

SPECIALIST CHANGES

Swordman



Warrior

Name	Original	New
Card Passive		<ul style="list-style-type: none"> — [PvP] Base HP +7000 — [PvP] User's dodge -300
[PvP] Two-Handed Sword Attack	Cooldown: 0.5s Attack Range: 1 cell Target: Select One Mana: 0 mp — Attack power scaling: 100% — Melee attack power +140 — [PvP] Fire energies +180	Cooldown: 0.5s Attack Range: 1 cell Target: Select One Mana: 0 mp — [NEW] [PvP] Damage is increased by 2% of the enemy's total HP — Attack power scaling: 25% — Melee attack power +150 — [PvP] Fire energies +180
[PvP] Triple Slash	Cooldown: 6s Attack Range: 1 cell Target: Select One Mana: 20 mp — Attack power scaling: 115% — Melee attack power +900 — [PvP] Fire energies +400 — Has a 100% chance of causing [PvP] Grievous Wound	Cooldown: 6s Attack Range: 1 cell Target: Select One Mana: 20 mp — [NEW] [PvP] Damage +6% of the enemy's current HP — Attack power scaling: 50% — Melee attack power +1000 — [PvP] Fire energies +400 — Has a 100% chance of causing [PvP] Grievous Wound
[PvP] Finishing Blow	Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 65 mp — Attack power scaling: 85% — Melee attack power +700 — [PvP] Fire energies +350 [REMOVED] — [PvP] Damage +7% of the enemy's current HP	Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 65 mp — [NEW] [PvP] Damage is increased by 4% of the enemy's total HP — Attack power scaling: 25% — Melee attack power +750 — [PvP] Fire energies +350
[PvP] Iron Skin	General Buff	General Buff

	<p>(Level 2) Duration: 50 seconds</p> <p>[REMOVED] — [PvP] Damage received from magic attacks -10% [REMOVED] — [PvP] Damage received from melee attacks -20% [REMOVED] — [PvP] Damage received from ranged attacks -50%</p> <p>Side Effect: after 0.2 seconds — [PvP] Skills cooldown -10% (max. 20%) — [PvP] Hit rate +297 (Player Level * 3)</p>	<p>(Level 2) Duration: 600 seconds</p> <p>— [NEW] [PvP] Damage received is decreased by player's total HP / 5000% — [NEW] [PvP] Enemy's defense is decreased by [(enemy's total HP -70000) / 2000]%</p> <p>Side Effect: after 0.2 seconds — [PvP] Skills cooldown -10% (max. 20%) — [PvP] Hit rate +396 (Player Level * 4)</p>
 [PvP] Whirlwind	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 58 mp</p> <p>— Attack power scaling: 100% — Melee attack power +550 — [PvP] Fire energies +200 [REMOVED] — [PvP] Damage +5% of the enemy's current HP — Has a 100% chance of causing [Paralysis]</p>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 58 mp</p> <p>— [NEW] [PvP] Damage is increased by 4% of the enemy's total HP — Attack power scaling: 85% Melee attack power +1250 — [PvP] Fire energies +200 — Has a 100% chance of causing [Paralysis]</p>
 [PvP] Shoulder Charge	<p>Cooldown: 13s Attack Range: 8 cell Target: Select One Mana: 100 mp</p> <p>— Attack power scaling: 85% — Melee attack power +600 — [PvP] Fire energies +100 — Has a 50% chance of causing [Blackout]</p>	<p>Cooldown: 13s Attack Range: 8 cell Target: Select One Mana: 100 mp</p> <p>— [NEW] [PvP] Damage is increased by 5% of the enemy's current HP — Attack power scaling: 35% — Melee attack power +1000 — [PvP] Fire energies +100 — Has a 50% chance of causing [Blackout]</p>
 Earth Shock	<p>Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp</p> <p>— Attack power scaling: 85% — Melee attack power +800 — [PvP] Fire energies +400 — Has a 100% chance of causing [PvP] Shock — [PvP] Damage +12% of the enemy's current HP</p>	<p>Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp</p> <p>— [NEW] [PvP] Damage is increased by 6% of the enemy's total HP — Attack power scaling: 30% — Melee attack power +1500 — [PvP] Fire energies +400 — Has a 100% chance of causing [PvP] Shock — [PvP] Damage +12% of the enemy's current HP</p>



Rising Dragon

Cooldown: 100s
Attack Range: 3 cell
Target: Around Enemy in 2 cell
Mana: 180 mp

- Attack power scaling: 95%
- Melee attack power +900
- [PvP] Fire energies +1500
- Has a 100% chance of causing [PvP] Armour Breach]
- [PvP] Damage +8% of the enemy's total HP
- Cannot be evaded

Cooldown: 120s
Attack Range: 3 cell
Target: Around Enemy in 2 cell
Mana: 180 mp









- Attack power scaling: 70%
- Melee attack power +1750
- [PvP] Fire energies +1500
- Has a 100% chance of causing [PvP] Armour Breach]
- [PvP] Damage +12% of the enemy's total HP
- Cannot be evaded



Waterfall Berserker

Name	Original	New
 [PvP] Axe Swing	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 95% — Melee attack power +150 — [PvP] Water energies +150 — The Rage bar +4%	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 65% — Melee attack power +150 — [NEW] [PvP] Damage is increased by 1% of the enemy's total HP — [PvP] Water energies +150 — The Rage bar +4%
 [PvP] Axe Throw	Cooldown: 7s Attack Range: 8 cell Target: Select One Mana: 50 mp [REMOVED] — [PvP] Water energies +250 — Attack power scaling: 100% — Melee attack power +500 — Has a 50% chance of causing  Slight Paralysis] — Has a 10% chance of causing  [PvP] Serious Injury] The Rage bar +12%	Cooldown: 7s Attack Range: 8 cell Target: Select One Mana: 50 mp — [NEW] [PvP] Damage is increased by 2% of the enemy's current HP — Attack power scaling: 70% — Melee attack power +500 — Has a 50% chance of causing  Slight Paralysis] — Has a 10% chance of causing  [PvP] Serious Injury] The Rage bar +12%
 [PvP] Storm Charge	Cooldown: 12s Attack Range: 8 cell Target: Select one Mana: 80 mp — Attack power scaling: 95% — Melee attack power +450 — [PvP] Water energies +450 — Has a 80% chance of causing  Blackout] — The Rage bar +12%	Cooldown: 12s Attack Range: 8 cell Target: Select one Mana: 80 mp — [NEW] [PvP] Damage is increased by 2% of the enemy's total HP — Attack power scaling: 70% — Melee attack power +450 — [PvP] Water energies +450 — Has a 80% chance of causing  Blackout] — The Rage bar +12%
 [PvP] Axe of Fury	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp — Attack power scaling: 105% — Melee attack power +800	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp — Attack power scaling 75% — Melee attack power +800

	<ul style="list-style-type: none"> — [PvP] Water energies +400 — Has a 20% chance of causing  [PvP] Serious Injury] — The Rage bar +12% 	<ul style="list-style-type: none"> — [NEW] [PvP] Damage is increased by 5% of the enemy's current HP — [PvP] Water energies are increased by 400 — Has a 20% chance of causing  Serious Injury] — The Rage bar is increased by 12%
 [PvP] Riptide	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 140 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 110% — Melee attack power +1000 [REMOVED] — [PvP] Water energies +550 — Attracts enemies to 1 fields from you — Has a 60% chance of causing  Water Splash] — The Rage bar +14% 	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 140 mp</p> <ul style="list-style-type: none"> — Attack power scaling 80% — Melee attack power +1000 — [NEW] [PvP] Damage is increased by 3% of the enemy's total HP — Attracts enemies to 1 fields from you — Has a 60% chance of causing  Water Splash] — The Rage bar is increased by 14%
 [PvP] Rampage	<p>Cooldown: 18s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 105% — Melee attack power +450 — [PvP] Water energies +200 — Has a 100% chance of invoking the combo  [PvP] Berserker Rampage — The Rage bar +5% 	<p>Cooldown: 25s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none"> — [NEW] [PvP] Damage is increased by 1% of the enemy's current HP — Attack power scaling: 65% — Melee attack power +450 — [PvP] Water energies +200 — Has a 100% chance of invoking the combo  [PvP] Berserker Rampage — The Rage bar +5%
 [PvP] Raging Waterfall	<p>Cooldown: 80s Attack Range: 2 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 120% Melee attack power +1350 — [PvP] Water energies +1000 — Has a 100% chance of causing  [PvP] Waterfall Strike] — The attack power +60% of the current Rage bar while this in turn drops if  [PvP] Waterfall Frenzy is active 	<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <ul style="list-style-type: none"> — [NEW] [PvP] Damage is increased by 6% of the enemy's total HP — Attack power scaling: 85% — Melee attack power +1350 — [PvP] Water energies +1000 — Has a 100% chance of causing  [PvP] Waterfall Strike] — The attack power +60% of the current Rage bar while this in turn drops if  [PvP] Waterfall Frenzy is active

 [PvP] Berserker Rampage	<p>Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 50 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 105% — Melee attack power +550 — [PvP] Water energies +200 — Has a 100% chance of invoking the combo  [PvP] Raging Torrent — The Rage bar +10% 	<p>Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 50 mp</p> <ul style="list-style-type: none"> — [NEW] [PvP] Damage is increased by 2% of the enemy's total HP — Attack power scaling: 70% Melee attack power +550 — [PvP] Water energies +200 — Has a 100% chance of invoking the combo  [PvP] Raging Torrent — The Rage bar +10%
 [PvP] Raging Torrent	<p>Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <p>[REMOVED]— [PvP] Water energies +400</p> <ul style="list-style-type: none"> — Attack power scaling: 105% — Melee attack power +550 — Has a 20% chance of causing  [PvP] Serious Injury] — Has a 50% chance of causing  Water Splash] — The Rage bar +10% 	<p>Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 75% Melee attack power +550 — [NEW] [PvP] Damage is increased by 3% of the enemy's total HP — Has a 20% chance of causing  [PvP] Serious Injury] — Has a 50% chance of causing  Water Splash] — The Rage bar +10%

Magician




Red Magician

Name	Original	New
[PvP] Fire Bolt	Cooldown: 0.8s Attack Range: 13 cell Target: Around Enemy in 1 cell Mana: 20 mp — Attack power scaling: 80% — Magic attack power +110 — [PvP] Fire energies +250	Cooldown: 0.8s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 20 mp — Attack power scaling: 65% — Magic attack power +80 — [PvP] Fire energies +250
[PvP] Fire Burst	Cooldown: 7s Attack Range: 13 cell Target: Around Enemy in 1 cell Mana: 65 mp — Attack power scaling: 105% — Magic attack power +150 — [PvP] Fire energies +650	Cooldown: 7s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 65 mp — Attack power scaling: 85% — Magic attack power +125 — [PvP] Fire energies +650
[PvP] Fiery breath	Cooldown: 15s Attack Range: 13 cell Target: Select One Mana: 140 mp — Attack power scaling: 100% — Magic attack power +250 — [PvP] Fire energies +700 — Has a 80% chance of causing [[PvP] Magic Burn]	Cooldown: 15s Attack Range: 9 cell Target: Select One Mana: 140 mp — Attack power scaling: 90% — Magic attack power +250 — [PvP] Fire energies +700 — Has a 80% chance of causing [[PvP] Magic Burn]











Holy Magician

Name	Original	New
 [PvP] Holy Attack	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 100% — Magic attack power +40 — [PvP] Light energies +90	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 75% — Magic attack power +40 — [PvP] Light energies +90








Blue Magician

Name	Original	New
 [PvP] Ice Ball	Cooldown: 0.6s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 10 mp — Attack power scaling: 90% — Magic attack power +50 — [PvP] Water energies +250	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 10 mp — Attack power scaling: 85% — Magic attack power +50 — [PvP] Water energies +250
 [PvP] Ice Shard	Cooldown: 4s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 95% — Magic attack power +150 — [PvP] Water energies +600 — Has a 80% chance of invoking the combo [PvP]  Shard Storm	Cooldown: 4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 90% — Magic attack power +50 — [PvP] Water energies +600 — Has a 80% chance of invoking the combo [PvP]  Shard Storm
 [PvP] Shard Storm	Cooldown: 1s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 100 mp — Attack power scaling: 95% — Magic attack power +175 — [PvP] Water energies +400	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 100 mp — Attack power scaling: 95% — Magic attack power +75 — [PvP] Water energies +400
 [PvP] Ice Lance	Cooldown: 20s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 105% — Magic attack power +300 — [PvP] Water energies +400 — Has a 15% chance of causing [[PvP]  Cold Cutting]	Cooldown: 20s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 100% — Magic attack power +300 — [PvP] Water energies +400 — Has a 15% chance of causing [[PvP]  Cold Cutting]



Volcano



Name	Original	New
 Card Passive	[REMOVED] — Movement Speed +2	<ul style="list-style-type: none"> — [PvP] Base HP +7000 — [PvP] Base MP +5000 — [PvP] User's dodge -200 <hr/> [PvE] — Movement Speed +2
 [PvP] Magma Ball	Cooldown: 0.7s Attack Range: 9 cell Target: Select One Mana: 20 mp — Attack power scaling: 85% — Magic attack power +125 — [PvP] Fire energies +180	Cooldown: 0.7s Attack Range: 8 cell Target: Select One Mana: 20 mp — Attack power scaling: 65% — Magic attack power +125 — [NEW] [PvP] Damage is increased by 1% of the enemy's total HP — [PvP] Fire energies +180
 [PvP] Volcanic Eruption	Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 190 mp — Attack power scaling: 100% Magic attack power +200 — [PvP] Fire energies +450 — Has a 25% chance of causing [🔥] [PvP] Lava Gush	Cooldown: 7s Attack Range: 8 cell Target: Special Area Mana: 190 mp — Attack power scaling: 70% — Magic attack power +200 [NEW] — [PvP] Damage +3% of the enemy's current HP — [PvP] Fire energies +450 — Has a 25% chance of causing [🔥] [PvP] Lava Gush
 [PvP] Volcanic Gas	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 210 mp — Attack power scaling: 110% — Magic attack power +400 — [PvP] Fire energies +650 — Has a 50% chance of causing [🌫️] [PvP] Poisonous Volcanic Gas	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 210 mp — Attack power scaling: 75% — Magic attack power +400 — [NEW] [PvP] Damage is increased by 4% of the enemy's total HP — [PvP] Fire energies +650 — Has a 50% chance of causing [🌫️] [PvP] Poisonous Volcanic Gas
 [PvP] Magma Plating	Cooldown: 30s Attack Range: Itself Target: Select One	Cooldown: 50s Attack Range: Itself Target: Select One






	<p>Mana: 550 mp</p> <ul style="list-style-type: none"> — Has a 100% chance of causing [🛡️][PvP] Magma Shield] — Has a 100% chance of causing [🔥][PvP] Magma Plating] <hr/> <p>[🛡️] [PvP] Magma Shield</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <ul style="list-style-type: none"> — Reduces 30% of damage received by consuming MP <hr/> <p>[🔥][PvP] Magma Plating</p> <p>Magic Buff (Level 4) Duration: 15 seconds</p> <p>Suffers a maximum of 7000 critical damage when attacked (3 times). [PvP] Damage received -15% [PvP] Enemy's soft damage -10%</p> <p>Side Effect: after 0.1 seconds Movement speed +2 A shadowy figure appears.</p>	<p>Mana: 550 mp</p> <ul style="list-style-type: none"> — Has a 100% chance of causing [🛡️][PvP] Magma Shield] — Has a 100% chance of causing [🔥][PvP] Magma Plating] <hr/> <p>[🛡️] [PvP] Magma Shield</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <ul style="list-style-type: none"> — Reduces 25% of damage received by consuming MP <hr/> <p>[🔥][PvP] Magma Plating</p> <p>Magic Buff (Level 4) Duration: 10 seconds</p> <p>Suffers a maximum of 7000 critical damage when attacked (3 times). [PvP] Damage received -15% [PvP] Enemy's soft damage -10%</p> <p>Side Effect: after 0.1 seconds Movement speed +3 A shadowy figure appears.</p>
[🔥][PvP] Lava Wave	<p>Cooldown: 30s Attack Range: 11 cell Target: Special Area Mana: 340 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 125% — Magic attack power +600 — [PvP] Fire energies +1200 — Has a 100% chance of causing [🔥][PvP] Large Lava Gush] 	<p>Cooldown: 30s Attack Range: 11 cell Target: Special Area Mana: 340 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 80% — Magic attack power +600 [NEW] — [PvP] Damage +6% of the enemy's current HP — [PvP] Fire energies +1200 — Has a 100% chance of causing [🔥][PvP] Large Lava Gush]
[🌊][PvP] Earthquake	<p>Cooldown: 20s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 310 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 110% Magic attack power +350 	<p>Cooldown: 20s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 310 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 75% Magic attack power +350

	<ul style="list-style-type: none"> — [PvP] Fire energies +900 — Has a 45% chance of causing [🔥][PvP] Lava Gush] 	<ul style="list-style-type: none"> [NEW] — [PvP] Damage +5% of the enemy's current HP — [PvP] Fire energies +900 — Has a 45% chance of causing [🔥][PvP] Lava Gush]
 [PvP] Volcanic Roar	Cooldown: 13s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 110% Magic attack power +350 — [PvP] Fire energies +600 — Has a 50% chance of causing [🧨] Paralysis] — Teleports you to a selected location.	Cooldown: 13s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 70% Magic attack power +250 — [NEW] [PvP] Damage is increased by 2% of the enemy's total HP — [PvP] Fire energies +600 — Has a 50% chance of causing [🧨] Paralysis] — Teleports you to a selected location.
 [PvP] Magma Sword	Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 420 mp — Attack power scaling: 130% Magic attack power +850 — [PvP] Fire energies +1200 — Has a 90% chance of causing [🔥][PvP] Bubbling Lava Gush]	Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 420 mp — Attack power scaling: 85% Magic attack power +950 — [NEW] [PvP] Damage is increased by 4% of the enemy's total HP — [PvP] Fire energies +1200 — Has a 90% chance of causing [🔥][PvP] Bubbling Lava Gush]
 [PvP] Ash Storm	Cooldown: 120s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 1100 mp — Attack power scaling: 135% Magic attack power +1250 — [PvP] Fire energies +2000 — Has a 70% chance of causing [🔥][PvP] First Shockwave]	Cooldown: 120s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 1100 mp — Attack power scaling: 90% Magic attack power +1250 — [NEW] [PvP] Damage is increased by 8% of the enemy's total HP — [PvP] Fire energies +2000 — Has a 70% chance of causing [🔥][PvP] First Shockwave]













Tide Lord




Name	Original	New
 [PvP] Thunder Trident	Cooldown: 0.7s Attack Range: 10 cell Target: Around Enemy in 0 cell Mana: 50 mp — Attack power scaling: 80% Magic attack power +135 — [PvP] Water energies +150	Cooldown: 0.7s Attack Range: 9 cell Target: Around Enemy in 0 cell Mana: 50 mp — Attack power scaling: 65% Magic attack power +135 — [PvP] Water energies +150
 [PvP] Typhoon	Cooldown: 6s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 120 mp — Attack power scaling: 95% Magic attack power +300 — [PvP] Water energies +300 — Has a 30% chance of causing [ [PvP] Small Waterfall]	Cooldown: 6s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 120 mp — Attack power scaling: 85% Magic attack power +300 — [PvP] Water energies +300 — Has a 30% chance of causing [ [PvP] Small Waterfall]
 [PvP] The Large Trident	Cooldown: 12s Attack Range: 12 cell Target: Special Area Mana: 180 mp — Attack power scaling: 100% Magic attack power +450 — [PvP] Water energies +450 — Has a 40% chance of causing [ [PvP] Small Electric Shock]	Cooldown: 12s Attack Range: 9 cell Target: Special Area Mana: 180 mp — Attack power scaling: 90% Magic attack power +450 — [PvP] Water energies +450 — Has a 40% chance of causing [ [PvP] Small Electric Shock]
 [PvP] Lightning Strike	Cooldown: 25s Attack Range: 13 cell Target: Select One Mana: 200 mp — Attack power scaling: 100% Magic attack power +550 — [PvP] Water energies +600 — Has a 50% chance of causing [ [PvP] Electric Shock] — Has a 80% chance of invoking the combo  [PvP] Double Lightning	Cooldown: 25s Attack Range: 12 cell Target: Select One Mana: 200 mp — Attack power scaling: 100% Magic attack power +550 — [PvP] Water energies +600 — Has a 50% chance of causing [ [PvP] Electric Shock] — Has a 80% chance of invoking the combo  [PvP] Double Lightning

 [PvP] Feeding Time	Cooldown: 40s Attack Range: 18 cell Target: Around Enemy in 2 cell Mana: 600 mp — Attack power scaling: 105% Magic attack power +800 — [PvP] Water energies +950 — Has a 60% chance of causing  [PvP] Shark Bite — Has a 60% chance of causing  [PvP] Waterfall]	Cooldown: 40s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 600 mp — Attack power scaling: 105% Magic attack power +800 — [PvP] Water energies +950 — Has a 60% chance of causing  [PvP] Shark Bite — Has a 60% chance of causing  [PvP] Waterfall]
--	--	--



Seer

Name	Original	New
 [PvP] Magic Ball	Cooldown: 0.8s Attack Range: 9 cell Target: Around Enemy in 0 cell Mana: 20 mp — Attack power scaling: 85% — Magic attack power +135 [PvP] Shadow energies +120	Cooldown: 0.8s Attack Range: 9 cell Target: Around Enemy in 0 cell Mana: 20 mp — Attack power scaling: 85% — Magic attack power +50 [PvP] Shadow energies +120
 [PvP] Confusion	Cooldown: 12s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 100 mp — Attack power scaling: 100% — Magic attack power +175 — [PvP] Shadow energies +300 — Has a 100% chance of causing  [PvP] Confusion] — Has a 100% chance of causing  [PvP] Weak Dark Energy] <hr/>  [PvP] Confusion Magic Debuff (Level 5) Duration: 4 seconds [REMOVED] Every 2 seconds: [PvP] Decreases 1% HP [REMOVED] Every 2 seconds: [PvP] Decreases 1% MP	Cooldown: 12s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 100 mp — Attack power scaling: 75% — Magic attack power +75 — [PvP] Shadow energies +300 — Has a 100% chance of causing  [PvP] Confusion] — Has a 100% chance of causing  [PvP] Weak Dark Energy] <hr/>  [PvP] Confusion Magic Debuff (Level 5) Duration: 4 seconds [NEW] — Every 2 seconds: [PvP] HP -20% of the caster's plain attack
 [PvP] Armour of Darkness	— [PvP] Damage received -20% — Reduces 20% of damage received by consuming MP	— [PvP] Damage received -5% — Reduces 25% of damage received by consuming MP
 [PvP] Weak Dark Energy	[REMOVED] — Every 2 seconds: [PvP] Decreases 1% HP — There's a 35% chance that damage received from magic attacks +5%	— There's a 35% chance that damage received from magic attacks +2%
 [PvP] Dark Energy	[REMOVED] — Every 2 seconds: [PvP] Decreases 1% HP — There's a 40% chance that damage received from magic attacks +10%	— There's a 40% chance that damage received from magic attacks +4%
 [PvP] Death Cage	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 2 cell	Cooldown: 16s Attack Range: 10 cell Target: Around Enemy in 2 cell

	<p>Mana: 100 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 105% — Magic attack power +250 — [PvP] Shadow energies +400 — Has a 70% chance of causing [PvP] Dark Energy — Has a 50% chance of causing Interrupt Move 	<p>Mana: 100 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 95% — Magic attack power +150 — [PvP] Shadow energies +400 — Has a 70% chance of causing [PvP] Dark Energy — Has a 50% chance of causing Interrupt Move
 [PvP] Cursed Hands	<p>Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 180 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 105% — Magic attack power +425 — [PvP] Shadow energies +800 — Has a 45% chance of causing [PvP] Cursed Hands — Has a 30% chance of causing [PvP] Dark Energy 	<p>Cooldown: 15s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 180 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 100% — Magic attack power +200 — [PvP] Shadow energies +800 — Has a 45% chance of causing [PvP] Cursed Hands — Has a 30% chance of causing [PvP] Dark Energy
 [PvP] Mind Sink	<p>Cooldown: 18s Attack Range: Itself Target: Select One Mana: 450 mp</p> <ul style="list-style-type: none"> — Has a 100% chance of causing Mind Sink 	<p>Cooldown: 40s Attack Range: Itself Target: Select One Mana: 450 mp</p> <ul style="list-style-type: none"> — Has a 100% chance of causing Mind Sink
 [PvP] Blade Changer	<ul style="list-style-type: none"> — Attack power scaling 85% — Magic Attack power +75 	<ul style="list-style-type: none"> — Attack power scaling 80% — Magic attack power + 50
 [PvP] Blade Changer (2)	<ul style="list-style-type: none"> — Attack power scaling 85% — Magic Attack power +100 	<ul style="list-style-type: none"> — Attack power scaling 80% — Magic attack power + 50
 [PvP] Blade Changer (3)	<ul style="list-style-type: none"> — Attack power scaling 85% — Magic Attack power +100 	<ul style="list-style-type: none"> — Attack power scaling 80% — Magic attack power + 50



















Archmage

Name	Original	New
 [PvP] Light Spell	Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 80% — Magic attack power +140 — [PvP] Light energies +100	Cooldown: 0.8s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 65% — Magic attack power +100 — [PvP] Light energies +100
 [PvP] Light Catalyst	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 130 mp — Attack power scaling: 95% — Magic attack power +250 — [PvP] Light energies +450 — Has a 80% chance of causing [ [PvP] Illuminating Powder]	Cooldown: 7s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 130 mp — Attack power scaling: 85% — Magic attack power +150 — [PvP] Light energies +450 — Has a 80% chance of causing [ [PvP] Illuminating Powder]
 [PvP] Spellbook Scholar	REMOVED — Movement speed +2	
 [PvP] Suppression	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 180 mp — Attack power scaling: 100% — Magic attack power +325 — [PvP] Light energies +500 — Has a 15% chance of causing [ Slight Paralysis]	Cooldown: 12s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 180 mp — Attack power scaling: 100% — Magic attack power +325 — [PvP] Light energies +500 — Has a 15% chance of causing [ Slight Paralysis]
 [PvP] Holy Explosion	Cooldown: 8s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 200 mp — Attack power scaling: 105% Magic attack power +250 — [PvP] Light energies +450 — Has a 10% chance of causing [ Paralysis]	Cooldown: 8s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 200 mp — Attack power scaling: 95% Magic attack power +250 — [PvP] Light energies +450 — Has a 10% chance of causing [ Paralysis]










Voodoo Priest

Name	Original	New
 [PvP] Curse Beam	Cooldown: 1s Attack Range: 10 cell Target: Special Area Mana: 50 mp — Attack power scaling: 80% Magic attack power +100 — [PvP] Shadow energies +200 — Has a 2% chance of causing [ Voodoo Priest Curse]	Cooldown: 1s Attack Range: 8 cell Target: Special Area Mana: 50 mp — Attack power scaling: 65% Magic attack power +100 — [PvP] Shadow energies +200 — Has a 2% chance of causing [ Voodoo Priest Curse]
 [PvP] Toxin Cloud	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 100 mp — Attack power scaling: 85% Magic attack power +200 — [PvP] Shadow energies +500 — Has a 60% chance of causing [ [PvP] Venomous Snake Curse] — Has a 15% chance of causing [ Voodoo Priest Curse]	Cooldown: 7s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 100 mp — Attack power scaling: 80% Magic attack power +200 — [PvP] Shadow energies +500 — Has a 60% chance of causing [ [PvP] Venomous Snake Curse] — Has a 15% chance of causing [ Voodoo Priest Curse]
 [PvP] Limbo Soul	Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 200 mp — Attack power scaling: 90% Magic attack power +900 — [PvP] Shadow energies +900 — Has a 80% chance of causing [ Stiff Body] — Has a 20% chance of causing [ Voodoo Priest Curse]	Cooldown: 25s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 200 mp — Attack power scaling: 90% Magic attack power +900 — [PvP] Shadow energies +900 — Has a 80% chance of causing [ Stiff Body] — Has a 20% chance of causing [ Voodoo Priest Curse]
 [PvP] Locust Swarm	Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 700 mp — Attack power scaling: 85% Magic attack power +500	Cooldown: 20s Attack Range: 9 cell Target: Around Enemy in 4 cell Mana: 700 mp — Attack power scaling: 85% Magic attack power +500








	<ul style="list-style-type: none">— [PvP] Shadow energies +1200— Has a 100% chance of causing [ [PvP] Locust infection]— [PvP] Has a 90% chance of leeching 2% of the enemy's total HP	<ul style="list-style-type: none">— [PvP] Shadow energies +1200— Has a 100% chance of causing [ [PvP] Locust infection]— [PvP] Has a 90% chance of leeching 2% of the enemy's total HP
--	---	---



Gravity

Name	Original	New
 [PvP] Telekinesis	Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp — Attack power scaling: 80% Magic attack power +100 — [PvP] Water energies +190	Cooldown: 0.8s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 50 mp — Attack power scaling: 65% Magic attack power +50 — [PvP] Water energies +190
 [PvP] Pull	Cooldown: 9s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 100% Magic attack power +125 — [PvP] Water energies +500 — Attracts enemies to 1 fields from you — Has a 60% chance of causing  Short Paralysis — You receive 10 Grav Points and lose 0 Antigrav Points.	Cooldown: 9s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 85% Magic attack power +85 — [PvP] Water energies +500 — Attracts enemies to 1 fields from you — Has a 60% chance of causing  Short Paralysis — You receive 10 Grav Points and lose 0 Antigrav Points.
 [PvP] Push	Cooldown: 9s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 60 mp — Attack power scaling: 100% Magic attack power +125 — [PvP] Water energies +600 — [PvP] Push your opponent back 8 field(s) — Has a 60% chance of causing  Short Paralysis — You receive 10 Anti-Grav Points and lose 0 Grav Points.	Cooldown: 9s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 60 mp — Attack power scaling: 90% Magic attack power +100 — [PvP] Water energies +600 — [PvP] Push your opponent back 8 field(s) — Has a 60% chance of causing  Short Paralysis — You receive 10 Anti-Grav Points and lose 0 Grav Points.



ITEMS










Name	Original	New
Hats		
 [PvP] Caligor's Severed Head	[REMOVED] — [PvP] Skills cooldown -4% (max. 20%) — [PvP] Debuff protect. (lv.4) +15%	[NEW] — [PvP] Enemy's magic soft damage -5% [NEW] — [PvP] Debuff protect. (lv.3) +10% — [PvP] Debuff protect. (lv.4) +15%
 [PvP] Rainbow Feathered Hat	— [PvP] Critical damage +6% — [PvP] All resistance drain +6 — [PvP] Debuff protect. (lv.4) +15%	[NEW] — [PvP] Hit rate +100 — [PvP] Critical damage +10% — [PvP] All resistance drain +6 — [PvP] Debuff protect. (lv.4) +15%
 [PvP] Legendary Headband	— [PvP] Critical chance +3% — [PvP] Hit rate +100 — [PvP] Debuff protect. (lv.4) +15%	[NEW] — [PvP] All resistance drain +6 — [PvP] Critical chance +5% — [PvP] Hit rate +100 — [PvP] Debuff protect. (lv.4) +15%
 [PvP] Spiky Helmet	— [PvP] Enemy's critical damage -6% — [PvP] Debuff protect. (lv.4) +15%	[NEW] — [PvP] Enemy's critical chance -4% [NEW] — Max. HP +5% of the base stat — [PvP] Enemy's critical damage +8% — [PvP] Debuff protect. (lv.4) +15%
Masks		
 [PvP] Knight Mask	[REMOVED] — [PvP] Dodge +100 — [PvP] Critical damage +4% — [PvP] All resistance drain +6 — [PvP] Debuff protect. (lv.4) +10%	[NEW] — [PvP] Hit rate +100 — [PvP] Critical damage +8% — [PvP] All resistance drain +6 — [PvP] Debuff protect. (lv.4) +10%
 [PvP] Mask of the Master	— [PvP] Enemy's critical damage -3% — Max. HP +3% of the base stat — [PvP] Debuff protect. (lv.4) +10%	[NEW] — [PvP] Enemy's critical chance -3% — [PvP] Enemy's critical damage -6% — Max. HP +8% of the base stat — [PvP] Debuff protect. (lv.4) +10%
 [PvP] Legendary Mask	— [PvP] Critical chance +2% — [PvP] Hit rate +100 — [PvP] Debuff protect. (lv.4) +10%	[NEW] — [PvP] All resistance drain +6 — [PvP] Critical chance +4% — [PvP] Hit rate +100 — [PvP] Debuff protect. (lv.4) +10%














Name	Original	New
 [NEW] [PvP] Jötunheim Beast's Mask		— [PvP] Enemy's magic soft damage -5% — Max. HP +5% of the base stat — Debuff protection (lv.4) +10%
Jewelry		
 [PvP] Lich Energy Necklace	— Maximum HP +900 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — [PvP] Has a 1% chance to increase damage caused by 3%	— Maximum HP +2500 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — [PvP] Has a 1% chance to increase damage caused by 4%
 [PvP] Bone Necklace	— Max. HP +10% of the base stat — [PvP] Enemy's soft damage -2%	— Max. HP +15% of the base stat — [PvP] Enemy's soft damage -2%
 [PvP] Legendary Necklace	— Maximum HP +900 — [PvP] Has a 2% chance to increase damage caused by 1%	— Maximum HP +2500 [NEW] — [PvP] All elemental energies +100 [NEW] — [PvP] All resistance drain +1 — [PvP] Has a 4% chance to increase damage caused by 1%
 [PvP] Lich Energy Ring	— Maximum HP +900 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — [PvP] Has a 1% chance to increase damage caused by 3%	— Maximum HP +2000 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — [PvP] Has a 1% chance to increase damage caused by 3%
 [PvP] Bone Ring	— Max. HP +10% of the base stat — [PvP] Enemy's soft damage -2%	— Max. HP +12% of the base stat — [PvP] Enemy's soft damage -2%
 [PvP] Legendary Ring	— Maximum HP +900 — [PvP] Has a 2% chance to increase damage caused by 1%	— Maximum HP +2000 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — Has a 3% chance to increase damage caused by 1%
 [PvP] Lich Energy Bracelet	— Maximum HP +900 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — [PvP] Has a 1% chance to increase damage caused by 3%	— Maximum HP +2000 — [PvP] All elemental energies +100 — [PvP] All resistance drain +1 — Has a 1% chance to increase damage caused by 4%
 [PvP] Bone Bracelet	— Max. HP +10% of the base stat — [PvP] Enemy's soft damage -2%	— Max. HP +15% of the base stat — [PvP] Enemy's soft damage -2%








Name	Original	New
 [PvP] Legendary Bracelet	[REMOVED] — Maximum HP +900 [REMOVED] — [PvP] Has a 2% chance to increase damage caused by 1%	— Maximum HP +2000 [NEW] — [PvP] All elemental energies +100 [NEW] — [PvP] All resistance drain +1 [NEW] — Has a 4% chance to increase damage caused by 1%
Gloves		
 [PvP] Dragonrider's Gloves	— [PvP] All elemental energies +150 — [PvP] Has a 1% chance to increase damage caused by 3% — [PvP] Hit rate +150	[NEW] — [PvP] Critical damage +10% — [PvP] All elemental energies +150 — [PvP] Has a 1% chance to increase damage caused by 4% — [PvP] Hit rate +100
 [PvP] Legendary Gloves	— [PvP] All elemental energies +150 — [PvP] Has a 2% chance to increase damage caused by 1% — [PvP] Hit rate +150	[NEW] — Dodge +200 — [PvP] All elemental energies +150 — Has a 4% chance to increase damage caused by 1% — [PvP] Hit rate +200
 [PvP] Tough Gloves	— Max. HP +4% of the base stat — [PvP] Enemy's soft damage -2% — [PvP] Hit rate +150	— Max. HP +10% of the base stat — [PvP] Enemy's soft damage -3% — [PvP] Hit rate +150
Boots		
 [PvP] Dragonrider's Shoes	— [PvP] Critical damage +4% [PvP] All elemental energies +200 — Movement speed +1	[NEW] — [PvP] Critical chance +4% — [PvP] All elemental energies +200 — Movement speed +1
 [PvP] Black Leather Shoes	[REMOVED] — [PvP] Enemy's soft damage -2% — Max. HP +4% of the base stat	[NEW] — [PvP] Enemy's attack power -10% — Max. HP +25% of the base stat
 [PvP] Legendary Boots	— [PvP] Dodge +150 Movement speed +2	— [PvP] Dodge +150 Movement speed +2
Trophies		
 [PvP] Mystical Meteorite I	[REMOVED] — [PvP] Defense +30 — [PvP] Enemy's crit. damage -2% — Max. HP +6% of the base stat	[NEW] — [PvP] Enemy's magic soft damage -2% — [PvP] Enemy's crit. damage -2% — [PvP] Max. HP +10% of the base stat




Name	Original	New
 [PvP] Mystical Meteorite II	[REMOVED] — [PvP] Defense +50 — [PvP] Enemy's crit. damage -3% — Max. HP +10% of the base stat	[NEW] — [PvP] Enemy's magic soft damage -4% — [PvP] Enemy's crit. damage -4% — [PvP] Max. HP +20% of the base stat
 [PvP] Mystical Meteorite III	[REMOVED] — [PvP] Defense +80 — [PvP] Enemy's crit. damage -6% — [PvP] Max. HP +25% of the base stat	[NEW] — [PvP] Enemy's magic soft damage -8% — [PvP] Enemy's crit. damage -8% — [PvP] Max. HP +40% of the base stat
 [PvP] Forgotten Hero's Arrowhead I	[REMOVED] — [PvP] Final damage +4% of user's plain attack (max. 30%) [REMOVED] — [PvP] Attack power +30 — [PvP] Critical chance +2%	[NEW] — [PvP] Hit rate +30 [NEW] — [PvP] Final damage is increased by user's total critical chance * 2 [NEW] — Every 8 attacks, [Hunter's Sharp Eye I] is received — [PvP] Critical chance +2% Hunter's Sharp Eye I Magic Buff (Level 3) Duration: 3 seconds — [PvP] Damage +1% of the enemy's current HP Side Effect: after 0.1 seconds Disappears upon landing a hit
 [PvP] Forgotten Hero's Arrowhead II	[REMOVED] — [PvP] Attack power +50 — [PvP] Critical chance +4% — [PvP] Final damage +10% of user's plain attack (max. 30%)	[NEW] — [PvP] Hit rate +80 [NEW] — [PvP] Final damage is increased by user's total critical chance * 4 [NEW] — Every 6 attacks, [Hunter's Sharp Eye II] is received — [PvP] Critical chance +4% Hunter's Sharp Eye II Magic Buff (Level 3) Duration: 4 seconds — [PvP] Damage +2% of the enemy's current HP Side Effect: after 0.1 seconds Disappears upon landing a hit

Name	Original	New
 <p>[PvP] Forgotten Hero's Arrowhead III</p>	<p>[REMOVED] — [PvP] Attack power +80 — [PvP] Critical chance +7% — [PvP] Final damage +20% of user's plain attack (max. 30%)</p>	<p>[NEW] — [PvP] Hit rate +150 [NEW] — [PvP] Final damage is increased by user's total critical chance * 12 [NEW] — Every 4 attacks, [Hunter's Sharp Eye III] is received — [PvP] Critical chance +8%</p> <hr/> <p>Hunter's Sharp Eye III</p> <p>Magic Buff (Level 3) Duration: 5 seconds</p> <p>— [PvP] Damage +3% of the enemy's current HP</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>
 <p>[PvP] Viking Axe I</p>	<p>— [PvP] Attack power +40 [REMOVED] — [PvP] Defence +40 — [PvP] Skills cooldown -2% (max. 20%) — Max. HP +3% of the base stat</p>	<p>— [PvP] Attack power +40 — [PvP] Skills cooldown -2% (max. 20%) — Max. HP +6% of the base stat</p>
 <p>[PvP] Viking Axe II</p>	<p>— [PvP] Attack power +80 [REMOVED] — [PvP] Defence +80 — [PvP] Skills cooldown -5% (max. 20%) — Max. HP +5% of the base stat</p>	<p>— [PvP] Attack power +80 — [PvP] Skills cooldown -5% (max. 20%) — Max. HP +12% of the base stat</p>
 <p>[PvP] Viking Axe III</p>	<p>— [PvP] Attack power +150 [REMOVED] — [PvP] Defence +150 — [PvP] Skills cooldown -10% (max. 20%) — Max. HP +10% of the base stat</p>	<p>— [PvP] Attack power +150 — [PvP] Skills cooldown -10% (max. 20%) — Max. HP +25% of the base stat</p>
 <p>[PvP] Rusty Knife Edge I</p>	<p>— [PvP] Attack power +30 — [PvP] Skills cooldown -2% (max. 20%) — [PvP] Critical damage +4%</p>	<p>[NEW] — [PvP] Enemy's defence -25 — [PvP] Attack power +30 — [PvP] Skills cooldown -2% (max. 20%) — [PvP] Critical damage +8%</p>
 <p>[PvP] Rusty Knife Edge II</p>	<p>— [PvP] Attack power +50 — [PvP] Skills cooldown -5% (max. 20%) — [PvP] Critical damage +8%</p>	<p>[NEW] — [PvP] Enemy's defence -50 — [PvP] Attack power +90 — [PvP] Skills cooldown -5% (max. 20%) — [PvP] Critical damage +10%</p>
 <p>[PvP] Rusty Knife Edge III</p>	<p>— [PvP] Attack power +80 [PvP] Skills cooldown -10% (max. 20%) — [PvP] Critical damage +15%</p>	<p>[NEW] — [PvP] Enemy's defence -100 — [PvP] Attack power +180 — [PvP] Skills cooldown -10% (max. 20%) — [PvP] Critical damage +20%</p>

Name	Original	New
 [PvP] Forbidden Tome I	[REMOVED] — [PvP] Attack power +30 — [PvP] Has a 1% chance to increase damage caused by 1% — Max. MP +3% of the base stat	[NEW] — [PvP] Magic attack power +45 [NEW] — [PvP] Skill cooldown -2% (max. 20%) — [PvP] Has a 1% chance to increase damage caused by 2% — [PvP] Max. MP +3% of the base stat
 [PvP] Forbidden Tome II	[REMOVED] — [PvP] Attack power +40 — [PvP] Has a 1% chance to increase damage caused by 3% — Max. MP +7% of the base stat	[NEW] — [PvP] Magic attack power +90 [NEW] — [PvP] Skill cooldown -5% (max. 20%) — [PvP] Has a 2% chance to increase damage caused by 5% — [PvP] Max. MP +7% of the base stat
 [PvP] Forbidden Tome III	[REMOVED] — [PvP] Attack power +80 — [PvP] Has a 2% chance to increase damage caused by 4% — Max. MP +15% of the base stat	[NEW] — [PvP] Magic attack power +180 [NEW] — [PvP] Skill cooldown -10% (max. 20%) — [PvP] Has a 5% chance to increase damage caused by 10% — [PvP] Max. MP +15% of the base stat
Runes		
 Agility Power (Only PvE)	[REMOVED] — Only in PvE	[NEW] — Both in PvP and PvE
 Power of Regeneration (Level 1)	Magic Buff (Level 4) Duration: 4s — Every 4 seconds: Restores 3% of max. HP (min. 100)	Magic Buff (Level 4) Duration: 4s — Every 4 seconds: Recovers 500 + 1% HP
 Power of Regeneration (Level 2)	Magic Buff (Level 4) Duration: 8s — Every 4 seconds: Restores 3% of max. HP (min. 100)	Magic Buff (Level 4) Duration: 8s — Every 4 seconds: Recovers 800 + 1% HP
 Power of Regeneration (Level 3)	Magic Buff (Level 4) Duration: 8s — Every 4 seconds: Restores 4% of max. HP (min. 100)	Magic Buff (Level 4) Duration: 8s — Every 4 seconds: Recovers 1000 + 1% HP
 Power of Regeneration (Level 4)	Magic Buff (Level 4) Duration: 12s — Every 4 seconds: Restores 4% of max. HP (min. 100)	Magic Buff (Level 4) Duration: 12s — Every 4 seconds: Recovers 1250 + 2% HP
 Power of Regeneration (Level 5)	Magic Buff (Level 4) Duration: 12s	Magic Buff (Level 4) Duration: 12s

Name	Original	New
	— Every 4 seconds: Restores 5% of max. HP (min. 100)	— Every 4 seconds: Recovers 1500 + 2% HP
 Power of Regeneration (Level 6)	Magic Buff (Level 4) Duration: 16s — Every 4 seconds: Restores 5% of max. HP (min. 100)	Magic Buff (Level 4) Duration: 16s — Every 4 seconds: Recovers 1750 + 2% HP
Crystals		
 [PvP] Titan Skin		[NEW] — [PvP] Enemy's magic soft damage -5%
Costume Wings		
 Ice Witch Costume Wings	— Every 4 enemy attacks, [ Hard as Ice] is received <hr/>  Hard as Ice General Buff (Level 4) Duration: 3 seconds — Never receives critical hits — Damage received from magic attacks -25% Side Effect after 0.1 seconds: — Disappears upon receiving a hit	— Every  enemy attacks, [Hard as Ice] is received <hr/>  Hard as Ice General Buff (Level 4) Duration: 3 seconds — Never receives critical hits — Damage received from magic attacks -20% Side Effect after 0.1 seconds: — Disappears upon receiving a hit
 Ancelloan Costume Wings	— If the user receives an attack that deals 5% or more of their total HP, [ Ancelloan's Wrath] is received <hr/>  Ancelloan's Wrath General Buff (Level 4) Duration: 4 seconds This effect has 12 seconds of cooldown — Attack Power +5% — Defense +5%	— If the user receives an attack that deals 5% or more of their total HP, [ Ancelloan's Wrath] is received <hr/>  Ancelloan's Wrath General Buff (Level 4) Duration: 4 seconds This effect has  seconds of cooldown — Attack Power +8% — Defense +8%

Name	Original	New
	— Movement speed +1	— Movement speed +1
 Honeybee Costume Wings	<p>— Every 4 enemy attacks, [🐝 Honeybee] is received</p> <hr/> <p> Honeybee</p> <p>General Buff (Level 3) Duration: 5 seconds</p> <p>This effect has 20 seconds of cooldown</p> <p>— Every 2 seconds: Around 3 fields inflict [🍯 Sticky Honeybee] on enemies</p>	<p>— Every 4 enemy attacks, [🐝 Honeybee] is received</p> <hr/> <p> Honeybee</p> <p>General Buff (Level 3) Duration: 5 seconds</p> <p>This effect has 18 seconds of cooldown</p> <p>— Every 2 seconds: Around 3 fields inflict [🍯 Sticky Honeybee] on enemies</p>
 Shadow Costume Wings	<p>— [PvP] If the user reduces 10% of their enemy's total HP from a single blow, [🌑 Shadow Mark] is caused (ignores debuff protection)</p> <hr/> <p> Shadow Mark</p> <p>General Buff (Level 4) Duration: 4 seconds</p> <p>This effect has 50 seconds of cooldown</p> <p>— [PvP] Damage received +25% (max. 25%) — [PvP] Enemy's critical damage +15%</p> <p>Side Effect after 0.1 seconds: — Disappears upon receiving a hit</p>	<p>— [PvP] If the user reduces 10% of their enemy's total HP from a single blow, [🌑 Shadow Mark] is caused (ignores debuff protection)</p> <hr/> <p> Shadow Mark</p> <p>General Buff (Level 4) Duration: 6 seconds</p> <p>This effect has 50 seconds of cooldown</p> <p>— [PvP] Damage received +25% (max. 25%) — [PvP] Enemy's critical damage +15% [NEW] — No dodge possible</p> <p>Side Effect after 0.1 seconds: — Disappears upon receiving a hit</p>
 Cloudy Costume Wing	<p>— On defense, has a 10% chance to receive [🏆 Pristine]</p> <hr/> <p> Pristine</p> <p>Magic Buff (Level 3) Duration: 8 seconds</p>	<p>— On defense, has a 10% chance to receive [🏆 Pristine]</p> <hr/> <p> Pristine</p> <p>Magic Buff (Level 3) Duration: 4 seconds</p>

Name	Original	New
	<p>This effect has 25 seconds of cooldown</p> <ul style="list-style-type: none">— Every 4 seconds: Recovers 1% HP— Never receives critical hits— Damage received from magic attacks -25%	<p>This effect has 20 seconds of cooldown</p> <ul style="list-style-type: none">— Every 4 seconds: Recovers 1% HP— Never receives critical hits— Damage received from magic attacks -25%
 Steampunk Costume Wings	<p>— On defense, has a 5% chance to cause [Dizziness]</p> <hr/> <p> Dizziness</p> <p>Debuff (Level 4) Duration: 3 seconds</p> <p>This effect has 25 seconds of cooldown</p> <ul style="list-style-type: none">— No attack possible— Move in a different direction against the player's will for 3 seconds	<p>— On defense, has a 5% chance to cause [Dizziness]</p> <hr/> <p> Dizziness</p> <p>Debuff (Level 4) Duration: 3 seconds</p> <p>This effect has 20 seconds of cooldown</p> <ul style="list-style-type: none">— No attack possible— Move in a different direction against the player's will for 3 seconds