If the player moving Asgobas is disconnected, another player in the group takes the role of Asgobas (position, HP and skill DCs are maintained to avoid abuse of the system).

If a player from either side is defeated, he remains dead for 5 seconds and is then teleported to the portal side of the map where he originally appeared.


REWARDS

Winners:

5.000.000x Gold

15x  Battle Medal


2x  [PvP] Asgobas' Barricade Box


1x  [PvP] Asgobas' Scale

Losers:

3.000.000x Gold

10x  Battle Medal

1x  [PvP] Asgobas' Barricade Box

1x  [PvP] Asgobas' Scale