












| Name   | Original   | New  |
|--|--|--|
|  [PvP] Frozen    | [REMOVED] — [PvP] Magic defence is decreased by 5%   |  |
|  [PvP] Glacier   | Cooldown: 32s  | Cooldown: 25s  |
|  [PvP] Ice Lance | — Has a 30% chance of causing  Frozen Bleeding] | — Has a 15% chance of causing  Frozen Bleeding] |






Volcano

| Name   | Original   | New  |
|--|--|--|
|  [PvP] Magma Plating | Cooldown: 48s  | Cooldown: 40s  |
|  [PvP] Volcanic Roar | — Has a 50% chance of causing  Short Paralysis] | — Has a 50% chance of causing  Paralysis] |
|  [PvP] Lava Wave     | Cooldown: 50s  | Cooldown: 30s  |
|  [PvP] Magma Sword   | Cooldown: 55s  | Cooldown: 45s  |





Draconic Fist

| Name | Original | New |
|------|----------|-----|
|------|----------|-----|

|  |                                 |   |
|--|---------------------------------|---|
|  [PvP] Haetae Energy (skill) | Target: Around Allies in 5 cell | Target: Itself                                    |
|  [PvP] Haetae Energy (buff)  |                                 | [NEW] — [PvP] Damage received is decreased by 10% |
|  [PvP] Bestial Sprint        | Duration: 3 seconds             | Duration: 5 seconds                               |





Red Magician

| Name   | Original   | New  |
|--|--|--|
|  [PvP] Double Spear  | — [PvP] Deals 85% of the user's plain attack stat plus an extra 400 as magic attack power  | — [PvP] Deals 115% of the user's plain attack stat plus an extra 400 as magic attack power |
|  [PvP] Meteor Shower | — [PvP] Deals 120% of the user's plain attack stat plus an extra 700 as magic attack power | — [PvP] Deals 125% of the user's plain attack stat plus an extra 700 as magic attack power |




Warrior

| Name  | Original                                      | New  |
|---|---|--|
|  [PvP] Whirlwind        | — Has a 70% chance of causing [PvP] Blackout] | — Has a 100% chance of causing [PvP] Blackout] |
|  [PvP] Shoulder Charge | — Has a 30% chance of causing [PvP] Blackout] | — Has a 50% chance of causing [PvP] Blackout]  |




## Dragon Knight

| Name   | Original | New  |
|--|----------|--|
|  [PvP] Light of Protection |          | [NEW] — [PvP] Damage received is decreased by 5% |













## Wild Keeper

| Name   | Original                            | New                                 |
|--|-------------------------------------|-------------------------------------|
|  [PvP] Elemental Leech | — [PvP] Defence is decreased by 15% | — [PvP] Defence is decreased by 10% |









## Death Reaper







| Name  | Original  | New   |
|---|---|---|
|  [PvP] Mark of Death      | — Damage received is increased by 35% if the enemy attacks with  [PvP] Spirit Splitter | — Damage received is increased by 50% if the enemy attacks with  [PvP] Spirit Splitter |
|  [PvP] Weak Mark of Death | — Damage received is increased by 15% if the enemy attacks with  [PvP] Spirit Splitter | — Damage received is increased by 25% if the enemy attacks with  [PvP] Spirit Splitter |
|  [PvP] Bloodsucker        | Cooldown: 35s   | Cooldown: 25s   |
|  [PvP] Spirit Catcher    | — Has a 80% chance of causing  Spirit Absorption]                                     | — Has a 100% chance of causing  Spirit Absorption]                                  |

| Name | Original | New |
|------|----------|-----|
|------|----------|-----|


|  |  |   |
|--|--|---|
|  [PvP] Lion Loa Sword        | — [PvP] All elemental energies are increased by 280  | — [PvP] All elemental energies are increased by <b>190</b>  |
|  [PvP] Magic Sword of Belial | — [PvP] All elemental energies are increased by 320  | — [PvP] All elemental energies are increased by <b>195</b>  |
|  [PvP] Lion Loa Crossbow     | — [PvP] All elemental energies are increased by 220  | — [PvP] All elemental energies are increased by <b>45</b>   |
|  [PvP] Beast King's Crossbow | — [PvP] All elemental energies are increased by 250  | — [PvP] All elemental energies are increased by <b>50</b>   |
|  [PvP] Eagle Loa Bow         | — [PvP] All elemental energies are increased by 250<br>— [PvP] All enemy's elemental resistances are decreased by 25 | — [PvP] All elemental energies are increased by <b>180</b>  |
|  [PvP] Belial's Cursed Bow   | — [PvP] All elemental energies are increased by 290<br>— [PvP] All enemy's elemental resistances are decreased by 30 | — [PvP] All elemental energies are increased by <b>190</b>  |
|  [PvP] Bat Loa Dagger        | — [PvP] All elemental energies are increased by 150<br>— [PvP] All enemy's elemental resistances are decreased by 15 | — [PvP] All elemental energies are increased by <b>45</b><br>— [PvP] All enemy's elemental resistances are decreased by <b>10</b> |
|  [PvP] Belial's Knife        | — [PvP] All elemental energies are increased by 200<br>— [PvP] All enemy's elemental resistances are decreased by 20 | — [PvP] All elemental energies are increased by <b>50</b><br>— [PvP] All enemy's elemental resistances are decreased by <b>15</b> |
|  [PvP] Snake Loa Staff       | — [PvP] All elemental energies are increased by 500<br>— [PvP] All enemy's elemental resistances are decreased by 25 | — [PvP] All elemental energies are increased by <b>240</b>  |
|  [PvP] Spirit King's Staff   | — [PvP] All elemental energies are increased by 550<br>— [PvP] All enemy's elemental resistances are decreased by 30 | — [PvP] All elemental energies are increased by <b>260</b>  |
|  [PvP] Snake Loa Spell Gun | — [PvP] All elemental energies are increased by 200<br>— [PvP] All enemy's elemental resistances are decreased by 15 | — [PvP] All elemental energies are increased by <b>45</b><br>— [PvP] All enemy's elemental resistances are decreased by <b>10</b> |

|  |  |   |
|--|--|---|
|  [PvP] Spirit King's Eternal Flame | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by 250</li> <li>— [PvP] All enemy's elemental resistances are decreased by 20</li> </ul> | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by <b>50</b></li> <li>— [PvP] All enemy's elemental resistances are decreased by <b>15</b></li> </ul> |
|  [PvP] Bear Loa Gauntlets          | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by 260</li> <li>— [PvP] All enemy's elemental resistances are decreased by 25</li> </ul> | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by <b>190</b></li> </ul>  |
|  [PvP] Beast King's Gauntlets      | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by 25</li> <li>— [PvP] Has a 5% chance to ignore 10% of the enemy's defence</li> </ul>   | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by <b>195</b></li> </ul>  |
|  [PvP] Blessed Sekraz Jade Token   | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by 140</li> </ul>  | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by <b>45</b></li> </ul>   |
|  [PvP] Bear Loa Token              | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by 250</li> </ul>  | <ul style="list-style-type: none"> <li>— [PvP] All elemental energies are increased by <b>50</b></li> </ul>   |

| Name  | Original   | New |
|---|--|-----|
|  Trickery | <b>[REMOVED]</b> — Removes all debuffs up to level 3 |     |

| Name  | Original   | New   |
|---|--|---|
|  Hunted's Bloodthirst         | <ul style="list-style-type: none"> <li>— [PvP] Final damage caused is increased by 10% of the user's plain attack stat (max. 30%)</li> <li>Side Effect: after 2 seconds</li> <li>— Movement speed is increased by 1</li> </ul> | <ul style="list-style-type: none"> <li>— [PvP] Final damage caused is increased by <b>20%</b> of the user's plain attack stat (max. 30%)</li> <li>Side Effect: after 2 seconds</li> <li>— Movement speed is increased by 1</li> </ul> |
|  Golden Instinct              | <ul style="list-style-type: none"> <li>— Has a 100% chance to ignore 15% of the target's defence.</li> </ul>   | <ul style="list-style-type: none"> <li>— Has a 100% chance to ignore <b>25%</b> of the target's defence.</li> </ul>   |
|  Saiyan Pride               | <ul style="list-style-type: none"> <li><b>[REMOVED]</b> — Attack power is increased by 200</li> <li>— [PvP] Damage received is decreased by 30%</li> </ul>   | <ul style="list-style-type: none"> <li><b>[NEW]</b> — Attack power is increased by 15%</li> <li>— [PvP] Damage received is decreased by 30%</li> </ul>  |
|  Aqua Bushi Hat (Permanent) | <ul style="list-style-type: none"> <li>— Every 5 enemy attacks, [ Aqua Shield] is received</li> </ul>                                       | <ul style="list-style-type: none"> <li>— Every <b>3</b> enemy attacks, [ Aqua Shield] is received</li> </ul>                                     |

|  |  |   |
|--|--|---|
|  Aqua Shield | This effect has a cooldown of 12 seconds | This effect has a cooldown of 8 seconds |
|--|--|---|

| Name  | Original | New  |
|---|----------|--|
|  Flaming Armour |          | [NEW] — All elemental energies +1/1/2/2/3/4/6% |