



















SWORDMAN






Battle Monk

Name	Original	New
 Mighty Hurricane	<p>Attack Range: 10 cell Target: Special Area Cooldown: 18s</p> <p>— Attack power scaling: 100% — Melee attack power +300 — Water element scaling: 115% — Water energies +500 — Has a 100% chance of causing [ Water Power]</p>	<p>Attack Range: 10 cell Target: Special Area Cooldown: 22s</p> <p>— Attack power scaling: 100% — Melee attack power +300 — Water element scaling: 115% — Water energies +500 — Has a 100% chance of causing [ Water Power]</p>
 Sacrifice	<p>Attack Range: 20 cell Target: Select One Cooldown: 40s</p> <p>— Has a 100% chance of causing [ Noble Gesture] [REMOVED] — There's a 100% chance that Sacrifice causes [ Spirit of Sacrifice] — Removes all debuffs up to level 3</p> <hr/> <p> Noble Gesture Buff (Level 2) Duration: 30s</p> <p>[REMOVED] — A player is sacrificing for you [REMOVED] — Reduces 75% of the damage that another player within range receives. Instead you take 75% of that player's damage</p>	<p>Attack Range: Itself or 20 cell Target: Select One Cooldown: 45s</p> <p>— Has a 100% chance of causing [ Noble Gesture] — Removes all debuffs up to level 3</p> <hr/> <p> Noble Gesture Buff (Level 2) Duration: 6s</p> <p>[NEW] — Cannot receive negative effects from level 5 or lower</p>
 Cyclone	<p>Attack Range: Itself Target: Around Enemy in 7 cell Cooldown: 45s</p> <p>— Attack power scaling: 100% — Melee attack power +500 — Water element scaling: 115% — Water energies +700 — Attracts enemies to 1 fields from you — Has a 100% chance of invoking the combo  Dragon Spear — Has a 100% chance of causing [ Strong Energy Deficiency] (ignores debuff protection)</p> <hr/> <p> Strong Energy Deficiency</p>	<p>Attack Range: Itself Target: Around Enemy in 7 cell Cooldown: 45s</p> <p>— Attack power scaling: 100% — Melee attack power +500 — Water element scaling: 115% — Water energies +700 — Attracts enemies to 1 fields from you — Has a 100% chance of invoking the combo  Dragon Spear — Has a 100% chance of causing [ Strong Energy Deficiency] (ignores debuff protection)</p> <hr/> <p> Strong Energy Deficiency</p>




	<p>Debuff (Level 3) Duration: 3s</p> <p>[REMOVED] — No attack possible [REMOVED] — Movement impossible — Enemy's critical chance +10%</p>	<p>Debuff (Level 3) Duration: 3s</p> <p>[NEW] — Movement speed -35% [NEW] — Attack power -400 — Enemy's critical chance +10%</p>
 Dragon Harpoon	<p>Attack Range: 7 cell Target: Special Area Cooldown: 1s</p> <p>— Attack power scaling: 95% — Melee attack power +500 — Water element scaling: 110% — Water energies +800</p> <p>— Has a 20% chance of causing [🔥] Internal Injury 3rd Degree] [REMOVED] — Has a 20% chance of causing [🔪] Shackling Trauma] — Has a 100% chance of invoking the combo [🌀] Dragon Spear</p>	
 Dragon Spear	<p>Attack Range: Itself Target: Around Enemy in 4 cell Cooldown: 1s</p> <p>— Attack power scaling: 95% — Melee attack power +800 — Water element scaling: 120% — Water energies +1100 — Critical chance +24 (Player Level / 4)% — Has a 80% chance of causing [⚡] Energy Deficiency]</p> <hr/> <p>⚡ Energy Deficiency Debuff (Level 2) Duration: 2s</p> <p>[REMOVED] — No attack possible [REMOVED] — Movement impossible — Enemy's critical chance +5%</p>	<p>Attack Range: Itself Target: Around Enemy in 4 cell Cooldown: 1s</p> <p>— Attack power scaling: 95% — Melee attack power +800 — Water element scaling: 120% — Water energies +1100 — Critical chance +24 (Player Level / 4)% — Has a 80% chance of causing [⚡] Energy Deficiency]</p> <hr/> <p>⚡ Energy Deficiency Debuff (Level 2) Duration: 2s</p> <p>[NEW] — Movement speed -35% [NEW] — Attack power -300 — Enemy's critical chance +5%</p>

ARCHER

 Wild Keeper

Name	Original	New
 Ivy	<p>Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>— Attack power scaling: 120% — Ranged attack power: 1200 — Light element scaling 80% — Light Energies +50</p> <p><b>[REMOVED]</b> — Has a 100% chance of causing [ Special Shock] — No penalty for ranged attacks at close range</p> <hr/> <p> Special Shock Debuff (Level 4) Duration: 5.0 seconds</p> <p><b>[REMOVED]</b> — No attack possible — No dodge possible</p>	<p>Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>— Attack power scaling: 120% — Ranged attack power: 1200 — Light element scaling 80% — Light Energies +50</p> <p>— Has a 100% chance of causing [ Wound] — No penalty for ranged attacks at close range</p> <hr/> <p> Wound Debuff (Level 4) Duration: 5.0 seconds</p> <p><b>[NEW]</b> — Attack power -500 — No dodge possible</p>

 Sunchaser

Name	Original	New
 Wolf Charge	<p>Attack Range: 10 cell Target: Select One Cooldown: 5s</p> <p>— Attack power scaling: 100% — Ranged attack power +250 — Light element scaling: 105% — Light energies +400</p> <p><b>[REMOVED]</b> — You transform the Sun Wolf to attack your enemies <b>[REMOVED]</b> — Charge at enemies <b>[REMOVED]</b> — Has a 100% chance of invoking the combo  Whirling Wolf</p>	<p>Attack Range: 10 cell Target: <b>Around Enemies in 0 cell</b> Cooldown: 5s</p> <p>— Attack power scaling: 100% — Ranged attack power +250 — Light element scaling: 105% — Light energies +400</p>
 Rapid Retreat	<p>Attack Range: Itself Target: Select One Cooldown: 1s</p> <p>— There's a 100% chance that [Bear Trap] will be caused at the set location. — Teleports you within a radius of 8 fields.</p>	<p>Attack Range: Itself Target: <b>Around Enemies in 2 cell</b> Cooldown: 1s</p> <p><b>[NEW]</b> — Attack power scaling: 95% <b>[NEW]</b> — Ranged attack power +200</p>

	<p><b>[REMOVED]</b> — Has a 100% chance of causing [ Outshine]</p> <p>— There's a 100% chance the summons cast  Trapped</p>	<p><b>[NEW]</b> — Light element scaling: 105%</p> <p><b>[NEW]</b> — Light energies +750</p> <p>— There's a 100% chance that [Bear Trap] will be caused at the set location.</p> <p>— Teleports you within a radius of 8 fields.</p> <p>— There's a 100% chance the summons cast  Trapped</p>
 Back Kick	<p>Attack Range: 10 cell Target: Around Enemy in 1 cell Cooldown: 15s</p> <p>— Attack power scaling: 105%</p> <p>— Ranged attack power +450</p> <p>— Light element scaling: 115%</p> <p>— Light energies +700</p>	<p>Attack Range: 10 cell Target: Around Enemy in 1 cell Cooldown: 15s</p> <p>— Attack power scaling: 105%</p> <p>— Ranged attack power +450</p> <p>— Light element scaling: 115%</p> <p>— Light energies +700</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ Wolf Blessing]</p>
 Wolf Pack	<p>Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 1s</p> <p>— Attack power scaling: 105%</p> <p>— Ranged attack power +550</p> <p>— Light element scaling: 115%</p> <p>— Light energies +750</p>	<p>Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 1s</p> <p>— Attack power scaling: 105%</p> <p>— Ranged attack power +550</p> <p>— Light element scaling: 115%</p> <p>— Light energies +750</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ Solar Wolf]</p> <hr/> <p> Solar Wolf Buff (Level 4) Duration: 8s</p> <p>— Light elemental damage +15%</p> <p>— Disappears upon landing a hit</p>
 Solar Eruption	<p>Attack Range: Itself Target: Around Enemy in 5 cell Cooldown: 15s</p> <p>— Attack power scaling: 105%</p> <p>— Ranged attack power +600</p> <p>— Light element scaling: 120%</p> <p>— Light energies +800</p>	<p>Attack Range: Itself Target: Around Enemy in 5 cell Cooldown: 15s</p> <p>— Attack power scaling: 105%</p> <p>— Ranged attack power +600</p> <p>— Light element scaling: 120%</p> <p>— Light energies +800</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ Solar Wound]</p> <hr/> <p> Solar Wound Debuff (Level 4) Duration: 5.0 seconds</p> <p>— Attack power -300</p> <p>— Light resistance -5</p>









MAGICIAN

Red Magician

Name	Original	New
 Fire Burst	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 2.5s  — Attack power scaling: 80% — Magic attack power +100 — Fire element scaling: 90% — Fire energies +200 — Has a 100% chance of causing [  Arcane Mark]	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 2.5s  — Attack power scaling: 80% — Magic attack power +100 — Fire element scaling: 85% — Fire energies +200 — Has a 100% chance of causing [  Arcane Mark]
 Fiery Breath	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 4s  — Attack power scaling: 85% — Magic attack power +200 — Fire element scaling: 95% — Fire energies +300 — Has a 100% chance of causing [  Elemental Burn]	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 4s  — Attack power scaling: 80% — Magic attack power +200 — Fire element scaling: 90% — Fire energies +300 — Has a 100% chance of causing [  Elemental Burn]
 Firelance	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 20s  — Attack power scaling: 90% — Magic attack power +700 — Fire element scaling: 110% — Fire energies +1200 [REMOVED] — Has a 70% chance of causing [  Weaken Defence Power] — Has a 100% chance of invoking the combo [  Double Spear]	
 Firewall	Attack Range: 12 cell Target: Special Area Cooldown: 20s  — Attack power scaling: 90% — Magic attack power +400 — Fire element scaling: 110% — Fire energies +1500 [REMOVED] — Has a 100% chance of causing [  Fire Power] <hr/>  Fire Power Buff (Level 4)	Attack Range: 12 cell Target: Special Area Cooldown: 20s  — Attack power scaling: 90% — Magic attack power +400 — Fire element scaling: 110% — Fire energies +1500 [NEW] — Has a 100% chance of causing [  Weak Fire Power] <hr/>  Weak Fire Power Buff (Level 4)

	Duration: 10s — Fire resistance drain +10	Duration: 10s — Fire resistance drain +5
 Meteor Shower	Attack Range: 12 cell Target: Around Enemy in 4 cell Cooldown: 20s  — Attack power scaling: 100% — Magic attack power +800 — Fire element scaling: 110% — Fire energies +1000  [REMOVED] — Has a 60% chance of causing [  Blackout]	Attack Range: 12 cell Target: Around Enemy in 4 cell Cooldown: 20s  — Attack power scaling: 100% — Magic attack power +800 — Fire element scaling: 110% — Fire energies +1000  [NEW] — Has a 100% chance of causing [  Concussion] (ignores debuff protection) <hr/>  Concussion Debuff (Level 1) Duration: 2.0 seconds  — Movement speed -35% — Attack power -300

 Holy Mage

Name	Original	New
 Holy Light	Attack Range: 11 cell Target: Around Enemy in 3 cell Cooldown: 6s  — Attack power scaling: 90% — Magic attack power +100 — Light element scaling: 110% — Light energies +600  — Has a 45% chance of causing [  Elemental Magic Light] — Has a 100% chance of invoking the combo  Blessed Light	Attack Range: 11 cell Target: Around Enemy in 3 cell Cooldown: 6s  — Attack power scaling: 70% — Magic attack power +100 — Light element scaling: 80% — Light energies +400  — Has a 45% chance of causing [  Elemental Magic Light] — Has a 100% chance of invoking the combo  Blessed Light
 Blessed Light	Attack Range: 11 cell Target: Around Enemy in 3 cell Cooldown: 1s  — Attack power scaling: 95% — Magic attack power +200 — Light element scaling: 115% — Light energies +900  — Has a 55% chance of causing [  Elemental Divine Punishment]	Attack Range: 11 cell Target: Around Enemy in 3 cell Cooldown: 1s  — Attack power scaling: 70% — Magic attack power +200 — Light element scaling: 80% — Light energies +600  — Has a 55% chance of causing [  Elemental Divine Punishment]





Blue Magician





Name	Original	New
 Ice Shard	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 2.5s  — Attack power scaling: 85% — Magic attack power +200 — Water element scaling: 95% — Water energies +500	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 2.5s  — Attack power scaling: 80% — Magic attack power +200 — Water element scaling: 85% — Water energies +500
 Freezing Blast	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 7.5s  — Attack power scaling: 100% — Magic attack power +500 — Water element scaling: 105% — Water energies +750 — Has a 100% chance of causing [  Magic Shivering]	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 7.5s  — Attack power scaling: 85% — Magic attack power +500 — Water element scaling: 90% — Water energies +750 — Has a 100% chance of causing [  Magic Shivering]
 Intense Cold	Attack Range: 12 cell Target: Around Enemy in 4 cell Cooldown: 20s  — Attack power scaling: 90% — Magic attack power +400 — Water element scaling: 105% — Water energies +1500 — Has a 100% chance of causing [  Heavy Elemental Frost] — Pulls enemies from 4 spaces around the target together in one place [REMOVED] — Has a 100% chance of causing [  Shivering Frost] <hr/>  Shivering Frost Debuff (Level 1) Duration: 2.0 seconds  — Movement speed -35% [REMOVED] — No attack possible	Attack Range: 12 cell Target: Around Enemy in 4 cell Cooldown: 20s  — Attack power scaling: 90% — Magic attack power +400 — Water element scaling: 105% — Water energies +1500 — Has a 100% chance of causing [  Heavy Elemental Frost] — Pulls enemies from 4 spaces around the target together in one place [NEW] — Has a 100% chance of causing [  Concussion] (ignores debuff protection) <hr/>  Concussion Debuff (Level 1) Duration: 2.0 seconds  — Movement speed -35% [NEW] — Attack power -300
 Glaciar Storm	Attack Range: Itself Target: Around Enemy in 1 cell  — Attack power scaling: 10% — Magic attack power +40 — Water element scaling: 10% — Water energies +50 — Damage caused -30%	Attack Range: Itself Target: Around Enemy in 1 cell  — Attack power scaling: 10% — Magic attack power +40 — Water element scaling: 10% — Water energies +50 — Damage caused -35%

 Volcano

















Name	Original	New
 Volcanic Eruption	<p>Attack Range: 9 cell Target: Special Area Cooldown: 6s</p> <p>— Attack power scaling: 85% — Magic attack power +150 — Fire element scaling: 90% — Fire energies +220</p> <p>— Has a 25% chance of causing [ Weak Volcanic Drip]</p> <p>— Has a 100% chance of invoking the combo  Volcanic Eruption x2</p> <hr/> <p> Weak Volcanic Drip Buff (Level 3) Duration: 10s</p> <p>— Fire elemental damage +15%</p>	<p>Attack Range: 9 cell Target: <b>Select One</b> Cooldown: 6s</p> <p>— Attack power scaling: 85% — Magic attack power +150 — Fire element scaling: 90% — Fire energies +220</p> <p>— Has a 25% chance of causing [ Weak Volcanic Drip]</p> <p>— Has a 100% chance of invoking the combo  Volcanic Eruption x2</p> <hr/> <p> Weak Volcanic Drip Buff (Level 3) Duration: 10s</p> <p>— Fire elemental damage <b>+10%</b></p>
 Lava Wave	<p>Attack Range: 11 cell Target: Special Area Cooldown: 18s</p> <p>— Attack power scaling: 100% — Magic attack power +350 — Fire element scaling: 95% — Fire energies +380</p> <p>— Has a 100% chance of causing [ Volcanic Flow]</p> <p>— Has a 100% chance of causing [ Volcanic Power]</p> <hr/> <p> Volcanic Flow Buff (Level 3) Duration: 10s</p> <p>— Fire elemental damage +25%</p>	<p>Attack Range: 11 cell Target: Special Area Cooldown: 18s</p> <p>— Attack power scaling: <b>90%</b> — Magic attack power +350 — Fire element scaling: 95% — Fire energies +380</p> <p>— Has a 100% chance of causing [ Volcanic Flow]</p> <p>— Has a 100% chance of causing [ Volcanic Power]</p> <hr/> <p> Volcanic Flow Buff (Level 4) Duration: 8s</p> <p>— Fire elemental damage <b>+15%</b></p>
 Magma Sword	<p>Attack Range: 13 cell Target: Around Enemy in 2 cell Cooldown: 20s</p> <p>— Attack power scaling: 110% — Magic attack power +900 — Fire element scaling: 105% — Fire energies +700</p> <p>— Has a 50% chance of causing [ Strong Volcanic Burst]</p> <p>— Has a 100% chance of invoking the combo  Ignition</p> <hr/>	<p>Attack Range: 13 cell Target: <b>Select One</b> Cooldown: 20s</p> <p>— Attack power scaling: <b>95%</b> — Magic attack power +900 — Fire element scaling: 105% — Fire energies +700</p> <p>— Has a 50% chance of causing [ Strong Volcanic Burst]</p> <p>— Has a 100% chance of invoking the combo  Ignition</p> <hr/>

	 Strong Volcanic Burst Buff (Level 5) Duration: 8s  — Fire elemental damage <b>+30%</b>	 Strong Volcanic Burst Buff (Level 5) Duration: 8s  — Fire elemental damage <b>+20%</b>
 Ignition	Attack Range: 13 cell Target: Around Enemy in 2 cell Cooldown: 20s  — Attack power scaling: 115% — Magic attack power +1200 — Fire element scaling: 105% — Fire energies +900 — Has a 75% chance of causing [  Strong Volcanic Burst]	Attack Range: 13 cell Target: Around Enemy in <b>0</b> cell Cooldown: 20s  — Attack power scaling: <b>95%</b> — Magic attack power <b>+900</b> — Fire element scaling: 105% — Fire energies +900 — Has a 75% chance of causing [  Strong Volcanic Burst]
 Ash Storm	Attack Range: Itself Target: Around Enemy in 6 cell Cooldown: 120s  — Attack power scaling: 150% — Magic attack power +1800 — Fire element scaling: 130% — Fire energies +1500 <b>[REMOVED]</b> — Has a 70% chance of causing [  First Shockwave]	Attack Range: Itself Target: Around Enemy in 6 cell Cooldown: 120s  — Attack power scaling: 150% — Magic attack power +1800 — Fire element scaling: 130% — Fire energies +1500 <b>[NEW]</b> — Has a 100% chance of causing [  Strong Volcanic Burst]

 Tide Lord

Name	Original	New
 Typhoon	Attack Range: 10 cell Target: Around Enemy in 3 cell Cooldown: 3.5s  — Attack power scaling: 85% — Magic attack power +150 — Water element scaling: 90% — Water energies +220 — Has a 25% chance of causing [  Small Waterfall]	Attack Range: 10 cell Target: Around Enemy in 3 cell Cooldown: 3.5s  — Attack power scaling: <b>80%</b> — Magic attack power +150 — Water element scaling: <b>100%</b> — Water energies +220 — Has a 25% chance of causing [  Small Waterfall]
 The Large Trident	Attack Range: 10 cell Target: Special Area Cooldown: 6s  — Attack power scaling: 90% — Magic attack power +200 — Water element scaling: 95% — Water energies +300	Attack Range: 10 cell Target: Special Area Cooldown: 6s  — Attack power scaling: <b>85%</b> — Magic attack power +200 — Water element scaling: <b>105%</b> — Water energies +300













	<ul style="list-style-type: none"> <li>— Has a 40% chance of causing [ Small Electric Shock]</li> <li>— Has a 100% chance of invoking the combo  The Even Larger Trident</li> </ul>	<ul style="list-style-type: none"> <li>— Has a 40% chance of causing [ Small Electric Shock]</li> <li>— Has a 100% chance of invoking the combo  The Even Larger Trident</li> </ul>
 The Even Large Trident	Attack Range: 10 cell Target: Special Area Cooldown: 1s  <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>— Magic attack power +300</li> <li>— Water element scaling: 100%</li> <li>— Water energies +400</li> <li>— Has a 40% chance of causing [ Small Electric Shock]</li> </ul>	Attack Range: 10 cell Target: Special Area Cooldown: 1s  <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>— Magic attack power +300</li> <li>— Water element scaling: 110%</li> <li>— Water energies +400</li> <li>— Has a 40% chance of causing [ Small Electric Shock]</li> </ul>
 Lightning Strike	Attack Range: 10 cell Target: Select One Cooldown: 15s  <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>— Magic attack power +400</li> <li>— Water element scaling: 95%</li> <li>— Water energies +500</li> <li>— Has a 50% chance of causing [ Electric Shock]</li> <li>— Has a 100% chance of invoking the combo  Double Lightning</li> </ul>	Attack Range: 10 cell Target: Around Enemy in 1 cell Cooldown: 22s  <ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>— Magic attack power +400</li> <li>— Water element scaling: 100%</li> <li>— Water energies +700</li> <li>— Has a 50% chance of causing [ Electric Shock]</li> <li>— Has a 100% chance of invoking the combo  Double Lightning</li> </ul>
 Double Lightning	Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 15s  <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>— Magic attack power +650</li> <li>— Water element scaling: 100%</li> <li>— Water energies +700</li> <li>— Has a 40% chance of causing [ Big Electric Shock]</li> <li>— Has a 25% chance of invoking the combo  Lightning Storm</li> </ul>	Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 15s  <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>— Magic attack power +500</li> <li>— Water element scaling: 105%</li> <li>— Water energies +800</li> <li>— Has a 50% chance of causing [ Big Electric Shock]</li> <li>— Has a 100% chance of invoking the combo  Lightning Storm</li> </ul>
 Lightning Storm	Attack Range: 10 cell Target: Around Enemy in 10 cell Cooldown: 1s  <ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>— Magic attack power +1200</li> <li>— Water element scaling: 120%</li> <li>— Water energies +1400</li> <li>— Has a 100% chance of causing [ Big Electric Shock]</li> </ul>	Attack Range: 10 cell Target: Around Enemy in 5 cell Cooldown: 1s  <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>— Magic attack power +800</li> <li>— Water element scaling: 125%</li> <li>— Water energies +1400</li> <li>— Has a 100% chance of causing [ Big Electric Shock]</li> </ul>
 Feeding Time	Attack Range: 15 cell Target: Around Enemy in 2 cell Cooldown: 25s  <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> </ul>	Attack Range: 15 cell Target: Around Enemy in 2 cell Cooldown: 25s  <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> </ul>

	<div><div><div><div>— Magic attack power +800</div><div>— Water element scaling: 105%</div><div>— Water energies +900</div><div>— Has a 60% chance of causing [ Waterfall]</div><div>[REMOVED] — Has a 100% chance of causing [ Shark Bite]</div></div><div><div><div> Shark Bite</div><div>Buff (Level 3)</div><div>Duration: 10s</div></div><div><div>— Water resistance drain +10</div></div></div></div></div> <div><div><div><div>— Magic attack power +800</div><div>— Water element scaling: 105%</div><div>— Water energies +900</div><div>— Has a 60% chance of causing [ Waterfall]</div><div>[NEW] — Has a 100% chance of causing [ Weak Water Power]</div></div><div><div><div> Weak Water Power</div><div>Buff (Level 4)</div><div>Duration: 10s</div></div><div><div>— Water resistance drain +5</div></div></div></div></div>
<div><div></div><div>Tsunami</div></div>	<div><div><div>Attack Range: Itself</div><div>Target: Around Enemy in 5 cell</div><div>Cooldown: 30s</div><div><div>— Attack power scaling: 110%</div><div>— Magic attack power +1000</div><div>— Water element scaling: 105%</div><div>— Water energies +1000</div><div>— Has a 70% chance of causing [ Large Waterfall]</div></div></div><div><div><div> Large Waterfall</div><div>Attack Range: 10 cell</div><div>Target: Around Enemy in 6 cell</div><div>Cooldown: 110s</div><div><div>— Attack power scaling: 140%</div><div>— Magic attack power +1650</div><div>— Water element scaling: 130%</div><div>— Water energies +1400</div><div>[REMOVED] — Has a 80% chance of causing [ Water Pressure]</div></div><div><div><div> Water Pressure</div><div>Magic Debuff (Level 5)</div><div>Duration: 3s</div></div><div><div>— No attack possible</div><div>— Movement impossible</div><div>— Water Resistance -10</div></div></div></div></div><div><div><div>Attack Range: Itself</div><div>Target: Around Enemy in 5 cell</div><div>Cooldown: 30s</div><div><div>— Attack power scaling: 90%</div><div>— Magic attack power +1000</div><div>— Water element scaling: 105%</div><div>— Water energies +1000</div><div>— Has a 70% chance of causing [ Large Waterfall]</div></div><div><div><div> Large Waterfall</div><div>Attack Range: 10 cell</div><div>Target: Around Enemy in 6 cell</div><div>Cooldown: 110s</div><div><div>— Attack power scaling: 100%</div><div>— Magic attack power +1200</div><div>— Water element scaling: 130%</div><div>— Water energies +1400</div><div>[NEW] — Has a 100% chance of causing [ Water Pressure] (ignores debuff protection)</div></div><div><div><div> Water Pressure</div><div>Magic Debuff (Level 5)</div><div>Duration: 3 seconds</div></div><div><div>— No attack possible</div><div>— Movement impossible</div><div>— Water Resistance -10</div></div></div></div></div></div></div></div>
<div><div></div><div>Head's Up, Blue Whale!</div></div>	



Seer










Name	Original	New
 Confusion	Attack Range: 12 cell Target: Around Enemy in 3 cell Cooldown: 10s  — Attack power scaling: 85% — Magic attack power +150 — Shadow element scaling: 90% — Shadow energies +220  [REMOVED] — Has a 100% chance of causing [  Confusion] — Has a 100% chance of causing [  Weak Dark Energy]	
 Cursed Hands	Attack Range: 12 cell Target: Around Enemy in 2 cell Cooldown: 15s  — Attack power scaling: 100% — Magic attack power +650 — Shadow element scaling: 100% — Shadow energies +700  [REMOVED] — Has a 50% chance of causing [  Cursed Hands] — Has a 30% chance of causing [  Dark Energy] — Has a 100% chance of invoking the combo  Blighted Hands	Attack Range: 12 cell Target: Around Enemy in 2 cell Cooldown: 15s  — Attack power scaling: 90% — Magic attack power +650 — Shadow element scaling: 100% — Shadow energies +700  — Has a 30% chance of causing [  Dark Energy] — Has a 100% chance of invoking the combo  Blighted Hands
 Blighted Hands	Attack Range: 12 cell Target: Around Enemy in 2 cell Cooldown: 15s  — Attack power scaling: 105% — Magic attack power +800 — Shadow element scaling: 105% — Shadow energies +900  — Has a 50% chance of causing [  Cursed Hands] — Has a 30% chance of causing [  Dark Energy]	Attack Range: 12 cell Target: Around Enemy in 2 cell Cooldown: 1s  — Attack power scaling: 95% — Magic attack power +800 — Shadow element scaling: 100% — Shadow energies +900  — Has a 50% chance of causing [  Cursed Hands] — Has a 30% chance of causing [  Dark Energy]
 Mana Extraction	Attack Range: 9 cell Target: Special Area Cooldown: 25s  — Attack power scaling: 105% — Magic attack power +800 — Shadow element scaling: 105% — Shadow energies +900  [REMOVED] — Has a 100% chance of causing [  Mana extraction] — Has a 20% chance of causing [  Weak Dark Energy]	Attack Range: 9 cell Target: Special Area Cooldown: 25s  — Attack power scaling: 90% — Magic attack power +700 — Shadow element scaling: 105% — Shadow energies +900  [NEW] — Has a 100% chance of causing [  Weak Dark Power] — Has a 20% chance of causing [  Weak Dark Energy]

 Blade Changer	<p>Attack Range: 12 cell Target: Select One Cooldown: 15s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 60%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 70%</li> <li>— Shadow energies +220</li> </ul> <p>Has a 100% chance of invoking the combo  Blade Changer - Level 1</p>	<p>Attack Range: 12 cell Target: Select One Cooldown: 15s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 40%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 50%</li> <li>— Shadow energies +220</li> </ul> <p>Has a 100% chance of invoking the combo  Blade Changer - Level 1</p>
 Blade Changer - Level 1	<p>Attack Range: 12 cell Target: Select One Cooldown: 0.3s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 60%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 70%</li> <li>— Shadow energies +220</li> </ul> <p>— Has a 100% chance of invoking the combo  Blade Changer - Level 2</p>	<p>Attack Range: 12 cell Target: Select One Cooldown: 0.3s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 40%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 50%</li> <li>— Shadow energies +220</li> </ul> <p>— Has a 100% chance of invoking the combo  Blade Changer - Level 2</p>
 Blade Changer - Level 2	<p>Attack Range: 12 cell Target: Select One Cooldown: 0.3s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 60%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 70%</li> <li>— Shadow energies +220</li> </ul> <p>— Has a 10% chance of causing [  Weak Dark Energy]</p> <p>— Has a 100% chance of invoking the combo  Blade Changer - Level 1</p>	<p>Attack Range: 12 cell Target: Select One Cooldown: 0.3s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 40%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 50%</li> <li>— Shadow energies +220</li> </ul> <p>— Has a 10% chance of causing [  Weak Dark Energy]</p> <p>— Has a 100% chance of invoking the combo  Blade Changer - Level 1</p>
 Super Abracadabra	<p>Attack Range: 12 cell Target: Select One Cooldown: 60s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 180%</li> <li>— Magic attack power +2000</li> <li>— Shadow element scaling: 150%</li> <li>— Shadow energies +1750</li> </ul> <p>— There's a 100% chance that up to [4 Dark Clones] will be summoned</p>	<p>Attack Range: 12 cell Target: Select One Cooldown: 60s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>— Magic attack power +1000</li> <li>— Shadow element scaling: 120%</li> <li>— Shadow energies +1200</li> </ul> <p>— There's a 100% chance that up to [4 Dark Clones] will be summoned</p>



Archmage












Name	Original	New
 Light Catalyst	<p>Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 5s</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 Buff (Level 5) Duration: 30s</p> <p>— Light resistance drain +2 — Causes 50% additional damage with  Holy Explosion and disappears</p>	<p>Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 5s</p> <p>— Attack power scaling: <b>85%</b> — Magic attack power +200 — Light element scaling: <b>95%</b> — Light energies +600</p> <p>— Has a 100% chance of causing [ Illuminating Powder]</p> <hr/> <p> Illuminating Powder Buff (Level 5) Duration: <b>15s</b></p> <p>— Light resistance drain +2 — Causes <b>20%</b> additional damage with  Holy Explosion and disappears</p>
 Suppression	<p>Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 10s</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 Buff (Level 5) Duration: 30s</p> <p>— Light resistance drain +2 — Causes 50% additional damage with  Holy Explosion and disappears</p>	<p>Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 10s</p> <p>— Attack power scaling: <b>90%</b> — Magic attack power <b>+300</b> — Light element scaling: <b>100%</b> — Light energies <b>+700</b></p> <p>— Has a 100% chance of causing [ Suppressing Powder]</p> <hr/> <p> Suppressing Powder Buff (Level 5) Duration: <b>15s</b></p> <p>— Light resistance drain +2 — Causes <b>20%</b> additional damage with  Holy Explosion and disappears</p>
 Holy Prism	<p>Attack Range: 8 cell Target: Special Area Cooldown: 20s</p> <p>— Attack power scaling: 100% — Magic attack power +700 — Light element scaling: 110% — Light energies +1200</p> <p><b>[REMOVED]</b> — Has a 100% chance of causing [ Light Power]</p> <hr/> <p> Light Power</p>	<p>Attack Range: 8 cell Target: Special Area Cooldown: 20s</p> <p>— Attack power scaling: <b>95%</b> — Magic attack power +700 — Light element scaling: <b>105%</b> — Light energies +1200</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ Weak Light Power]</p> <hr/> <p> Weak Light Power</p>

	Buff (Level 4) Duration: 10s  — Light resistance drain +10	Buff (Level 4) Duration: 10s  — Light resistance drain +5
 Holy Explosion	Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 15s  — Attack power scaling: 100% — Magic attack power +800 — Light element scaling: 110% — Light energies +1000	Attack Range: 10 cell Target: Around Enemy in 4 cell Cooldown: 15s  — Attack power scaling: 90% — Magic attack power +800 — Light element scaling: 105% — Light energies +1000
 Meteorite Fall	Attack Range: 13 cell Target: Around Enemy in 2 cell Cooldown: 25s  — Attack power scaling: 100% — Magic attack power +100 — Light element scaling: 110% — Light energies +900 — Has a 100% chance of invoking the combo  Meteor Shower	Attack Range: 13 cell Target: Around Enemy in 2 cell Cooldown: 25s  — Attack power scaling: 95% — Magic attack power +100 — Light element scaling: 105% — Light energies +900 — Has a 100% chance of invoking the combo  Meteor Shower
 Meteor Shower	Attack Range: 13 cell Target: Around Enemy in 2 cell Cooldown: 1s  — Attack power scaling: 100% — Magic attack power +500 — Light element scaling: 110% — Light energies +1000 — Has a 100% chance of invoking the combo  Meteor Storm	Attack Range: 13 cell Target: Around Enemy in 2 cell Cooldown: 1s  — Attack power scaling: 95% — Magic attack power +500 — Light element scaling: 105% — Light energies +1000 — Has a 100% chance of invoking the combo  Meteor Storm
 Meteor Storm	Attack Range: 13 cell Target: Around Enemy in 4 cell Cooldown: 1s  — Attack power scaling: 100% — Magic attack power +500 — Light element scaling: 110% — Light energies +1000	Attack Range: 13 cell Target: Around Enemy in 4 cell Cooldown: 1s  — Attack power scaling: 95% — Magic attack power +500 — Light element scaling: 105% — Light energies +1000
 Illumination	Magic Buff (Level 4) Duration: 10s  — Every 2 seconds: Recovers 8% HP — Enemy's critical chance -15% of their total — Debuff protection (lv. 5) +50%	Magic Buff (Level 4) Duration: 10s  — Every 2 seconds: Recovers 5% HP — Enemy's critical chance -15% of their total — Debuff protection (lv. 5) +50%



Gravity

Name	Original	New
Gravitational Equilibrium	Buff (Level 11) Duration: 4s  — Magic damage caused +30% — The attack range +3 — [PvE] Fairy's element +20 <del>[REMOVED]</del> — Grav Points are reduced by 100 <del>[REMOVED]</del> — Anti-Grav Points are reduced by 100	Buff (Level 11) Duration: 4s  — Magic damage caused +40% [NEW] — [Boss] Damage caused +60% — [PvE] Fairy's element +20 — The attack range +3 [NEW] — Disappears upon landing a hit [NEW] Once the effect's duration is over, [Gravitational Break] is received with a chance of 100%
Gravitational Break		Buff (Level 11) Duration: 0.1s  — Grav Points are reduced by 100 — Anti-Grav Points are reduced by 100
Pull	Attack Range: 12 cell Target: Around Enemy in 2 cell Cooldown: 9s  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Grav Points and lose 0 Antigrav Points	Attack Range: 12 cell Target: Select One Cooldown: 9s  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Grav Points and lose 0 Antigrav Points [NEW] — Has a 100% chance of invoking the combo [Pull Harder]
Pull Harder		Attack Range: 12 cell Target: Select One  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Grav Points and lose 0 Antigrav Points — Has a 100% chance of invoking the combo [Pull Even Harder]
Pull Even Harder		Attack Range: 12 cell Target: Select One  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Grav Points and lose 0 Antigrav Points

 Push	Attack Range: 12 cell Target: Around Enemy in 2 cell Cooldown: 9s  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Anti-Grav Points and lose 0 Grav Points	Attack Range: 12 cell Target: <b>Select One</b> Cooldown: 9s  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Anti-Grav Points and lose 0 Grav Points <b>[NEW]</b> — Has a 100% chance of invoking the combo [  Push Harder]
 Push Harder		Attack Range: 12 cell Target: Select One  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Anti-Grav Points and lose 0 Grav Points — Has a 100% chance of invoking the combo [  Push Even Harder]
 Push Even Harder		Attack Range: 12 cell Target: Select One  — Attack power scaling: 90% — Magic attack power +180 — Water element scaling: 100% — Water energies +300 — You receive 10 Anti-Grav Points and lose 0 Grav Points
 Pek Squash	Magic Buff (Level 4) Duration: 15s  — Water resistance drain +10	Magic Buff (Level 4) Duration: <b>30s</b>  — Water resistance drain +10
 Anti-Gravitational Reflection	<b>[REMOVED]</b> — Has a 100% chance of causing [  Weak Water Power]	
 Black Hole	Attack Range: 10 cell Target: Around Enemy in 5 cell Cooldown: 120s  — 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 — 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.	Attack Range: 10 cell Target: Around Enemy in 5 cell Cooldown: 120s  — 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 — Has a 100% chance of causing [  Severe Gravitational Consequences] — Increases damage by (current number of Grav and Anti-Grav Points) * <b>100%</b> . All Grav and Anti-Grav Points are consumed.

MARTIAL ARTIST

 Draconic Fist




Name	Original	New
 Flaming Yo-yo	<p>Cooldown: 0.8s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp CastTime: 0.2s</p> <p>— Attack power scaling: 80% — Melee attack power +20 — Fire element scaling: 90% — Fire energies +120</p> <p>[REMOVED] — There is a 8% chance of causing  Slight Burn</p>	<p>Cooldown: 0.8s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp Cast Time: 0.2s</p> <p>— Attack power scaling: 80% — Melee attack power +20 — Fire element scaling: 90% — Fire energies +120</p> <p>[NEW] — There is a 8% chance of causing  Slight Elemental Burn</p> <hr/> <p> Slight Elemental Burn Debuff (Level 4) Duration 10 seconds</p> <p>— Fire resistance -5 — Fire elemental damage +5</p>
 Knuckle Buster	<p>Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>— Attack power scaling: 90% — Melee attack power +80 — Fire element scaling: 105% — Fire energies +1800 — Teleports you to a selected location.</p> <p>[REMOVED] — There is a 80% chance of causing  Short Blackout</p>	<p>Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>— Attack power scaling: 90% — Melee attack power +80 — Fire element scaling: 105% — Fire energies +1800 — Teleports you to a selected location.</p>
 Flame Swing	<p>Cooldown: 25s Attack Range: 2 cell Target: Special Area Mana: 60 mp</p> <p>— Attack power scaling: 100% — Melee attack power +70 — Fire element scaling: 110% — Fire energies +700</p> <p>[REMOVED] — There is a 35% chance of causing  Damage Defensive Weapon</p>	<p>Cooldown: 25s Attack Range: 2 cell Target: Special Area Mana: 60 mp</p> <p>— Attack power scaling: 100% — Melee attack power +70 — Fire element scaling: 110% — Fire energies +700</p>

 Blaze	<p>Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 90 mp</p> <p>— Attack power scaling: 90% — Melee attack power +85 — Fire element scaling: 105% — Fire energies +1200</p> <p>[REMOVED] — There is a 35% chance of causing  Interrupt Move</p> <p>— There is a 80% chance of causing  Burn</p> <p>— There is a 100% chance of invoking the combo  Dragon Strike</p>	<p>Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 90 mp</p> <p>— Attack power scaling: 90% — Melee attack power +85 — Fire element scaling: 105% — Fire energies +1200</p> <p>[NEW] — There is a 80% chance of causing  Elemental Burn</p> <p>— There is a 100% chance of invoking the combo  Dragon Strike</p> <hr/> <p> Elemental Burn Debuff (Level 4) Duration 10 seconds</p> <p>— Fire resistance -10 — Fire elemental damage +10</p>
 Crossfire	<p>Cooldown: 8s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>— Attack power scaling: 85% — Melee attack power +75 — Fire element scaling: 105% — Fire energies +800</p> <p>[REMOVED] — There is a 20% chance of causing  Severe Burn</p>	<p>Cooldown: 8s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>— Attack power scaling: 85% — Melee attack power +75 — Fire element scaling: 105% — Fire energies +800</p> <p>[NEW] — There is a 20% 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>
 Final Flame	<p>Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 200 mp</p> <p>— Attack power scaling: 100% — Melee attack power +500 — Fire element scaling: 120% — Fire energies +2000</p> <p>[REMOVED] — There is a 70% chance of causing  Final Flame</p>	<p>Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 200 mp</p> <p>— Attack power scaling: 100% — Melee attack power +500 — Fire element scaling: 120% — Fire energies +2000</p> <p>[NEW] — There is a 70% chance of causing  Elemental Fatal Burn</p>














Mystic Arts

Name	Original	New
 Crescent Moon Dance	<p>Attack Range: Itself Target: Around Enemy in 4 cell Cooldown: 15s</p> <p>— Attack power scaling: 110% — Melee attack power +800 — Water element scaling: 120% — Water energies +1000</p> <p>[REMOVED] — Receives  Crescent Moon if  Extra Power] is active</p>	<p>Attack Range: Itself Target: Around Enemy in 4 cell Cooldown: 15s</p> <p>— Attack power scaling: 110% — Melee attack power +800 — Water element scaling: 120% — Water energies +1000</p>
 Lunar Slice	<p>Attack Range: 9 cell Target: Special Area Cooldown: 3s</p> <p>— Attack power scaling: 100% — Melee attack power +500 — Water element scaling: 110% — Water energies +700 — Increase Moon Points by 3</p> <p>— Receives  Moonlight Bound] if  Extra Power] is active</p>	<p>Attack Range: 9 cell Target: Special Area Cooldown: 3s</p> <p>— Attack power scaling: 70% — Melee attack power +500 — Water element scaling: 85% — Water energies +700 — Increase Moon Points by 3</p> <p>— Receives  Moonlight Bound] if  Extra Power] is active</p>
 Lunar Eclipse	<p>Attack Range: 10 cell Target: Select One Cooldown: 60s</p> <p>— Has a 100% chance of causing  Moon Mark] — Has a 100% chance of causing  Crescent Moon] — If  Moonlight Bound] is active it's replaced by  Full Moonlight Bound] — Inflicts  Full Moon Mark] if  Extra Power] is active</p> <hr/> <p> Crescent Moon Buff (Level 3) Duration: 15s</p> <p>[REMOVED] — Sneak in</p> <hr/> <p> Moon Mark Debuff (Level 6) Duration 8s</p> <p>[REMOVED] — Damage received from the user that caused the debuff +20% [REMOVED] — Disappears upon receiving 3 hits forms the user that caused the debuff</p> <hr/> <p> Full Moon Mark Debuff (Level 6)</p>	<p>Attack Range: 10 cell Target: Select One Cooldown: 60s</p> <p>— Has a 100% chance of causing  Moon Power] — Has a 100% chance of causing  Crescent Moon] — If  Moonlight Bound] is active it's replaced by  Full Moonlight Bound] — Inflicts  Full Moon Power] if  Extra Power] is active</p> <hr/> <p> Crescent Moon Buff (Level 3) Duration: 6s</p> <p>[NEW] — Reduces by 75% the cooldown of  Lunar Slice]</p> <hr/> <p> Moon Boost Buff (Level 6) Duration 6s</p> <p>— Damage caused +5% with  Lunar Slice]</p> <hr/> <p> Full Moon Boost Buff (Level 6)</p>

	Duration 8s  [REMOVED] — Damage received from the user that caused the debuff +30% [REMOVED] — Disappears upon receiving 4 hits forms the user that caused the debuff	Duration 6s  — Damage caused +10% with [  Lunar Slice]
 Lotus Healing Aura	Buff (Level 4) Duration 1,0 seconds  — Recovery 1000 +2% HP	Buff (Level 4) Duration 1,0 seconds  — Recovery 800 +2% HP
 Strong Lotus Healing Aura	Buff (Level 4) Duration 1,0 seconds  — Recovery 1500 +4% HP	Buff (Level 4) Duration 1,0 seconds  — Recovery 1000 +3% HP

 Master Wolf

Name	Original	New
 Flying Kick	Attack Range: 6 cell Target: Around Enemy in 1 cell Cooldown: 10s  — Attack power scaling: 85% — Melee attack power +450 — Light element scaling: 95% — Light energies +700  — Has a 100% chance of causing [  Uppercut Impulse] — If the attack is successful, you earn 25 Ultimate Points <hr/>  Uppercut Impulse Debuff (Level 6) Duration: 8s  — Has a 100% of receiving a critical hit if the enemy attacks with [  Ultimate Uppercut] [REMOVED] — Critical damage received +5% if the enemy attacks with [  Ultimate Uppercut] [REMOVED] — There's a 100% chance for this effect disappear if the user is attacked with [  Ultimate Uppercut]	Attack Range: 6 cell Target: Around Enemy in 1 cell Cooldown: 10s  — Attack power scaling: 85% — Melee attack power +450 — Light element scaling: 95% — Light energies +700  — Has a 100% chance of causing [  Uppercut Impulse] — If the attack is successful, you earn 25 Ultimate Points <hr/>  Uppercut Impulse Buff (Level 6) Duration: 8s  — Has a 100% of receiving a critical hit if the enemy attacks with [  Ultimate Uppercut] [NEW] — Damage caused +5% with [  Ultimate Uppercut] [NEW] — There's a 100% chance for this effect disappear with [  Ultimate Uppercut]
 Sonic Wave	Attack Range: 7 cell Target: Around Enemy in 3 cell Cooldown: 15s  — Attack power scaling: 85% — Melee attack power +350 — Light element scaling: 100%	Attack Range: 7 cell Target: Around Enemy in 3 cell Cooldown: 15s  — Attack power scaling: 85% — Melee attack power +350 — Light element scaling: 100%

	<ul style="list-style-type: none"> <li>— Light energies +1000</li> <li>— Has a 100% chance of causing [👤] Spiritual Wound</li> <li>— Has a 100% chance of causing [☀️] Light Power</li> <li>— If the attack is successful, you earn 50 Ultimate Points</li> </ul> <hr/> <p>👤 Spiritual Wound Debuff (Level 6) Duration: 6s</p> <p>[REMOVED] — Final damage received +5% if the enemy attacks with [👤] Uppercut] [REMOVED] — Final damage received +10% if the enemy attacks with [👤] Ultimate Uppercut] [REMOVED] — There's a 100% chance for this effect disappear if the user is attacked with [👤] Uppercut] [REMOVED] — There's a 100% chance for this effect disappear if the user is attacked with [👤] Ultimate Uppercut]</p>	<ul style="list-style-type: none"> <li>— Light energies +1000</li> <li>— Has a 100% chance of causing [👤] Spiritual Wound</li> <li>— Has a 100% chance of causing [☀️] Light Power</li> <li>— If the attack is successful, you earn 50 Ultimate Points</li> </ul> <hr/> <p>👤 Spiritual Wound Buff (Level 6) Duration: 6s</p> <p>[NEW] — Final damage caused +5% with [👤] Uppercut] [NEW] — Final damage caused +10% with [👤] Ultimate Uppercut] [NEW] — There's a 100% chance for this effect disappear with [👤] Uppercut] [NEW] — There's a 100% chance for this effect disappear with [👤] Ultimate Uppercut]</p>
👤 Block	<p>Cooldown: 7s Attack Range: Itself Target: Select One</p> <ul style="list-style-type: none"> <li>— There is a 100% chance of causing 🧱 Block</li> </ul> <hr/> <p>🧱 Block Buff (Level 3) Duration: 2s</p> <ul style="list-style-type: none"> <li>— No HP consumption</li> <li>— Cannot receive debuffs from skills that cause damage</li> <li>— Cannot be displaced by skills that cause damage</li> </ul> <p>[REMOVED] — On defence, has a 100% chance to receive [👤] Spiritual Strength] — Disappears upon landing a hit</p>	<p>Cooldown: 40s Attack Range: Itself Target: Select One</p> <ul style="list-style-type: none"> <li>— There is a 100% chance of causing 🧱 Block</li> </ul> <p>[NEW] — Receives [👤] Spiritual Strength] if [👤] Ultimate Aura] is active</p> <hr/> <p>👤 Ultimate Aura Buff (Level 10) Duration: 10s</p> <ul style="list-style-type: none"> <li>— Attack power +8%</li> <li>— Defence +8%</li> <li>— Critical chance +8%</li> </ul>
👤 Tri-Combo	<p>Attack Range: 7 cell Target: Select One Cooldown: 70s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>— Melee attack power +1000</li> <li>— Light element scaling: 115%</li> <li>— Light energies +1250</li> </ul> <p>[REMOVED] — Has a 80% chance of causing [👤] Weak Sacred Wound] — If the attack is successful, you earn 80 Ultimate Points</p>	<p>Attack Range: 7 cell Target: Select One Cooldown: 70s</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>— Melee attack power +1000</li> <li>— Light element scaling: 115%</li> <li>— Light energies +1250</li> <li>— If the attack is successful, you earn 80 Ultimate Points</li> </ul>



## Flame Druid

Name	Original	New
 Cinderroot	<p>Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp</p> <p>— Attack power scaling: 90% — Melee attack power: 200 — Fire element scaling 110% — Fire Energies +900</p> <p>[REMOVED] — Has a 100% chance of causing [ Cinderroot]</p>	<p>Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp</p> <p>— Attack power scaling: 90% — Melee attack power: 200 — Fire element scaling 110% — Fire Energies +900</p>
 Flame Bear	<p>Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>— Has a 100% chance of causing [ Brown Bear Energy]</p> <hr/> <p> Brown Bear Energy Brown Bear Energy Buff (Level 11)</p> <p>[REMOVED] — Maximum HP +30% of the user's base amount (max. 10.000) — You transform into a powerful fire bear. — Skill damage +10% — Fairy element +10</p>	<p>Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>— Has a 100% chance of causing [ Brown Bear Energy]</p> <hr/> <p> Brown Bear Energy Brown Bear Energy Buff (Level 11)</p> <p>[NEW] — [PvE] Maximum HP +8000 — You transform into a powerful fire bear. — Skill damage +10% — Fairy element +10</p>
 Flaming Armour	<p>General Buff (Level 4) Duration: 10 seconds</p> <p>— When you're defending, there is a 30% chance of 20% of the damage being reflected at the opponent (max. 7500 in PvP)</p> <p>[REMOVE] — When you're defending, there is a 100% chance of inflicting [ Fatal Burn] on your opponent</p>	<p>General Buff (Level 4) Duration: 10 seconds</p> <p>— When you're defending, there is a 30% chance of 20% of the damage being reflected at the opponent (max. 7500 in PvP)</p> <p>[NEW] — When you're defending, there is a 100% chance of inflicting [ Fatal Elemental Burn] on your opponent</p>
 Flame Swing	<p>Cooldown: 10s Attack Range: 2 cell Target: Special Area</p> <p>— Attack power scaling: 85% — Melee attack power: 200 — Fire element scaling 100% — Fire Energies +350</p> <p>[REMOVED] — There is a 60% chance of causing  Slight Burn — There is a 100% chance of causing [ Flame Swing x2]</p>	<p>Cooldown: 10s Attack Range: 2 cell Target: Special Area</p> <p>— Attack power scaling: 85% — Melee attack power: 200 — Fire element scaling 100% — Fire Energies +350</p> <p>[NEW] — There is a 60% chance of causing  Slight Elemental Burn — There is a 100% chance of causing [ Flame Swing x2]</p>

 Flame Swing x2	<p>Cooldown: 1s Attack Range: 2 cell Target: Special Area</p> <p>— Attack power scaling: 90% — Melee attack power: 300 — Fire element scaling 105% — Fire Energies +500</p> <p><b>[REMOVED]</b> — There is a 70% chance of causing  Slight Burn</p>	<p>Cooldown: 1s Attack Range: 2 cell Target: Special Area</p> <p>— Attack power scaling: 90% — Melee attack power: 300 — Fire element scaling 105% — Fire Energies +500</p> <p><b>[NEW]</b> — There is a 70% chance of causing  Slight Elemental Burn</p>
 Absorbing Flames	<p>Cooldown: 14s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— Has a 100% chance of causing [  Absorbing Flames ]</p> <hr/> <p> Absorbing Flames Buff (Level 4) Duration: 2s</p> <p>— Damage received -70%</p> <p><b>[REMOVED]</b> — On defence, has a 100% chance to cause [  Burn ] (ignore debuff protection)</p>	<p>Cooldown: 14s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— Has a 100% chance of causing [  Absorbing Flames ]</p> <hr/> <p>Buff (Level 4) Duration: 2s</p> <p>— Damage received -70%</p> <p><b>[NEW]</b> — On defence, has a 100% chance to cause [  Slight Elemental Burn ] (ignore debuff protection)</p>
 Stomp	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>— Attack power scaling: 100% — Melee attack power: 500 — Fire element scaling 110% — Fire Energies +900</p> <p><b>[REMOVED]</b> — Has a 30% chance of causing [  Shock ]</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>— Attack power scaling: 100% — Melee attack power: 500 — Fire element scaling 110% — Fire Energies +900</p> <p><b>[NEW]</b> — Has a 100% chance of causing [  Wound ] — No penalty for ranged attacks at close range</p> <hr/> <p> Wound Debuff (Level 4) Duration: 5.0 seconds</p> <p><b>[NEW]</b> — Attack power -500 — No dodge possible</p>
 Blazing Leap	<p>Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp</p>

	<div><div><div>— Attack power scaling: 105%</div><div>— Melee attack power: 850</div><div>— Fire element scaling 115%</div><div>— Fire Energies +1300</div></div><div><div>[REMOVED] — Has a 100% chance of causing [🔥 Burn]</div><div>— There is a 100% chance of invoking the combo [🔥 Emberpunch]</div></div></div>	<div><div><div>— Attack power scaling: 105%</div><div>— Melee attack power: 850</div><div>— Fire element scaling 115%</div><div>— Fire Energies +1300</div></div><div><div>[NEW] — Has a 100% chance of causing 🔥 Elemental Burn</div><div>— There is a 100% chance of invoking the combo [🔥 Emberpunch]</div></div></div> <div><div>🔥 Elemental Burn</div><div>Debuff</div><div>(Level 4)</div><div>Duration 10 seconds</div></div> <div><div>— Fire resistance -10</div><div>— Fire elemental damage +10%</div></div>
<div><div>🔥 Emberpunch</div></div>	<div><div><div>Cooldown: 70s</div><div>Attack Range: 2 cell</div><div>Target: Around Enemy in 5 cell</div><div>Mana: 150 mp</div></div><div><div>— Attack power scaling: 105%</div><div>— Melee attack power: 1000</div><div>— Fire element scaling 130%</div><div>— Fire Energies +1500</div></div><div><div>[REMOVED] — There is a 70% chance of causing 💣 Explosive Shock</div><div>[REMOVED] — There is a 100% chance of causing 🔥 Third-Degree Burns</div></div></div>	<div><div><div>Cooldown: 70s</div><div>Attack Range: 2 cell</div><div>Target: Around Enemy in 5 cell</div><div>Mana: 150 mp</div></div><div><div>— Attack power scaling: 105%</div><div>— Melee attack power: 1000</div><div>— Fire element scaling 130%</div><div>— Fire Energies +1500</div></div><div><div>— There is a 100% chance of causing 🔥 Elemental Fatal Burn</div></div></div> <div><div>🔥 Elemental Fatal Burn</div><div>Debuff</div><div>(Level 4)</div><div>Duration 10 seconds</div></div> <div><div>— Fire resistance -15</div><div>— Fire elemental damage +15%</div></div>