












































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WINGS












Name	Stats	
 [PvE] Royal Fire Wings	<ul style="list-style-type: none">— [PvE] Movement speed +1— [PvE] Fire resistance drain +10— [PvE] Fire elemental damage +25%	
 [PvE] Royal Water Wings	<ul style="list-style-type: none">— [PvE] Movement speed +1— [PvE] Water resistance drain +10— [PvE] Water elemental damage +25%	
 [PvE] Royal Light Wings	<ul style="list-style-type: none">— [PvE] Movement speed +1— [PvE] Light resistance drain +10— [PvE] Light elemental damage +25%	
 [PvE] Royal Shadow Wings	<ul style="list-style-type: none">— [PvE] Movement speed +1— [PvE] Shadow resistance drain +10— [PvE] Shadow elemental damage +25%	
 [PvE] Autumn Wings	<ul style="list-style-type: none">— [PvE] Attack power +40%— [PvE] Damage caused on critical hits +5%— [PvE] Critical chance +20% of the user's total— [PvE] Movement speed +1	
 [PvE] Jade Wings	<ul style="list-style-type: none">— [PvE] Maximum HP +15%— [PvE] Defence +200— [PvE] Enemy's critical damage -50%— [PvE] Overall Resistances +10— [PvE] Movement speed +1— Every 4 enemy attacks, [ Jade's Spikes] is received— Every 7 enemy attacks, [ Jade's Protection] is received	<div> Jade's Spikes Buff (Level 4) Duration: 8s</div> <div>— [PvE] On defence, causes 20% of the user's final defence as damage to the enemy</div> <hr/> <div> Jade's Protection Buff (Level 4) Duration: 3s</div> <div>— [PvE] A shield with a value of 5% of the user's total HP is received — If the HP granted by the shield is lost, this effect disappears</div>
 Overlord Paimon Costume Wings	<ul style="list-style-type: none">— [PvE] Attack power +35%— [PvE] Movement speed +2— If the user deals more than 100.000 damage points with a single blow, [ Annihilation Instinct] is received <hr/> <div> Annihilation Instinct Buff (Level 5) Duration: 10 seconds Cooldown: 20 seconds</div> <ul style="list-style-type: none">— [PvE] Critical Damage +200%— [Hell] Critical Damage +150%	<div> Willing Corruption Buff (Level 5) Duration: 10 seconds</div> <div>— [PvE] Critical Chance -30% of the user's total — Movement speed +2 — A shadowy figure appears</div>


	<p>— Once the effect duration is over, [ Willing Corruption] is received→</p>	
 Infinite Spiritinfused Costume Wings	<p>— [PvE] Hit rate +200</p> <p>— [PvE] Damage caused -10%</p> <p>— [PvE] Movement speed +2</p> <p>— Every 5 basic attacks, [ Spirit Call] is received</p> <hr/> <p> Spirit Call</p> <p>Buff (Level 1)</p> <p>Duration: 20 seconds</p> <p>— [PvE] Critical Chance +5%</p> <p>— [PvE] Has a 5% chance to increase damage caused by 10%</p> <p>— Every 5 basic attacks, [ Spirit Synergy] is received</p> <hr/> <p> Spirit Synergy</p> <p>Buff (Level 2)</p> <p>Duration: 15 seconds</p> <p>— [PvE] Critical Chance +10%</p> <p>— [PvE] Has a 10% chance to increase damage caused by 20%</p> <p>— Every 5 basic attacks, [ Dawn of Infinity] is received</p> <p>Once the effect's duration is over, [ Spirit Call] is received</p>	<p> Dawn of Infinity</p> <p>Buff (Level 3)</p> <p>Duration: 10 seconds</p> <p>— [PvE] Critical Chance +20%</p> <p>— [PvE] Has a 15% chance to increase damage caused by 30%</p> <p>— [Hell] Damage caused on critical hits +5%</p> <p>— Every 5 basic attacks, [ Singularity] is received</p> <p>Once the effect's duration is over, [ Spirit Synergy] is received</p> <hr/> <p> Singularity</p> <p>Buff (Level 4)</p> <p>Duration: 5 seconds</p> <p>— [PvE] Critical Chance +30%</p> <p>— [PvE] Has a 25% chance to increase damage caused by 50%</p> <p>— [Hell] Damage caused on critical hits +10%</p> <p>— Every 3 basic attacks, [ Singularity] is received</p> <p>— Every 5 basic attacks, [ Beyond Infinity] is received</p> <p>Once the effect's duration is over, [ Dawn of Infinity] is received</p> <hr/> <p> Beyond Infinity</p> <p>Buff (Level 5)</p> <p>Duration: 2 seconds</p> <p>— [PvE] Attack power +1000</p> <p>— Cannot be evaded</p> <p>— Always inflicts critical hits</p> <p>— Disappears upon landing a hit</p>
 Death Lancer Costume Murderwings	<p>— [PvE] Damage caused +5%</p> <p>— [PvE] All resistance drain +5</p> <p>— [PvE] Movement speed +1</p>	<p>— [PvE] Damage caused +3%</p> <p>[NEW] — [Hell] Damage caused +2%</p> <p>— [PvE] All resistance drain +5</p> <p>— [PvE] Movement speed +1</p>
 Surf board	<p>— [PvE] Damage caused +5%</p> <p>— [PvE] Movement speed +1</p> <p>— If the user deals more than 100000 damage points with a single blow, [ Riding the waves] is received</p> <hr/> <p> Riding the waves</p> <p>Duration: 8s</p> <p>— The radius of all area attacks +1</p> <p>— [PvE] All resistance drain +10</p> <p>— [PvE] Movement speed +2</p>	<p>— [PvE] Damage caused +3%</p> <p>[NEW] — [Hell] Damage caused +2%</p> <p>— [PvE] Movement speed +1</p> <p>— If the user deals more than 100000 damage points with a single blow, [ Riding the waves] is received</p> <hr/> <p> Riding the waves</p> <p>Duration: 8s</p> <p>— The radius of all area attacks +1</p> <p>— [PvE] All resistance drain +7</p> <p>— [PvE] Movement speed +2</p>





TATTOOS

Name	Original	New
 Arcane Wisdom +7	— Enemy's debuff protect. (lvl.4) -8%	— Enemy's debuff protect. (lvl.3) -8%
 Arcane Wisdom +8	— [PvP] Caused debuff duration +12% — Enemy's debuff protect. (lvl.4) -9%	— [PvP] Caused debuff duration +9% — Enemy's debuff protect. (lvl.3) -9%
 Arcane Wisdom +9	— [PvP] Caused debuff duration +20%	— [PvP] Caused debuff duration +10%
 Dark Shield +6	— Debuff protection (lvl.3) +7%	— Debuff protection (lvl.2) +7%
 Dark Shield +7	— Debuff protection (lvl.3) +8%	— Debuff protection (lvl.2) +8%
 Dark Shield +8	— [PvP] Received debuff duration +12% — Debuff protection (lvl.3) +10%	— [PvP] Received debuff duration +9% — Debuff protection (lvl.3) +8%
 Dark Shield +9	— [PvP] Received debuff duration +20%	— [PvP] Received debuff duration +10%

TROPHIES

Name	Original	New
 Blessed Shield III / IV	 Shield Protection (Level 1) Buff (Level 5) Duration:20s [REMOVED] — [Hell] Never receives critical hits  Shield Protection (Level 2) [REMOVED] — [Hell] Never receives critical hits	 Shield Protection (Level 1) Buff (Level 5) Duration:20s [NEW] — [Hell] Enemy's critical damage -50%  Shield Protection (Level 2) [NEW] — [Hell] Enemy's critical damage -100%
 Cursed Totem III	— [PvE] Healing skill efficacy +20% — [PvE] Enemy's debuff protect. (lvl.5) -25% — Upon healing an ally, there's 100% chance of receive [ Totem's Redemption (Level 1)] — Upon causing a debuff, there's 100% chance of receive [ Totem's Soul Rapture (Level 1)] <hr/>  Totem's Redemption (Level 1) Buff	— [PvE] Healing skill efficacy +25% [NEW] — [PvE] Skill cooldown -10% (max. 20%) — [PvE] Enemy's debuff protect. (lvl.5) -25% — Upon healing an ally, there's 100% chance of receive [ Totem's Redemption (Level 1)] — Upon causing a debuff, there's 100% chance of receive [ Totem's Soul Rapture (Level 1)] <hr/>  Totem's Redemption (Level 1)

	<p>(Level 5) Duration: 8s This effect has a cooldown of 16 seconds.</p> <p>— [Hell] Damage caused +25%</p> <p>— Every 2 seconds: Around 4 fields apply [ Holy Trophy (Level 1)] on allies</p> <hr/> <p> Totem's Soul Rapture (Level 1) Buff (Level 5) Duration: 25s This effect has a cooldown of 16 seconds.</p> <p>— [Hell] All resistance drain +10 [REMOVED] — Disappears upon landing a hit</p>	<p>Buff (Level 5) Duration: 8s This effect has a cooldown of 16 seconds.</p> <p>— [Hell] Damage caused +3%</p> <p>— Every 2 seconds: Around 4 fields apply [ Holy Trophy (Level 1)] on allies</p> <hr/> <p> Totem's Soul Rapture (Level 1) Buff (Level 5) Duration: 8s This effect has a cooldown of 16 seconds.</p> <p>— [Hell] All resistance drain +3</p> <p>[NEW] — Every 2 seconds: Around 6 fields apply [ Totems Party Soul (Level 1)]</p> <hr/> <p> Totems Party Soul (Level 1) Buff (Level 5) Duration: 4s</p> <p>— [PvE] All resistance drain +2 — [Hell] All resistance drain +3</p>
 Cursed Totem IV	<p>— [PvE] Healing skill efficacy +35%</p> <p>— [PvE] Enemy's debuff protect. (lvl.5) -25%</p> <p>— Upon healing an ally, there's 100% chance of receive [ Totem's Redemption (Level 2)]</p> <p>— Upon causing a debuff, there's 100% chance of receive [ Totem's Soul Rapture (Level 2)]</p> <hr/> <p> Totem's Redemption (Level 2) Buff (Level 5) Duration: 8s This effect has a cooldown of 16 seconds.</p> <p>— [Hell] Damage caused +25%</p> <p>— Every 2 seconds: Around 4 fields apply [ Holy Trophy (Level 2)] on allies</p> <hr/> <p> Holy Trophy (Level 2) Buff (Level 10) Duration: 4s</p> <p>— [PvE] Damage caused +4%</p>	<p>— [PvE] Healing skill efficacy +50%</p> <p>[NEW] — [PvE] Skill cooldown -10% (max. 20%)</p> <p>— [PvE] Enemy's debuff protect. (lvl.5) -25%</p> <p>— Upon healing an ally, there's 100% chance of receive [ Totem's Redemption (Level 2)]</p> <p>— Upon causing a debuff, there's 100% chance of receive [ Totem's Soul Rapture (Level 2)]</p> <hr/> <p> Totem's Redemption (Level 2) Buff (Level 5) Duration: 8s This effect has a cooldown of 16 seconds.</p> <p>— [Hell] Damage caused +5%</p> <p>— Every 2 seconds: Around 4 fields apply [ Holy Trophy (Level 2)] on allies</p> <hr/> <p> Holy Trophy (Level 2) Buff (Level 10) Duration: 4s</p>

	<div><div><div>— [Hell] Damage caused +2%</div><div>[REMOVED] — Disappears upon landing a hit</div></div><div></div><div><div><div> Totem's Soul Rapture (Level 2)</div><div>Buff</div><div>(Level 5)</div><div>Duration: 25s</div><div>This effect has a cooldown of 16 seconds.</div></div><div><div>— [Hell] All resistance drain +15</div><div>[REMOVED] — Disappears upon landing a hit</div></div></div></div>	<div><div><div>— [PvE] Damage caused +4%</div><div>— [Hell] Damage caused +2%</div></div><div></div><div><div><div> Totem's Soul Rapture (Level 2)</div><div>Buff</div><div>(Level 5)</div><div>Duration: 8s</div><div>This effect has a cooldown of 16 seconds.</div></div><div><div>— [Hell] All resistance drain +5</div><div>[NEW] — Every 2 seconds: Around 8 fields apply [ Totems Party Soul (Level 2)]</div></div><div></div><div><div><div> Totems Party Soul (Level 2)</div><div>Buff</div><div>(Level 5)</div><div>Duration: 4s</div></div><div><div>— [PvE] All resistance drain +2</div><div>— [Hell] All resistance drain +4</div></div></div></div></div>
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PETS












Name	Original	New
 Sick Bushtail	<div><div>— Speed 5</div><div>— HP 20k</div><div>— Resistances 60%</div></div> <div>— Has a 12% chance of causing [ Cold]</div> <div><div> Cold</div><div>Debuff</div><div>(Level 4)</div><div>Duration: 15s</div></div> <div><div>[REMOVED]</div>— Movement speed -5</div> <div>— Defence level upgrade -3</div> <td><div><div>— Speed 15</div><div>— HP 30k</div><div>— Resistances 100%</div><div>[NEW] — AoE +1</div></div><div>— Has a 8% chance of causing [ Cold]</div><div><div> Cold</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 15s</div></div><div>— Attack upgrade level -3</div><div>— Defence level upgrade -3</div></td>	<div><div>— Speed 15</div><div>— HP 30k</div><div>— Resistances 100%</div><div>[NEW] — AoE +1</div></div> <div>— Has a 8% chance of causing [ Cold]</div> <div><div> Cold</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 15s</div></div> <div>— Attack upgrade level -3</div> <div>— Defence level upgrade -3</div>
 Aqua Bushtail	<div><div>— Speed 4</div><div>— HP 13k</div><div>— Resistances ~50%</div></div> <div>— Has a 10% chance of causing [ Water splash]</div> <div><div> Water splash</div><div>Debuff</div><div>(Level 1)</div><div>Duration: 15s</div></div> <div><div>[REMOVED]</div>— Movement speed -3</div> <div>— Water Resistance -10</div> <td><div><div>— Speed 15</div><div>— HP 20k</div><div>— Resistances 100%</div><div>— AoE +1</div></div><div>— Has a 10% chance of causing [ Water splash]</div><div><div> Water splash</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 12s</div></div><div>— Water Resistance -5</div></td>	<div><div>— Speed 15</div><div>— HP 20k</div><div>— Resistances 100%</div><div>— AoE +1</div></div> <div>— Has a 10% chance of causing [ Water splash]</div> <div><div> Water splash</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 12s</div></div> <div>— Water Resistance -5</div>
 Exterminator Bushi	<div><div>— Speed 8</div><div>— HP 20k</div><div>— Resistances ~60%</div></div> <div>— Has a 10% chance of causing [ Burn]</div> <div><div> Burn</div><div>Debuff</div><div>(Level 1)</div><div>Duration: 20s</div></div> <div><div>[REMOVED]</div>— Every 2 seconds: Decreases 198 (Player Level * 2) HP</div> <div>— Fire Resistance -10</div> <td><div><div>— Speed 15</div><div>— HP 20k</div><div>— Resistances 100%</div><div>— AoE +1</div></div><div>— Has a 10% chance of causing [ Burn]</div><div><div> Burn</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 12s</div></div><div>— Fire Resistance -5</div></td>	<div><div>— Speed 15</div><div>— HP 20k</div><div>— Resistances 100%</div><div>— AoE +1</div></div> <div>— Has a 10% chance of causing [ Burn]</div> <div><div> Burn</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 12s</div></div> <div>— Fire Resistance -5</div>

 Super Santa Bushi	<ul style="list-style-type: none">— Speed 8— HP 29k— Resistances 100% <p>[REMOVED] — Has a 20% chance of causing [ Shock]</p> <hr/> <p> Shock Debuff (Level 2) Duration: 5s</p> <ul style="list-style-type: none">— No attack possible— No dodge possible— Movement speed -3	<ul style="list-style-type: none">— Speed 15— HP 30k— Resistances 100%[NEW] — AoE +1 <p>[NEW] — Has a 10% chance of causing [ Light Gift]</p> <hr/> <p> Light Gift Debuff (Level 6) Duration: 12s</p> <ul style="list-style-type: none">— Light Resistance -5
 Super Pumpkin Bushi	<ul style="list-style-type: none">— Speed 9— HP 27k— Resistances ~50% <p>— Has a 4% chance of causing [ Pumpkin Curse]</p> <hr/> <p> Pumpkin Curse Debuff (Level 2) Duration: 5s</p> <ul style="list-style-type: none">— No attack possible— Shadow resistance -20	<ul style="list-style-type: none">— Speed 15— HP 30k— Resistances 100%— AoE +1 <p>[NEW] — Has a 10% chance of causing [Super Pumpkin Curse]</p> <hr/> <p> Pumpkin Curse Debuff (Level 6) Duration: 12s</p> <ul style="list-style-type: none">— Shadow Resistance -5
 Pirate Bushi	<ul style="list-style-type: none">— Speed 7	<ul style="list-style-type: none">— Speed 15
 Magic Cuddly Tiger	<ul style="list-style-type: none">— Speed 11— HP 21k— Resistances ~60% <p> Cuddly Tiger Blessing Buff (Level 3) Duration: 300s</p> <p>[REMOVED] — [PvE] Attack power +10%</p> <p>— [PvE] Reputation Gain +10%</p> <hr/> <p>— Has a 5% chance of causing [ Tiger Wound]</p> <hr/> <p> Tiger Wound Debuff (Level 3) Duration: 10s</p>	<ul style="list-style-type: none">— Speed 15— HP 30k— Resistances 100% <p> Cuddly Tiger Blessing Buff (Level 3) Duration: 300s</p> <p>[NEW] — [PvE] Damage +5%</p> <p>— [PvE] Reputation Gain +10%</p> <hr/> <p>— Has a 12% chance of causing [ Tiger Wound]</p> <hr/> <p> Tiger Wound Debuff (Level 6)</p>

	<p>— Defence level upgrade -3</p>	<p>Duration: 12s</p> <p>— Defence level upgrade -3</p>
<div> Black Ink Rabbit</div>	<p>— Speed 11</p> <p>— HP 42k</p> <p>— Resistances ~80%</p> <p> Black Ink Rabbit's Blessing Buff (Level 3) Duration: 300s</p> <p>[REMOVED] — [PvE] Attack power +10%</p> <hr/> <p>Skill:  Shadow Painting Attack range: 3 cell Target: Around enemy in 2 cell Cooldown: 34s</p> <p>— Has a 100% chance of causing [ Shadow Painting]</p> <hr/> <p> Shadow Painting Magic Debuff (Level 5) Duration: 10s</p> <p>— [PvE] Shadow resistance -5</p> <p>— [Hell] Shadow resistance -5</p>	<p>— Speed 15</p> <p>— HP 42k</p> <p>— Resistances 100%</p> <p> Black Ink Rabbit's Blessing Buff (Level 3) Duration: 300s</p> <p>[NEW] — [PvE] Shadow elemental damage +10%</p> <hr/> <p>Skill:  Shadow Painting Attack range: 3 cell Target: Around enemy in 2 cell Cooldown: 40s</p> <p>— Has a 100% chance of causing [ Shadow Painting]</p> <hr/> <p> Shadow Painting Magic Debuff (Level 6) Duration: 10s</p> <p>— [PvE] Shadow resistance -5</p> <p>— [Hell] Shadow resistance -5</p>
<div> Loving Raccoon Bird</div>	<p>— Speed 9</p> <p>— HP 7.5k</p> <p>— Resistances ~70%</p> <p> Loving Raccoon Bird's Blessing Buff (Level 3) Duration: 300s</p> <p>[REMOVED] — [PvE] Attack power +10%</p> <hr/> <p>Skill:  Love trip Attack range: 3 cell Target: Around enemy in 2 cell Cooldown: 34s</p> <p>— Has a 100% chance of causing [ Lethargy]</p> <hr/> <p> Lethargy Magic Debuff (Level 5)</p>	<p>— Speed 15</p> <p>— HP 30k</p> <p>— Resistances 100%</p> <p> Loving Raccoon Bird's Blessing Buff (Level 3) Duration: 300s</p> <p>[NEW] — [PvE] Light elemental damage +10%</p> <hr/> <p>Skill:  Love trip Attack range: 3 cell Target: Around enemy in 2 cell Cooldown: 40s</p> <p>— Has a 100% chance of causing [ Lethargy] [Ignore debuff protection]</p> <hr/> <p> Lethargy Magic Debuff</p>










	<p>Duration: 10s</p> <p>— [PvE] Light resistance -5</p> <p>— [Hell] Light resistance -5</p>	<p>(Level 6)</p> <p>Duration: 10s</p> <p>— [PvE] Light resistance -5</p> <p>— [Hell] Light resistance -5</p>
 Docile Mini Snowball	<p>— Speed 10</p> <p>— HP 34k</p> <p>— Resistances ~70%</p> <p> Docile Mini Snowball's Blessing</p> <p>Buff</p> <p>(Level 3)</p> <p>Duration: 300s</p> <p>[REMOVED] — [PvE] Attack power +10%</p> <hr/> <p>Skill:  Snowball</p> <p>Attack range: 3 cell</p> <p>Target: Around enemy in 2 cell</p> <p>Cooldown: 34s</p> <p>— Has a 100% chance of causing [ Snowball]</p> <hr/> <p> Snowball</p> <p>Magic Debuff</p> <p>(Level 5)</p> <p>Duration: 10s</p> <p>— [PvE] Water resistance -5</p> <p>— [Hell] Water resistance -5</p>	<p>— Speed 15</p> <p>— HP 34k</p> <p>— Resistances 100%</p> <p> Docile Mini Snowball's Blessing</p> <p>Buff</p> <p>(Level 3)</p> <p>Duration: 300s</p> <p>[NEW] — [PvE] Water elemental damage +10%</p> <hr/> <p>Skill:  Snowball</p> <p>Attack range: 3 cell</p> <p>Target: Around enemy in 2 cell</p> <p>Cooldown: 40s</p> <p>— Has a 100% chance of causing [ Snowball] (Ignore debuff protection)</p> <hr/> <p> Snowball</p> <p>Magic Debuff</p> <p>(Level 6)</p> <p>Duration: 10s</p> <p>— [PvE] Water resistance -5</p> <p>— [Hell] Water resistance -5</p>
 Phaongbi	<p>— Speed 11</p> <p>— HP 15k</p> <p>— Resistances ~70%</p> <p> Phaongbi's Blessing</p> <p>Buff</p> <p>(Level 3)</p> <p>Duration: 300s</p> <p>— [PvE] Attack power +10%</p> <p>— [Hell] Damage caused +5%</p> <p>— On attack, has a 4% chance to cause [ Dihongbi's Curse (Level 2)]</p> <hr/> <p> Dihongbi's Curse (Level 2)</p> <p>Magic Debuff</p> <p>(Level 5)</p> <p>Duration: 5s</p>	<p>— Speed 15</p> <p>— HP 25k</p> <p>— Resistances 100%</p> <p> Phaongbi's Blessing</p> <p>Buff</p> <p>(Level 3)</p> <p>Duration: 300s</p> <p>— [PvE] Attack power +10%</p> <p>— [Hell] Damage caused +5%</p> <p>— On attack, has a 4% chance to cause [ Dihongbi's Curse (Level 2)]</p> <hr/> <p> Dihongbi's Curse (Level 2)</p> <p>Magic Debuff</p> <p>(Level 6)</p> <p>Duration: 10s</p>

 Chick Norris	<ul style="list-style-type: none"> — Speed 11 — HP 49k — Resistances 80% <div>  Chick Norris's Blessing Buff (Level 3) Duration: 300s </div> <ul style="list-style-type: none"> — [PvE] Attack power +10% — [Hell] Damage caused +5% — On attack, has a 4% chance to cause [ Chicken Cry (Level 2)] <hr/> <div>  Chicken Cry (Level 2) Magic Debuff (Level 5) Duration: 5s </div>	<ul style="list-style-type: none"> — Speed 15 — HP 49k — Resistances 100% <div>  Chick Norris's Blessing Buff (Level 3) Duration: 300s </div> <ul style="list-style-type: none"> — [PvE] Attack power +10% — [Hell] Damage caused +5% — On attack, has a 4% chance to cause [ Chicken Cry (Level 2)] <hr/> <div>  Chicken Cry (Level 2) Magic Debuff (Level 6) Duration: 10s </div>
 Spring Flower	<ul style="list-style-type: none"> — Speed 7 — HP 18k — Resistances 80% <div>  Spring Flower Blessing Buff (Level 3) Duration: 300s </div> <ul style="list-style-type: none"> — [PvE] Attack power +10% — [Hell] Damage caused +5% — On attack, has a 4% chance to cause [ Forest Poison (Level 2)] <hr/> <div>  Forest Poison (Level 2) Magic Debuff (Level 5) Duration: 5s </div>	<ul style="list-style-type: none"> — Speed 15 — HP 18k — Resistances 100% <div>  Spring Flower Blessing Buff (Level 3) Duration: 300s </div> <ul style="list-style-type: none"> — [PvE] Attack power +10% — [Hell] Damage caused +5% — On attack, has a 4% chance to cause [ Forest Poison (Level 2)] <hr/> <div>  Forest Poison (Level 2) Magic Debuff (Level 6) Duration: 10s </div>
 Loving Seraphim	<ul style="list-style-type: none"> — Speed 5 — HP 29k — Resistances ~70% <div>  Loving Seraphim Blessing Buff (Level 3) Duration: 300s </div> <ul style="list-style-type: none"> — [PvE] Attack power +10% — [Hell] Damage caused +5% 	<ul style="list-style-type: none"> — Speed 15 — HP 29k — Resistances 100% <div>  Loving Seraphim Blessing Buff (Level 3) Duration: 300s </div> <ul style="list-style-type: none"> — [PvE] Attack power +10% — [Hell] Damage caused +5%

	<p>— On attack, has a 4% chance to cause [ Forest Poison (Level 2)]</p> <hr/> <p> Burning Passion (Level 2) Magic Debuff (Level 5) Duration: 5s</p>	<p>— On attack, has a 4% chance to cause [ Burning Passion (Level 2)]</p> <hr/> <p> Burning Passion (Level 2) Magic Debuff (Level 6) Duration: 10s</p>
 Blizzard Wolf	<p>— Speed 12 — HP 42k — Resistances ~90%</p> <p> Blizzard Wolf Blessing Buff (Level 3) Duration: 300s</p> <p>— [PvE] Attack power +10% — [Hell] Damage caused +5%</p> <p>— On attack, has a 3% chance to cause [ Forest Poison (Level 2)]</p> <hr/> <p> Wolf vision (Level 2) Magic Debuff (Level 5) Duration: 5s</p>	<p>— Speed 15 — HP 42k — Resistances 100%</p> <p> Blizzard Wolf Blessing Buff (Level 3) Duration: 300s</p> <p>— [PvE] Attack power +10% — [Hell] Damage caused +5%</p> <p>— On attack, has a 4% chance to cause [ Wolf vision (Level 2)]</p> <hr/> <p> Wolf vision (Level 2) Magic Debuff (Level 6) Duration: 10s</p>
 Cappen	<p>— On attack: [REMOVED] — Has a 15% chance of causing [ [PvP] Cold Cutting]</p>	
 Kodama	<p>— Speed 9 — HP 32k — Resistances ~90%</p> <p> Healing Aura</p> <p>Attack range: It self Target: Around Allies in 5 cell Cooldown: 40s</p> <p>— Recovers 12% HP — Recovers 8% MP</p>	<p>— Speed 15 — HP 42k — Resistances 100%</p> <p> Healing Aura</p> <p>Attack range: It self Target: Around Allies in 5 cell Cooldown: 25s</p> <p>— Recovers 12% HP — Recovers 24% MP</p>
 Seraphim	<p>— Speed 12 — HP 42k — Resistances ~80%</p> <p>— On attack: — Has a 5% chance of causing [ Strong decay] (Level 3)</p>	<p>— Speed 15 — HP 42k — Resistances 100%</p> <p>— On attack: — Has a 5% chance of causing [ Strong decay] (Level 6)</p>










 Bellion	<p>— Speed 11 — HP 49k — Resistances 80%</p> <hr/> <p>Skill:  Bellion's Capture Attack range: 3 cell Target: Around enemy in 2 cell Cooldown: 60s — Has a 70% chance of causing [ Fear of Shadows]</p> <hr/> <p> Fear of Shadows Magic Debuff (Level 5) Duration: 10s</p> <p>[REMOVED] — Defence -30% — [Hell] All resistance drain +5</p>	<p>— Speed 15 — HP 49k — Resistances 100%</p> <hr/> <p>Skill:  Bellion's Capture Attack range: Itself Target: Around enemy in 6 cell Cooldown: 60s — Has a 100% chance of causing [ Fear of Shadows]</p> <hr/> <p> Fear of Shadows Magic Debuff (Level 6) Duration: 8s</p> <p>[NEW] — Defence level upgrade -3 — [Hell] All resistance drain +5</p>
 Golden Fleece	<p> Golden Fleece Blessing Buff (Level 3) Duration: 300s</p> <p>— [PvE] Defence +10% — [Hell] Damage received -5% — On defence, has a 4% chance to receive [ Golden wool armour]</p> <hr/> <p> Golden wool armour Buff (Level 1) Duration: 5s</p> <p>[REMOVED] — Never receives critical hits — [Hell] Damage received -10% — [Hell] Defence +20%</p>	<p> Golden Fleece Blessing Buff (Level 3) Duration: 300s</p> <p>— [PvE] Defence +10% — [Hell] Damage received -5% — On defence, has a 4% chance to receive [ Golden wool armour]</p> <hr/> <p> Golden wool armour Buff (Level 1) Duration: 5s</p> <p>[NEW] — Enemy's critical damage -75% — [Hell] Damage received -10% — [Hell] Defence +20%</p>













MOUNTS

Name	Original	New
 Solar pegasus	 Solar Pegasus Knight Buff (Level 4) Duration: 300s — Damage received -20% — Every 2 seconds: Recovers 2% HP — Every 6 seconds: Removes all debuffs up to level 5	 Solar Pegasus Knight Buff (Level 4) Duration: 300s — Damage received -15% — Every 2 seconds: Recovers 2% HP — Every 6 seconds: Removes all debuffs up to level 5
 Elegant fox	 Elegant Fox Buff (Level 4) Duration: 300s — Damage received -30% — Cannot receive negative effects from level 4 or lower — A shadowy figure appears.	 Elegant Fox Buff (Level 4) Duration: 300s — Damage received -15% — Cannot receive negative effects from level 4 or lower — A shadowy figure appears.
 Blaze Hound Rider	 Blaze Hound Rider Buff (Level 4) Duration: 300s Speed: 28 — Debuff protection (lv.5) +20% — Damage received -25% — When dismounting, has a 100% chance of receiving  Recovery Flames	 Blaze Hound Rider Buff (Level 4) Duration: 300s Speed: 29 — Debuff protection (lv.5) +20% — Damage received -15% — When dismounting, has a 100% chance of receiving  Recovery Flames

BUFFS

Name	Original	New
 Ice Clan's Blessing	General Buff (Level 3) Duration: 300s [REMOVED] — Max. HP +10% of the base stat [REMOVED] — Enemy's critical chance -1% of their total [REMOVED] — Enemy's Critical damage -3%	General Buff (Level 3) Duration: 300s [NEW] — [PvE]Maximum HP +10% [NEW] — [PvE] Enemy's Critical damage -40%
 Hard as Ice	— Every 3 enemy attacks, [ Hard as Ice] is received <hr/>  Hard as Ice General Buff (Level 4) Duration: 3s [REMOVED] — Never receives critical hits — Magic damage received -20% Side Effect: after 0.1 seconds — Disappears upon receiving a hit	— Every 3 enemy attacks, [ Hard as Ice] is received <hr/>  Hard as Ice General Buff (Level 4) Duration: 3s [NEW] — [PvE] Enemy's critical damage -60% — Magic damage received -20% Side Effect: after 0.1 seconds — Disappears upon receiving a hit
 Ancelloan's Protection	Magic Buff (Level 4) Duration: 8s [REMOVED] — Never receives critical hits — Damage received -25% — Every 2 seconds: Recovers 3% HP	Magic Buff (Level 4) Duration: 8s [NEW] — [PvE] Enemy's critical damage -50% [NEW] — [PvP] Never receives critical hits — Damage received -25% — Every 2 seconds: Recovers 3% HP
 Holy shield	General Buff (Level 3) Duration: 7s [REMOVED] — Never receives critical hits	General Buff (Level 3) Duration: 4s [NEW] — [PvE] Enemy's critical damage -100%
 Incapacitated	Debuff (Level 5) Duration: 15s [REMOVED] — Attack level upgrade reduced to 0 [REMOVED] — Defence level upgrade reduced to 0	Debuff (Level 5) Duration: 15s [NEW] — Defence level upgrade -5
 Break Armour (This debuff replace Incapacitated if it's active)	Debuff (Level 5) Duration: 20s — Defence level upgrade -5	Debuff (Level 5) Duration: 20s — Defence level upgrade -7
 Eye for an Eye	Buff (Level 5) Duration: 600s [REMOVED] — When you receive a critical hit, there's a 70% chance of reflecting 15% of the damage received	Buff (Level 5) Duration: 600s [NEW] — [PvP] When you receive a critical hit, there's a 70% chance of reflecting 15% of the damage received

 Attack Stance		— [PvE] Healing skill efficacy +25%
 Paimon's Shadow Energy	Buff (Level 5) Duration: 600s [REMOVED] — Enemy's critical chance -6% oh their total [REMOVED] — Damage received from critical hits -10%	Buff (Level 5) Duration: 600s [NEW] — [PvP] Enemy's critical chance -6% oh their total [NEW] — [PvP] Damage received from critical hits -10% [NEW] — [PvE] Enemy's critical damage -24%
 Forest Power	Buff (Level 3) Duration: 4s [REMOVED] — Never receives critical hits	Buff (Level 3) Duration: 4s [NEW] — Enemy's critical damage -40%
 Iron skin	Buff (Level 2) Duration: 600s [REMOVED] — Damage received -40% [REMOVED] — Every 2 seconds: Around 8 fields apply [Iron Echo] on allies — Movement speed +1	Buff (Level 2) Duration: 600s [NEW] — Enemy's critical damage -50% [NEW] — [PvE] Maximum HP +10000 — Movement speed +1
 Strong Iron Skin	Buff (Level 4) Duration: 5s — A shield with a value of 10% of the user's total HP is received — [PvE] Damage received -60% — If the HP granted by the shield is lost, this effect disappears	Buff (Level 4) Duration: 5s [NEW] — [PvE] Maximum HP +10000
 Energy of Pure Water	Buff (Level 4) Duration: 600s [REMOVED] — Damage received -40% — Water energies +396 (Player*4)	Buff (Level 4) Duration: 600s [NEW] — Enemy's critical damage -25% — Water energies +396 (Player*4)
 Light of protection	Buff (Level 4) Duration: 600s [REMOVED] — Damage received -25% — Light energies +396 (Player*4) — Every 4 seconds: Recovers 750 + 1% HP	Buff (Level 4) Duration: 600s [NEW] — [PvE] Enemy's critical damage -25% [NEW] — [PvE] Maximum HP +10000 — Light energies +396 (Player*4) — Every 4 seconds: Recovers 750 + 1% HP
 Mystifying (S)	Debuff (Level 4) Duration: 11s [REMOVED] — Cannot attack for 3s — Has 30% chance that damage received from magic attacks is increased by 30% — Movement speed -30%	Debuff (Level 5) Duration: 8s — Has 30% chance that damage received from magic attacks is increased by 30% — Movement speed -30%
 Power of Darkness (S)	Buff (Level 4) Duration: 40s — Magic Attack Power +300	Buff (Level 4) Duration: 40s — Magic Attack Power +300

	— Every 4 seconds: Recovers 1500 HP	— Every 4 seconds: Recovers 1500 HP [NEW] — Every 4 seconds: Recovers 1500 MP [NEW] — All elemental damage +5%
 Lucy's Blessing (S)	Buff (Level 4) Duration: 600s — Melee damage caused +4% — Enemy's critical chance -3% of their total — Enemy's critical damage -6%	Buff (Level 4) Duration: 600s — Melee damage caused +5% — Enemy's critical chance -3% of their total — Enemy's critical damage -6% [NEW] — Melee attack power +100
 Fascination (S)	Buff (Level 4) Duration: 35s — Ranged Attack Power +200 — Critical damage +10%	Buff (Level 4) Duration: 35s — Ranged Attack Power +200 — Critical damage +50%
 Plague Carrier (S)	Buff (Level 4)	Buff (Level 5)
 Spectral Plague (S)	Buff (Level 4)	Buff (Level 5)
 Anubis' Whisper	Buff (Level 4) — Has a 25% chance of causing  Curse of the Pharaoh	Buff (Level 5) — Has a 50% chance of causing  Curse of the Pharaoh
 Tiger Power (S)	Buff (Level 4) Duration: 15s [REMOVED] — Has 40% chance that damage is reduced by 70% — Skills cooldown -10% (max. 90%)	Buff (Level 4) Duration: 15s [NEW] — [PvP] Has 40% chance that damage is reduced by 70% — Skills cooldown -10% (max. 90%) [NEW] — Defence +10% [NEW] — [PvE] Critical damage -50%
 Koala's Blessing	— [Hell] Damage caused +5% — [Hell] All resistance drain +5 — [PvE] Attack power +10%	— [Hell] Damage caused +4% — [Hell] All resistance drain +5
 Relaxant Time →  Eucalyptus	[REMOVED] — If HP drops below 50%, incoming damage is reduced by 30% — [Hell] All resistance drain +5	— [Hell] All resistance drain +8 [NEW] — [Hell] Damage caused +2%
 Black Alzanor's Blessing	— [Hell] Damage caused +10% — [PvE] Critical chance +8% [REMOVED] — Every 3 critical attacks, [ Alzanor Breath]	— [Hell] Damage caused +8% — [PvE] Critical chance +5%
 Dragon's Breath New Black Alzanor Skill		Cooldown: 30s — Has a 100% chance of causing [ Black Alzanor Breath] <hr/>  Alzanor Breath — [PvE] Critical chance +5% — [Hell] Damage caused +4%










		— [Hell] Critical basic attack's damage +12%
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SPECIALISTS

SWORDMAN

Warrior


Role:
Main: Tank

Name	Original	New
 Triple Slash		Decreased animation time
 Finishing Blow		Decreased animation time
 Whirlwind	Cooldown: 0.8s Attack Range: Itself Target: Around Enemies in 4 cell Mana: 58 mp — Attack power scaling 1% — Melee attack power +20 — Fire element scaling 5% — Fire energies 50 — Has a 30% chance of causing [ Blackout] — Has a 100% chance of invoking the combo [ Strong Whirlwind]	Cooldown: 8s Attack Range: Itself Target: Around Enemies in 4 cell Mana: 100 mp — Attack power scaling 105% — Melee attack power +900 — Fire element scaling 130% — Fire energies +1200 — Has a 30% chance of causing [ Blackout] — Has a 100% chance of invoking the combo [ Strong Whirlwind]
 Strong Whirlwind	Cooldown: 0.1s Attack Range: Itself Target: Around Enemies in 4 cell Mana: 80 mp — Attack power scaling 1% — Melee attack power +20 — Fire element scaling 5% — Fire energies 50 [REMOVED] — Has a 100% chance of invoking the combo [ Swift Whirlwind]	Cooldown: 0.1s Attack Range: Itself Target: Around Enemies in 4 cell Mana: 200 mp — Attack power scaling 110% — Melee attack power +950 — Fire element scaling 130% — Fire energies +1400



Crusader





Role:
Main: DPS
Secondary: Bruiser

Name	Original	New
 Shining Effect	Cooldown: 45s Attack Range: 3 cell Target: Select One Mana: 40 mp — Recovers 10% HP — Removes all debuffs up to level 4	Cooldown: 45s Attack Range: 3 cell Target: Select One Mana: 40 mp — Recovers 40% HP — Removes all debuffs up to level 5









Gladiator

Role: Basic / Attack power / Boss Killer

Name	New	
 Double Blow	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 70 mp — Attack power scaling: 105% — Melee attack power: 400 — Fire element scaling 90% — Fire Energies +70 — Critical chance +30%	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 70 mp — Attack power scaling: 105% — Melee attack power: 400 — Fire element scaling 90% — Fire Energies +70 — Critical chance +30% [NEW] — Has a chance 100% of invoking the combo [ Reprise Blow]
 Reprise Blow	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 70 mp — Attack power scaling: 105% — Melee attack power: 400 — Fire element scaling 90% — Fire Energies +70 — Critical chance +30%	Cooldown: 0.1s Attack Range: 2 cell Target: Select One Mana: 70 mp — Attack power scaling: 105% — Melee attack power: 400 — Fire element scaling 90% — Fire Energies +70 — Critical chance +30%
 Lightning Surge	Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 90 mp	Cooldown: 10s Attack Range: 2 cell Target: Special Area Mana: 90 mp

	<ul style="list-style-type: none">— Attack power scaling: 105%— Melee attack power: 500— Fire element scaling 90%— Fire Energies +80	<ul style="list-style-type: none">— Attack power scaling: 105%— Melee attack power: 500— Fire element scaling 90%— Fire Energies +80 <p>[NEW] — Has a chance 100% of invoking the combo [ Lightning Overvoltage]</p>
 Lightning Overvoltage	Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 90 mp <ul style="list-style-type: none">— Attack power scaling: 105%— Melee attack power: 500— Fire element scaling 90%— Fire Energies +80	Cooldown: 0.1s Attack Range: 2 cell Target: Special Area Mana: 90 mp <ul style="list-style-type: none">— Attack power scaling: 105%— Melee attack power: 500— Fire element scaling 90%— Fire Energies +80
 Shield Attack	Cooldown: 22s Attack Range: 7 cell Target: Select One Mana: 80 mp <ul style="list-style-type: none">— Attack power scaling: 105%— Melee attack power: 500— Fire element scaling 90%— Fire Energies +80	Cooldown: 20s Attack Range: 7 cell Target: Select One Mana: 80 mp <ul style="list-style-type: none">— Attack power scaling: 115%— Melee attack power: 600— Fire element scaling 95%— Fire Energies +250 <p>— There is a 100% chance of causing  [PvE] Gladiator Rage</p> <hr/> <p> [PvE] Gladiator Rage Buff (Level 10) Duration: 4.0 seconds</p> <ul style="list-style-type: none">— [PvE] Damage caused +20%— Cannot be evaded— Disappears upon landing a hit
 Hunting Horn	Cooldown: 12s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 200 mp <ul style="list-style-type: none">— Attack power scaling: 110%— Melee attack power: 750— Fire element scaling 95%— Fire Energies +100 <p>[REMOVED] — If the enemy is afflicted by  Mark of the Gladiator, there is a 100% chance of causing  [PvE] Gladiator Rage</p> <p>[REMOVED] — If the enemy isn't afflicted by  Mark of the Gladiator, there is a 25% chance of causing  [PvE] Gladiator Rage</p>	Cooldown: 12s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 200 mp <ul style="list-style-type: none">— Attack power scaling: 110%— Melee attack power: 750— Fire element scaling 95%— Fire Energies +100 <p>[NEW] — Has a 100% chance of causing  [PvE] Critical Gladiator Rage</p> <hr/> <p> [PvE] Critical Gladiator Rage Buff (Level 10) Duration: 4.0 seconds</p>










		<div>— Critical damage 30%</div> <div>— Cannot be evaded</div> <div>— Disappears upon landing a hit</div>
<div> Taunt</div>	<div>Cooldown: 12s</div> <div>Attack Range: 12 cell</div> <div>Target: Select One</div> <div>Mana: 90 mp</div> <div>— Attack power scaling: 100%</div> <div>— Melee attack power: 500</div> <div>— Fire element scaling 90%</div> <div>— Fire Energies +90</div> <div>[REMOVED] — There is a 100% chance of causing  Mark of the Gladiator (ignores debuff protection)</div> <div>[REMOVED] — If you taunt an opponent while  Gladiator Rage] is active, has a 100% chance of receiving  Enormously Shaky Status]</div> <div>[REMOVED] — If you taunt an opponent in a normal status, there is a 100% chance of receiving  Shaky Status]</div> <hr/> <div> Enormously Shaky Status</div> <div>Buff</div> <div>(Level 5)</div> <div>Duration: 10.0 seconds</div> <div>[REMOVED] — Hit rate +792 (Player Level * 8)</div> <div>— Melee damage caused +20%</div>	<div>Cooldown: 20s</div> <div>Attack Range: 12 cell</div> <div>Target: Select One</div> <div>Mana: 90 mp</div> <div>[NEW] — Attack power scaling: 115%</div> <div>[NEW] — Melee attack power: 900</div> <div>— Fire element scaling 90%</div> <div>— Fire Energies +90</div> <div>[NEW] — Has a 100% chance of causing  Enormously Shaky Status]</div> <hr/> <div> Enormously Shaky Status</div> <div>Buff</div> <div>(Level 5)</div> <div>Duration: 8.0 seconds</div> <div>[NEW] — Critical chance 15%</div> <div>— Melee damage caused +20%</div>
<div> Mark of the Gladiator</div>	<div>Debuff</div> <div>(Level 10)</div> <div>Duration: 15.0 seconds</div> <div>— Enemy's attack power +10%</div>	
<div> Magical Reflection</div>	<div>Cooldown: 12s</div> <div>Attack Range: 0 cell</div> <div>Target: Select One</div> <div>Mana: 300 mp</div> <div>— There is a 100% chance of causing  Magical Reflection</div>	<div>Cooldown: 12s</div> <div>Attack Range: 0 cell</div> <div>Target: Select One</div> <div>Mana: 300 mp</div> <div>[NEW] — There is a 100% chance of causing  Magical Reflection</div> <hr/> <div> Magical Reflection</div> <div>Buff</div> <div>(Level 5)</div> <div>Duration: 2.0 seconds</div> <div>— No HP consumption</div> <div>— Cannot receive debuffs from skills that cause damage</div>

		<p>— Cannot be displaced by skills that cause damage</p> <p>Side effect; after 0.1 seconds</p> <p>— On defence, has a 100% chance to receive [ Perfect Reflection]</p> <p>— Disappears upon receiving a hit</p> <hr/> <p> Perfect Reflection</p> <p>Buff</p> <p>(Level 4)</p> <p>Duration: 3.0 seconds</p> <p>— [PvE] Basic attack damage caused +15%</p> <p>— Critical chance +50% of the user's total</p>
 Engorgement	<p>Buff</p> <p>(Level 3)</p> <p>Duration: 600.0 seconds</p> <p>— Attack Power +10%</p> <p>— Movement speed +1</p>	<p>Buff</p> <p>(Level 3)</p> <p>Duration: 600.0 seconds</p> <p>— Attack Power +10%</p> <p>[NEW] — Attack power +297 (Player level *3)</p> <p>[NEW] — Critical chance +5%</p> <p>— Movement speed +1</p>
 Victory Cry	<p>Buff</p> <p>(Level 3)</p> <p>Duration: 8.0 seconds</p> <p>— Movement speed +4</p> <p>[REMOVED] — [PvE] Basic attack damage +10%</p> <p>— A shadowy figure appears.</p> <p>Side effect: after 0.1 seconds</p> <p>[REMOVED] — Attack Power +250</p>	<p>Buff</p> <p>(Level 3)</p> <p>Duration: 8.0 seconds</p> <p>— Movement speed +6</p> <p>— A shadowy figure appears.</p>
 Declaration of War	<p>Cooldown: 60s</p> <p>Attack Range: 12 cell</p> <p>Target: Select One</p> <p>Mana: 90 mp</p> <p>— Attack power scaling: 110%</p> <p>— Melee attack power: 1000</p> <p>— Fire element scaling 95%</p> <p>— Fire Energies +200</p> <p>[REMOVED] — If the enemy is afflicted by  Mark of the Gladiator, you receives  War Declaration</p>	<p>Cooldown: 60s</p> <p>Attack Range: 12 cell</p> <p>Target: Select One</p> <p>Mana: 90 mp</p> <p>— Attack power scaling: 110%</p> <p>— Melee attack power: 1000</p> <p>— Fire element scaling 95%</p> <p>— Fire Energies +200</p> <p>— Has a 100% chance of causing  War Declaration</p>

ARCHER

 Sunchaser





Role: Skills / Elemental
Main: DPS

Name	Original	New
 Wolf Charge	<p>Cooldown: 7.0s Target: Select one Range: 10 cell Area: None Mana: 300 mp</p> <p>— Attack power scaling: 100% — Ranged attack power +250 — Light element scaling 105% — Light Energies +400</p> <p>— Has a 100% chance of invoke  Whirling Wolf Combo</p>	<p>Cooldown: 5.0s Target: Select one Range: 10 cell Area: None Mana: 300 mp</p> <p>— Attack power scaling: 100% — Ranged attack power +250 — Light element scaling 105% — Light Energies +400</p> <p>— Has a 100% chance of invoke  Whirling Wolf Combo</p>
 Lightning Fury	<p>Cooldown: 18.0s Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450</p> <p>— Has a 100% chance of invoking the combo [ Rapid Retreat]</p>	<p>Cooldown: 15.0s Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450</p> <p>— Has a 100% chance of invoking the combo [ Rapid Retreat]</p>
 Solar Shower	<p>Cooldown: 12.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450</p> <p>— Has a 100% chance of invoking the combo [ Sunspot Explosion]</p>	<p>Cooldown: 9.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450</p> <p>— Has a 100% chance of invoking the combo [ Sunspot Explosion]</p>





MAGICIAN

 [PvP] Red Magician









Role:
Main: Assassin

Name	Original	New
 [PvP] Firelance	Attack power scaling: 85%	Attack power scaling: 80%
 [PvP] Double Spear	Attack power scaling: 85%	Attack power scaling: 80%
 [PvP] Inferno	Attack power scaling: 95%	Attack power scaling: 90%
 [PvP] Meteor Strike	Attack power scaling: 105%	Attack power scaling: 100%

 Red Magician

Name	Original	New
 Fiery breath	<div>Cooldown: 4.0s Target: Select one Range: 13 cell Area: Around enemies in 3 field Mana: 140 mp</div> <div>— Attack power scaling: 100% — Magic attack power +450 — Fire element scaling: 105% — Fire energies +700</div> <div>[REMOVE] — There is a 80% chance of causing  Burn</div>	<div>Cooldown: 4.0s Target: Select one Range: 13 cell Area: Around enemies in 3 field Mana: 140 mp</div> <div>— Attack power scaling: 100% — Magic attack power +450 — Fire element scaling: 105% — Fire energies +700</div> <div>NEW] — There is a 100% chance of causing  Elemental Burn</div> <div><hr/> Elemental Burn Debuff</div>











		<p>(Level 4) Duration 10 seconds</p> <p>— Fire resistance -10 — Fire elemental damage +10</p>
 Mana Transfusion	<p>Cooldown: 20.0s Target: Itself Range: None Area: None Mana: 220 mp</p> <p>— There is a 100% chance of causing  Mana Transfusion</p> <hr/> <p> Mana Transfusion</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <p>— Reduces 35% of damage received by consuming MP</p> <p>[REMOVE] — On attack, there is a 100% chance of inflicting [ Slight Burn] on your opponent.</p>	<p>Cooldown: 20.0s Target: Itself Range: None Area: None Mana: 220 mp</p> <p>— There is a 100% chance of causing  Mana Transfusion</p> <hr/> <p> Mana Transfusion</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <p>— Reduces 35% of damage received by consuming MP</p> <p>NEW — On attack, there is a 100% chance of inflicting [ Slight Elemental Burn] on your opponent.</p> <hr/> <p> Slight Elemental Burn Debuff (Level 4) Duration 10 seconds</p> <p>— Fire resistance -5 — Fire elemental damage +5</p>
 Double Spear	<p>Cooldown: 1.0s Target: Select one Range: 13 cell Area: Around enemies in 3 field Mana: 200 mp</p> <p>— Attack power scaling: 105% — Magic attack power +850 — Fire element scaling: 110% — Fire energies +1200</p> <p>[REMOVE] — There is a 50% chance of causing  Burn</p>	<p>Cooldown: 1.0s Target: Select one Range: 13 cell Area: Around enemies in 3 field Mana: 200 mp</p> <p>— Attack power scaling: 105% — Magic attack power +850 — Fire element scaling: 110% — Fire energies +1200</p> <p>NEW — There is a 100% chance of causing  Elemental Burn</p> <hr/> <p> Elemental Burn Debuff (Level 4) Duration 10 seconds</p> <p>— Fire resistance -10</p>






		— Fire elemental damage +10
 Inferno	<p>Cooldown: 40.0s Target: Select one Range: 13 cell Area: Around enemies in 4 fields Mana: 380 mp</p> <p>— Attack power scaling: 100% — Magic attack power +300 — Fire element scaling: 125% — Fire energies +1800</p> <p>[REMOVE] — There is a 70% chance of causing  Fatal Burn</p>	<p>Cooldown: 40.0s Target: Select one Range: 13 cell Area: Around enemies in 4 fields Mana: 380 mp</p> <p>— Attack power scaling: 100% — Magic attack power +300 — Fire element scaling: 125% — Fire energies +1800</p> <p>NEW — There is a 100% chance of causing  Elemental Fatal Burn</p> <hr/> <p> Elemental Fatal Burn Debuff (Level 4) Duration 10 seconds</p> <p>— Fire resistance -15 — Fire elemental damage +15</p>
 Meteor Strike	<p>Cooldown: 120.0s Target: Select one Range: 13 cell Area: Around enemies in 5 cell Mana: 450 mp</p> <p>— Attack power scaling: 105% — Magic attack power +650 — Fire element scaling: 130% — Fire energies +2000</p> <p>[REMOVE] — There is a 80% chance of causing  Deadly Blackout</p>	<p>Cooldown: 120.0s Target: Select one Range: 13 cell Area: Around enemies in 5 cell Mana: 450 mp</p> <p>— Attack power scaling: 105% — Magic attack power +650 — Fire element scaling: 130% — Fire energies +2000</p> <p>NEW — There is a 100% chance of causing  Elemental Fatal Burn</p> <hr/> <p> Elemental Fatal Burn Debuff (Level 4) Duration 10 seconds</p> <p>— Fire resistance -15 — Fire elemental damage +15</p>









Holy Magician



Role: Support
Main: Burst mage (Assassin)







Name	Original	New
 Holy Light	<p>Cooldown: 6s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 65 mp</p> <p>— Attack power scaling: 90% — Magic attack power +100 — Light element scaling: 110% — Light energies +600</p> <p>[REMOVE] — There is a 45% chance of causing [ Magic Light]</p> <p>— There is a 100% chance of invoke [ Blessed Light]</p>	<p>Cooldown: 6s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 65 mp</p> <p>— Attack power scaling: 90% — Magic attack power +100 — Light element scaling: 110% — Light energies +600</p> <p>NEW — There is a 45% chance of causing [ Elemental Magic Light]</p> <p>— There is a 100% chance of invoke [ Blessed Light]</p> <hr/> <p> Elemental Magic Light]</p> <p>Debuff (Level 4) Duration 16 seconds</p> <p>— Light resistance -10 — Light elemental damage +10</p>
 Blessed Light	<p>Cooldown: 1s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 85 mp</p> <p>— Attack power scaling: 95% — Magic attack power +200 — Light element scaling: 115% — Light energies +900</p> <p>[REMOVE] — There is a 55% chance of causing [ Divine Punishment]</p>	<p>Cooldown: 1s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 85 mp</p> <p>— Attack power scaling: 95% — Magic attack power +200 — Light element scaling: 115% — Light energies +900</p> <p>NEW — There is a 55% chance of causing [ Divine Punishment]</p> <hr/> <p> Elemental Divine Punishment]</p> <p>Debuff (Level 4) Duration 16 seconds</p> <p>— Light resistance -15 — Light elemental damage +15</p>

 Power of the Holy Totem	Buff (Level 4) Duration: 3s — [PvE] Attack power+5% — [PvE] Debuff protect. (lv. 4) +15% — [PvE] Damage received -10%	Buff (Level 4) Duration: 3s — [PvE] Attack power+5% — [PvE] Debuff protect. (lv. 4) +15% — [PvE] Damage received -10% NEW — Recovers 3% MP
 Holy Hammer	Cooldown: 100.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp — Attack power scaling: 100% — Magic attack power +100 — Light element scaling: 125% — Light energies +1800 [REMOVE] — There is a 80% chance of causing  Deadly Blackout — Has a 100% chance of causing [ Celestial force]	Cooldown: 100.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp — Attack power scaling: 100% — Magic attack power +100 — Light element scaling: 125% — Light energies +1800 — Has a 100% chance of causing [ Celestial force]

 Blue Magician

Name	Original	New
 Ice Lance	Cooldown: 20s Target: Select one Range: 12 cell Area: Around enemies in 3 field Mana: 120 mp — Attack power scaling: 95% — Magic attack power +900 — Water element scaling: 110% — Water energies +1200 — There is a 80% chance of causing  Weaken Defence Power [REMOVED] — There is a 100% chance of causing 	Cooldown: 20s Target: Select one Range: 12 cell Area: Around enemies in 3 field Mana: 120 mp — Attack power scaling: 95% — Magic attack power +900 — Water element scaling: 110% — Water energies +1200 — There is a 80% chance of causing  Weaken Defence Power [NEW] — There is a 100% chance of causing  Slight Elemental Frost <hr/>  Slight Elemental Frost Debuff (Level 4) Duration 10 seconds — Water resistance -5




		— Water elemental damage +5%
 Ice Chain	<p>Cooldown: 20s Target: Select one Range: 12 cell Area: Special area Mana: 320 mp</p> <p>— Attack power scaling: 95% — Magic attack power +550 — Water element scaling: 110% — Water energies +1600</p> <p>[REMOVED] — There is a 100% chance of causing [ Heavy Frost]</p>	<p>Cooldown: 20s Target: Select one Range: 12 cell Area: Special area Mana: 320 mp</p> <p>— Attack power scaling: 95% — Magic attack power +550 — Water element scaling: 110% — Water energies +1600</p> <p>[NEW] — There is a 100% chance of causing [ Elemental Frost]</p> <hr/> <p> Elemental Frost Debuff (Level 4) Duration 10 seconds</p> <p>— Water resistance -10 — Water elemental damage +10%</p>
 Glacier	<p>Cooldown: 20s Target: Around enemy in 4 cell Range: 12 cell Mana: 200 mp</p> <p>— Attack power scaling: 100% — Magic attack power +700 — Water element scaling: 110% — Water energies +1000</p> <p>[REMOVED] — There is a 100% chance of causing [ Cold Cutting]</p>	<p>Cooldown: 20s Target: Around enemy in 4 cell Range: 12 cell Mana: 200 mp</p> <p>— Attack power scaling: 100% — Magic attack power +700 — Water element scaling: 110% — Water energies +1000</p> <p>[NEW] — There is a 100% chance of causing [ Slight Elemental Frost]</p> <hr/> <p> Slight Elemental Frost Debuff (Level 4) Duration 10 seconds</p> <p>— Water resistance -5 — Water elemental damage +5%</p>
 Intense Cold	<p>Cooldown: 20s Target: Select one Range: 14 cell Area: Around enemies in 4 cell Mana: 300 mp</p> <p>— Attack power scaling: 90% — Magic attack power +400 — Water element scaling: 105%</p>	<p>Cooldown: 20s Target: Select one Range: 14 cell Area: Around enemies in 4 cell Mana: 300 mp</p> <p>— Attack power scaling: 90% — Magic attack power +400 — Water element scaling: 105%</p>








	<p>— Water energies +1500</p> <p>[REMOVED] — There is a 100% chance of causing  Magic Frost</p> <p>— Has a 100% chance of causing [ Shivering Frost] (ignore debuff protection)</p> <p>— Pulls enemies from 4 spaces around the target together in one place</p>	<p>— Water energies +1500</p> <p>[NEW] — There is a 100% chance of causing  Heavy Elemental Frost</p> <p>— Has a 100% chance of causing [ Shivering Frost] (ignore debuff protection)</p> <p>— Pulls enemies from 4 spaces around the target together in one place</p> <hr/> <p> Heavy Elemental Frost Debuff (Level 4) Duration 10 seconds</p> <p>— Water resistance -15</p> <p>— Water elemental damage +15%</p>
 Blizzard	Cooldown: 15s	Cooldown: 5s














Dark Gunner


Role: Autos / Attack power
Main: DPS

Name	Original	New
 Possession		<p>Cooldown: 30 seconds Attack range: 12 cell Target: Select one MP Cost: 180</p> <p>— Has a 100% chance of causing [ Dark Possession]</p> <hr/> <p> Dark Possession Buff (Level 5) Duration: 5s</p> <p>— On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 50% of the damage you have already inflicted</p> <p>Side effect 0.1s</p> <p>— Disappears upon landing 2 hits</p>

 Ghost Recharge	<p>Cooldown: 25.0s Target: Select one Casting Time: 0.2 Range: 11 cell Area: Special area Mana: 180 mp</p> <p>[NEW] — Attack power scaling: 120% [NEW] — Ranged attack power: 800 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +60</p> <p>[REMOVED] — Has a 100% chance of causing [ Darkness of DOOM]</p>	<p>Cooldown: 25.0s Target: Select one Casting Time: 0.2 Range: 11 cell Area: Special area Mana: 180 mp</p> <p>— Attack power scaling: 120% — Ranged attack power: 800 — Shadow element scaling 85% — Shadow Energies +60</p>
 Evil Potion		<p>Cooldown: 20 seconds Attack range: 12 cell Target: Select one MP Cost: 180</p> <p>— Has a 100% chance of causing [ Evil Potion]</p> <hr/> <p> Devil Combos Buff (Level 5) Duration: 5s</p> <p>— There's a 100% chance to reset the cooldown of  Combination Shot</p> <p>Side effect 0.1s — There's a 100% chance for this effect disappear with  Combination Shot</p>
 Requiem	<p>Cooldown: 45.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 240 mp</p>	<p>Cooldown: 45.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 240 mp</p> <p>— Has a 100% chance of causing [ Requiem]</p> <hr/> <p> Devil Requiem Buff (Level 5) Duration: 5s</p> <p>— Basic attack damage +20%</p>

Volcano

Name	Original	New
 Volcanic Eruption	<p>Cooldown: 7,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp</p> <p>— Attack power scaling: 85% — Magic attack power +150 — Fire element scaling: 90% — Fire energies +220</p> <p>[REMOVED] — Has a 25% chance of causing [ Lava Gush]</p> <p>— There is a 100% chance of causing  Volcanic eruption x2</p>	<p>Cooldown: 7,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp</p> <p>— Attack power scaling: 85% — Magic attack power +150 — Fire element scaling: 90% — Fire energies +220</p> <p>[NEW] — Has a 25% chance of causing [ Weak Volcanic Drip]</p> <p>— There is a 100% chance of causing  Volcanic eruption x2</p> <hr/> <p> Weak Volcanic Drip Buff (Level 4) Duration: 8.0 seconds</p> <p>— Fire elemental damage +15%</p>
 Volcanic Eruption x2	<p>Cooldown: 1,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp</p> <p>— Attack power scaling: 90% — Magic attack power +200 — Fire element scaling: 95% — Fire energies +300</p> <p>— Has a 25% chance of causing [ Lava Gush]</p>	<p>Cooldown: 1,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp</p> <p>— Attack power scaling: 90% — Magic attack power +200 — Fire element scaling: 95% — Fire energies +300</p> <p>— Has a 25% chance of causing [ Weak Volcanic Drip]</p> <hr/> <p> Weak Volcanic Drip Buff (Level 4) Duration: 8.0 seconds</p> <p>— Fire elemental damage +15%</p>
 Lava Wave	<p>Cooldown: 18.0s Target: Select one Range: 11 cell Area: Special area</p>	<p>Cooldown: 18.0s Target: Select one Range: 11 cell Area: Special area</p>












	<p>Mana: 340 mp</p> <p>— Attack power scaling: 100% — Magic attack power +350 — Fire element scaling: 95% — Fire energies +380</p> <p>[REMOVED] — Has a 100% chance of causing [ Large Lava Gush]</p> <p>— Has 100% chance of receiving [ Fire Power]</p> <hr/> <p> Large Lava Gush Magic Debuff (Level 4) Duration: 8.0 seconds</p> <p>— Fire Resistance -15</p> <hr/> <p> Fire Power Buff (Level 4) Duration: 10 seconds</p> <p>— Fire Resistance drain -10</p>	<p>Mana: 340 mp</p> <p>— Attack power scaling: 100% — Magic attack power +350 — Fire element scaling: 95% — Fire energies +380</p> <p>[NEW] — Has a 100% chance of causing [ Volcanic Flow]</p> <p>— Has 100% chance of receiving [ Fire Power]</p> <hr/> <p> Volcanic Flow Buff (Level 4) Duration: 8.0 seconds</p> <p>— Fire elemental damage +25%</p> <hr/> <p> Fire Power Buff (Level 4) Duration: 10 seconds</p> <p>— Fire Resistance drain -10</p>
 Earthquake	<p>Cooldown: 15.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 310 mp</p> <p>— Attack power scaling: 105% — Magic attack power +400 — Fire element scaling: 105% — Fire energies +500</p> <p>[REMOVED] — Has a 45% chance of causing [ Lava Gush]</p>	<p>Cooldown: 15.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 310 mp</p> <p>— Attack power scaling: 105% — Magic attack power +400 — Fire element scaling: 105% — Fire energies +500</p> <p>[NEW] — Has a 45% chance of causing [ Weak Volcanic Drip]</p> <hr/> <p> Weak Volcanic Drip Buff (Level 4) Duration: 8.0 seconds</p> <p>— Fire elemental damage +15%</p>
 Magma Sword	<p>Cooldown: 35.0s Target: Select one Range: 13 cell Area: Around enemies in 2 cell Mana: 420 mp</p> <p>— Attack power scaling: 110% — Magic attack power +900</p>	<p>Cooldown: 35.0s Target: Select one Range: 13 cell Area: Around enemies in 2 cell Mana: 420 mp</p> <p>— Attack power scaling: 110% — Magic attack power +900</p>

	<div><div><div>— Fire element scaling: 105%</div><div>— Fire energies +700</div></div><div><div>[REMOVED] — Has a 50% chance of causing [🔥 Bubbling Lava Gush]</div><div>— There is a 100% chance of causing 🔥 Ignition</div></div></div>	<div><div><div>— Fire element scaling: 105%</div><div>— Fire energies +700</div></div><div><div>[NEW] — Has a 50% chance of causing [🔥 Strong Volcanic Burst]</div><div>— There is a 100% chance of causing 🔥 Ignition</div></div><hr/><div><div>🔥 Strong Volcanic Burst</div><div>Buff</div><div>(Level 4)</div><div>Duration: 8.0 seconds</div></div><div><div>— Fire elemental damage +30%</div></div></div>
<div><div></div><div>Ignition</div></div>	<div><div><div>Cooldown: 1s</div><div>Target: Select one</div><div>Range: 13 cell</div><div>Area: Around enemies in 2 cell</div><div>Mana: 420 mp</div></div><div><div>— Attack power scaling: 115%</div><div>— Magic attack power +1200</div><div>— Fire element scaling: 110%</div><div>— Fire energies +900</div></div><div><div>[REMOVED] — Has a 75% chance of causing [🔥 Bubbling Lava Gush]</div></div></div>	<div><div><div>Cooldown: 1s</div><div>Target: Select one</div><div>Range: 13 cell</div><div>Area: Around enemies in 2 cell</div><div>Mana: 420 mp</div></div><div><div>— Attack power scaling: 115%</div><div>— Magic attack power +1200</div><div>— Fire element scaling: 110%</div><div>— Fire energies +900</div></div><div><div>[NEW] — Has a 75% chance of causing [🔥 Strong Volcanic Burst]</div></div><hr/><div><div>🔥 Strong Volcanic Burst</div><div>Buff</div><div>(Level 4)</div><div>Duration: 8.0 seconds</div></div><div><div>— Fire elemental damage +30%</div></div></div>



[PvP] Seer

Role:
Main: DPS











Name	Original	New
 [PvP] Magic Ball	Attack power scaling: 85%	Attack power scaling: 80%
 [PvP] Death Cage	Cooldown: 16s	Cooldown: 18s
 [PvP] Time Loss	Has a 100% chance of causing [ [PvP] Strong Time Void]	— Has a 100% chance of causing [ [PvP] Strong Time Void] [NEW] — Has a 100% chance of receiving [ [PvP] Bonus Time]
 [PvP] Strong Time Void]	— When hit by an enemy's attack, there's a 100% chance of resetting the cooldown of their last used skill	[REMOVED] — When hit by an enemy's attack, there's a 100% chance of resetting the cooldown of their last used skill
 [PvP] Bonus Time]		Magic Buff (Level 4) Duration: 3s — When hitting an enemy, there's a 100% chance of resetting the cooldown of the skill used — Disappears upon landing a hit
 [PvP] Blade Changer	— [PvP] Damage to HP conversion +3%	— [PvP] Damage to HP conversion +2%
 [PvP] Blade Changer — Level 1	— [PvP] Damage to HP conversion +3%	— [PvP] Damage to HP conversion +2%
 [PvP] Blade Changer — Level 2	— [PvP] Damage to HP conversion +3%	— [PvP] Damage to HP conversion +2%



[PvP] Archmage

Role:

Main: Assassin

Name	Original	New
 [PvP] Holy Prism	— Attack power scaling: 105% — Magic attack power +550	— Attack power scaling: 95% — Magic attack power +500
 [PvP] Meteorite Fall	— Attack power scaling: 90%	— Attack power scaling: 80%
 [PvP] Meteor Shower	— Attack power scaling: 95% — Magic attack power +500	— Attack power scaling: 85% — Magic attack power +450
 [PvP] Meteor Storm	Attack power scaling: 100% Magic attack power +750 Has 30% chance of causing  [Blackout]	Attack power scaling: 90% Magic attack power +500 [REMOVED] — Has 30% chance of causing  [Blackout]
 [PvP] Illumination	Every 2 seconds: [PvP] Recovers 8% HP. [PvP] Debuff protect. (lv.4) +50% [PvP] Enemy's critical chance -10%	Every 2 seconds: [PvP] Recovers 6% HP [PvP] Debuff protect. (lv.4) +30% [PvP] Enemy's critical chance -5%
 [PvP] Horror	Duration: 5s — No attack possible [REMOVED] — [PvP] Light resistance -20 — Movement speed -2	Duration: 4s — No attack possible — Movement speed -2
 [PvP] Holy Explosion	[REMOVED] — Has a 10% chance of causing  [Paralysis]	NEW — Has a 10% chance of causing  [[PvP]Paralysis]
 [[PvP] Paralysis]		Duration: 8s Movement speed -2

 Archmage

Role: Skills / Elemental
Main: DPS
Secondary: AoE

Name	Original	New
 Light Catalyst	<p>Cooldown: 5s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 130 mp</p> <p>— Attack power scaling: 100% — Magic attack power: 200 — Light element scaling 105% — Light Energies +600</p> <p>— Has a 100% chance of causing [ Illuminating Powder]</p> <hr/> <p> Illuminating Powder Magic Debuff (Level 5) Duration: 30 seconds</p> <p>[REMOVED] — Hit rate of all attacks is decreased by 99 (PlayerLevel*1) [REMOVED] — Light resistance is decreased by 2 [REMOVED] — Final damage received +50% if the enemy attacks with [ Holy Explosion] and disappears</p>	<p>Cooldown: 5s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 130 mp</p> <p>— Attack power scaling: 100% — Magic attack power: 200 — Light element scaling 105% — Light Energies +600</p> <p>— Has a 100% chance of causing [ Illuminating Powder]</p> <hr/> <p> Illuminating Powder Magic Buff (Level 5) Duration: 30 seconds</p> <p>[NEW] — Light resistance drain +2 [NEW] — Causes +50% additional damage with [ Holy Explosion] and disappears</p>
 Suppression	<p>Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>— Attack power scaling: 105% — Magic attack power: 400 — Light element scaling 105% — Light Energies +800</p> <p>— Has a 100% chance of causing [ Suppressing Powder]</p> <hr/> <p> Suppressing Powder Magic Debuff (Level 5) Duration: 30 seconds</p>	<p>Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>— Attack power scaling: 105% — Magic attack power: 400 — Light element scaling 105% — Light Energies +800</p> <p>— Has a 100% chance of causing [ Suppressing Powder]</p> <hr/> <p> Suppressing Powder Magic Buff (Level 5) Duration: 30 seconds</p>



	<p>[REMOVED] — Hit rate of all attacks is decreased by 99 (PlayerLevel*1)</p> <p>[REMOVED] — Light resistance is decreased by 3</p> <p>[REMOVED] — Final damage received +50% if the enemy attacks with [🔥 Holy Explosion]</p> <p>Side effect: after 0.1 seconds</p> <p>[REMOVED] — There's a 100% chance for this effect to disappear if the user is attacked with [🔥 Holy Explosion]</p>	<p>[NEW] — Light resistance drain +2</p> <p>— Causes +50% additional damage with [🔥 Holy Explosion] and disappears</p>
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 Gravity

Role: Skill / Elemental en forma gravedad (Skills naranjas) Ataque forma (Skills azules)

Main:



Secondary:

Name	Original	New
 Black Hole	<p>Cooldown: 120s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 1300 mp</p> <p>— Attack power scaling: 115% — Magic attack power +800 — Water element scaling: 130% — Water energies +1300 — Pulls enemies from 5 spaces around the target together in one place</p> <p>— Has a 100% chance of causing [🌀 Severe Gravitational Consequences] — Increases damage by (current number of Grav and Anti-Grav Points) * 50%. All Grav and Anti-Grav Points are consumed.</p> <hr/> <p> Severe Gravitational Consequences Debuff (Level 4) Duration: 6 seconds [REMOVED] — Movement speed -5 [REMOVED] — Skill cooldown +30% [REMOVED] — Every 2 seconds: Decreases 1980 (Player Level * 20) HP</p>	<p>Cooldown: 120s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 1300 mp</p> <p>— Attack power scaling: 115% — Magic attack power +800 — Water element scaling: 130% — Water energies +1300 — Pulls enemies from 5 spaces around the target together in one place</p> <p>— Has a 100% chance of causing [🌀 Severe Gravitational Consequences] — Increases damage by (current number of Grav and Anti-Grav Points) * 50%. All Grav and Anti-Grav Points are consumed.</p> <hr/> <p> Severe Gravitational Consequences Buff (Level 4) Duration: 6 seconds [NEW] — Movement speed +5 [NEW] — Skill cooldown -30% (max. 30%)</p>

MARTIAL ARTIST



 [PvP] Draconic Fist


Role:
Main: Assassin/DPS

Name	Original	New
 [PvP] Dragon Leap	Cooldown: 15s	Cooldown: 20s Cooldown cannot be reduced.
 [PvP] Knuckle Buster	Cooldown: 5s	Cooldown: 7s

 Mystic Arts








Role:
Main: DPS / Healer
Secondary:

Name	Original	New
 Shockwave	Attack Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.2s Cooldown: 4s MP Cost: 90 — Attack power scaling: 95% — Melee attack power +250 — Water element scaling: 100% — Water energies +250	Attack Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.2s Cooldown: 4s MP Cost: 90 — Attack power scaling: 95% — Melee attack power +250 — Water element scaling: 105% — Water energies +300
 Shadowless Legs	Attack Range: 7 cell Target: Around Enemy in 2 cell Casting time: 0.2s Cooldown: 8s MP Cost: 110 — Attack power scaling: 100% — Melee attack power +350	Attack Range: 7 cell Target: Around Enemy in 2 cell Casting time: 0.2s Cooldown: 8s MP Cost: 110 — Attack power scaling: 100% — Melee attack power +350

	<ul style="list-style-type: none">— Water element scaling: 105%— Water energies +300— Has a 60% chance of causing [ Featherweight] <div> Featherweight General Buff (Level 3) Duration: 8 seconds</div> <ul style="list-style-type: none">— Movement speed +5— Dodge +100	<ul style="list-style-type: none">— Water element scaling: 105%— Water energies +450— Has a 60% chance of causing [ Featherweight] <div> Featherweight General Buff (Level 3) Duration: 8 seconds</div> <ul style="list-style-type: none">— Movement speed +5— Dodge +100
 Moonlight Absorption	<p>Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 3s MP Cost: 150</p> <ul style="list-style-type: none">— If the user at least 1 Moon Points receive [ Moonlight Absorption]— If the user at least 100 Moon Points receive [ Bathed in Moonlight] <hr/> <div> Moonlight Absorption General Buff (Level 3) Duration: 600 seconds</div> <ul style="list-style-type: none">— Allows you to use Full Moon skills— [PvE] Skill damage caused +5%[REMOVED] — Critical chance +8% of the user's total— On skill usage, you receive 12 Lotus Points and lose 8 Moon Points <hr/> <div> Bathed in Moonlight General Buff (Level 3) Duration: 600 seconds</div> <ul style="list-style-type: none">— Allows you to use Full Moon skills— [PvE] Skill damage caused +15%[REMOVED] — Critical chance +20% of the user's total— On skill usage, you receive 12 Lotus Points and lose 8 Moon Points	<p>Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 3s MP Cost: 150</p> <ul style="list-style-type: none">— If the user at least 1 Moon Points receive [ Moonlight Absorption]— If the user at least 100 Moon Points receive [ Bathed in Moonlight] <hr/> <div> Moonlight Absorption General Buff (Level 3) Duration: 600 seconds</div> <ul style="list-style-type: none">— Allows you to use Full Moon skills— [PvE] Skill damage caused +5%[NEW] — Critical chance +8%— On skill usage, you receive 12 Lotus Points and lose 8 Moon <hr/> <div> Bathed in Moonlight General Buff (Level 3) Duration: 600 seconds</div> <ul style="list-style-type: none">— Allows you to use Full Moon skills— [PvE] Skill damage caused +15%[NEW] — Critical chance +20%— On skill usage, you receive 12 Lotus Points and lose 8 Moon Points
 Gathering Petals	<p>Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 3s</p>	<p>Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 3s</p>

	<p>MP Cost: 150</p> <p>— If the user at least 1 Lotus Points receive [ Gathering Petals]</p> <p>— If the user at least 100 Lotus Points receive [ Bed of Lotus Flowers]</p> <hr/> <p> Gathering Petals General Buff (Level 3) Duration: 600 seconds</p> <p>— Allows you to use Lotus Flower skills — Healing skill effectiveness applied +100% [REMOVED] — [PvE] Damage received -5% — On skill usage, you receive 12 Moon Points and lose 8 Lotus Points — On skill usage, there is a 25% of summon Lotus Flower</p> <hr/> <p> Bed of Lotus Flowers General Buff (Level 4) Duration: 600 seconds</p> <p>— Allows you to use Lotus Flower skills — Healing skill effectiveness applied +300% [REMOVED] — [PvE] Damage received -15% — On skill usage, you receive 12 Moon Points and lose 8 Lotus Points — On skill usage, there is a 75% of summon Strong Lotus Flower</p>	<p>MP Cost: 150</p> <p>— If the user at least 1 Lotus Points receive [ Gathering Petals]</p> <p>— If the user at least 100 Lotus Points receive [ Bed of Lotus Flowers]</p> <hr/> <p> Gathering Petals General Buff (Level 3) Duration: 600 seconds</p> <p>— Allows you to use Lotus Flower skills — Healing skill effectiveness applied +100% [NEW] — [PvE] Skills cooldown -5% (max. 30%) — On skill usage, you receive 12 Moon Points and lose 8 Lotus Points — On skill usage, there is a 25% of summon Lotus Flower</p> <hr/> <p> Bed of Lotus Flowers General Buff (Level 4) Duration: 600 seconds</p> <p>— Allows you to use Lotus Flower skills — Healing skill effectiveness applied +300% [NEW] — [PvE] Skills cooldown -15% (max. 30%) — On skill usage, you receive 12 Moon Points and lose 8 Lotus Points — On skill usage, there is a 75% of summon Strong Lotus Flower</p>
	<p> Bound by Moonlight</p> <p>Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>Attack power scaling: 115% Melee attack power: +1000 Water element scaling: 125% Water energies: +1250</p> <p>— Removes all debuffs up to level 4 if [ Extra Power] is active</p> <p>— Using this skill while [ Extra Power] is active lifts all negative effects under level 4.</p>	<p>Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>Attack power scaling: 115% Melee attack power: +1000 Water element scaling: 125% Water energies: +1250</p> <p>[NEW] — Has a 100% chance of causing [ Water Power]</p> <p>Removes all debuffs up to level 4 if [ Extra Power] is active</p> <p>— Using this skill while [ Extra Power] is active lifts all negative effects under level 4.</p>

 Lotus Seed	<p>Cooldown: 20s Attack Range: Itself Target: Around Allies in 6 cell Mana: 200 mp</p> <p>— Summons 2 Lotus Flower if [ Gathering Petals] is active — Summons 2 Strong Lotus Flower if [ Bed of Lotus Flowers] is active — There's a 100% probability to remove debuffs of level 4 or lower — Recovers 950 +4% HP — Summons x2 additional Lotus Flowers if [ Extra Power] is active — Using this skill while [ Extra Power] is active summons two additional Lotus Flowers.</p> <p>You can summon a maximum of 6 Lotus Flowers.</p>	<p>Cooldown: 20s Attack Range: Itself Target: Around Allies in 6 cell Mana: 200 mp</p> <p>— Summons 2 Lotus Flower if [ Gathering Petals] is active — Summons 2 Strong Lotus Flower if [ Bed of Lotus Flowers] is active — There's a 100% probability to remove debuffs of level 5 or lower — Recovers 950 +4% HP — Summons x2 additional Lotus Flowers if [ Extra Power] is active — Using this skill while [ Extra Power] is active summons two additional Lotus Flowers.</p> <p>You can summon a maximum of 6 Lotus Flowers.</p>
 Lotus Flower (Monster skill)	<p>— Attack power scaling: 70% — Melee attack power: +600 — Water element scaling: 80% — Water energies: +1000 — Has a 100% chance of causing [ Lotus Healing Aura]</p>	<p>— Attack power scaling: 80% — Melee attack power: +750 — Water element scaling: 100% — Water energies: +1000 — Has a 100% chance of causing [ Lotus Healing Aura]</p>
 Lotus Healing Aura	<p>Buff (Level 4) Duration 1,0 seconds</p> <p>— Recovery 500 +1% HP</p>	<p>Buff (Level 4) Duration 1,0 seconds</p> <p>— Recovery 1000 +2% HP</p>
 Strong Lotus Flower (Monster skill)	<p>— Attack power scaling: 75% — Melee attack power: +800 — Water element scaling: 100% — Water energies: +1200 — Has a 100% chance of causing [ Strong Lotus Healing Aura]</p>	<p>— Attack power scaling: 90% — Melee attack power: +1000 — Water element scaling: 115% — Water energies: +1200 — Has a 100% chance of causing [ Strong Lotus Healing Aura]</p>
 Strong Lotus Healing Aura	<p>Buff (Level 4) Duration 1,0 seconds</p> <p>— Recovery 900 +2% HP</p>	<p>Buff (Level 4) Duration 1,0 seconds</p> <p>— Recovery 1500 +4% HP</p>
 Petal Aura	<p>General buff (Level 3) Duration: 10 seconds</p> <p>— Dodge +200 — Debuff protection (lv.4) +15% — Every 2 seconds: Around 5 fields apply [ Lotus wind] on</p>	<p>General buff (Level 3) Duration: 10 seconds</p> <p>— Dodge +200 — Debuff protection (lv.5) +15% — Every 2 seconds: Around 5 fields apply [ Lotus wind]</p>






	allies	on allies
 Lotus wind	General buff (Level 3) Duration: 2 seconds — Dodge +200 — Debuff protection (lv.4) +15%	General buff (Level 3) Duration: 2 seconds — Dodge +200 — Debuff protection (lv.5) +15%
 Full Bloom	Cooldown: 60s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp — Attack power scaling: 115% — Melee attack power: +1400 — Water element scaling: 140% — Water energies: +1400 — Cannot be evaded — Inflicts 700 additional damage if [ Extra Power] is active	Cooldown: 60s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp — Attack power scaling: 115% — Melee attack power: +1400 — Water element scaling: 140% — Water energies: +1400 — Cannot be evaded — Inflicts 700 additional damage if [ Extra Power] is active [NEW] — Has a 100% chance of inflicting critical hit if [Extra Power] is active
 Withstand (buff)	General Buff (Level 3) Duration: 2.5 seconds When you use Withstand during an enemy attack, you receive an Opportunity to Attack. — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage Side Effect: after 0.1 seconds [REMOVED] On defence, has a 100% chance to receive [ Extra Power] — Disappears upon receiving a hit	General Buff (Level 3) Duration: 2.5 seconds When you use Withstand during an enemy attack, you receive an Opportunity to Attack. — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage Side Effect: after 0.1 seconds [NEW] — Has a 100% chance to receive [ Extra Power] — Disappears upon receiving a hit



[PvP] Demon Warrior


Role:
Main: Bruiser
Secondary: Debuffer

Name	Original	New
[PvP] Nosedive	Cooldown: 10s Attack power scaling: 75% Melee attack power +200 Has a 60% chance of causing [[PvP] Demonical Blood-Sucking]	Cooldown: 12s Has a 80% chance of causing [[PvP] Demonical Blood-Sucking]
[PvP] Demonical Blood-Sucking	— Every 4 seconds: HP is decreased by 1% and given 3% to the effect's caster. Debuff protection (lvl. 4) -30%	— Every 4 seconds: HP is decreased by 1% and given 1% to the effect's caster. Debuff protection (lvl. 4) -15%
[PvP] Swarm of Bats		[NEW] — Attack not possible
[PvP] Shadow Storm	Cooldown: 12s [PvP] Damage +2% of the enemy's total HP Has a 100% chance of causing [[PvP] Bats Infection]	Cooldown: 18s
[PvP] Bats Infection]	Duration: 12s — Every 4 seconds: [Pvp] Decreases 1% HP	Duration: 10s — Every 6 seconds: [Pvp] Decreases 1% HP
[PvP] Double Spinning Kick	Has a 50% chance of causing [Short Blackout]	Has a 25% chance of causing [Short Blackout]
[PvP] Demonic Powers	[REMOVED] — The duration of caused debuffs +5%	
[PvP] Blood Chains	Cooldown: 30s — Has a 100% chance of causing [[PvP] Shackle] (ignore debuff protection) — [PvP] Damage +2% of the enemy's total HP — Cannot be evaded	Cooldown: 35s — Has a 100% chance of causing [[PvP] Shackle] (ignore debuff protection) — [PvP] Damage +1% of the enemy's total HP — Cannot be evaded
[PvP] Shackle	Duration: 10s — Every 4 seconds: [Pvp] Decreases 1% HP	Duration: 10s — Every 6 seconds: [Pvp] Decreases 1% HP
[PvP] Lucifer's Judgement	Cooldown: 75s	Cooldown: 90s
[PvP] Perishing Judgement	— Every 4 seconds: [PvP] Decreases 1% HP	— Every 8 seconds: [PvP] Decreases 1% HP

	— [PvP]  Demonic Judgment occurs in releasing at the probability of 100%	— [PvP]  Demonic Judgment occurs in releasing at the probability of 100%
 [PvP] Demonic Judgement	General Debuff (Level 5) Duration 1s [PvP] Decreases 5% HP [PvP] Decreases 5% MP [REMOVED] — [PvP] Has a 100% chance of causing  [Deadly Blackout]	General Debuff (Level 5) Duration 1s [PvP] Decreases 3% HP [PvP] Decreases 3% MP [NEW] — [PvP] Has a 100% chance of causing  [Short Blackout]

 Flame Druid

Role:
Main: Tank

Name	Original	New
 Brown Bear Skin	[REMOVED] — [PvE] Damage received -25% [REMOVED] — Every 2 seconds: Around 8 fields apply [Iron Echo] on allies — Movement speed +1	[NEW] — [PvE] Enemy's critical damage -50% [NEW] — [PvE] Maximum HP +10000 — Movement speed +1