




Name	Old	New
 Ancelloan's Wrath	Cooldown: 8 seconds	Cooldown: 12 seconds






Gladiator

Name	Old	New
 [PvP] Declaration of War	— [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as melee attack power	— [PvP] Deals 105% of the user's plain attack stat plus an extra 1000 as melee attack power
 Knockdown	— Damage received is increased by 25% if the user is afflicted by [PvP] Mark of the Gladiator	— Damage received is increased by 15% if the user is afflicted by [PvP] Mark of the Gladiator




Renegade

Name	Old	New
 [PvP] Corruption	— [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power	— [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as melee attack power
 [PvP] Blade of the Cross	— Has a 100% chance of causing [Short Blackout]	— Has a 80% chance of causing [Short Blackout]
 [PvP] Judgement of Damnation	Duration: 5 seconds	Duration: 4 seconds







Wild Keeper

Name	Old	New
 [PvP] Eagle Spirit	<p>[REMOVED] — [PvP] Attack power is increased by 198 (Player Level * 2)</p> <p>— [PvP] Hit rate of all attacks is increased by 198 (Player Level * 2)</p> <p>— [PvP] Damage received is decreased by 10%</p> <p>Side Effect: after 0.1 seconds</p> <p>— The attack range is increased by 3</p>	<p>— [PvP] Hit rate of all attacks is increased by 198 (Player Level * 2)</p> <p>— [PvP] Damage received is decreased by 10%</p> <p>Side Effect: after 0.1 seconds</p> <p>— The attack range is increased by 3</p>









Destroyer

Name	Old	New
 [PvP] Rapid Shot	— Has a 50% chance of causing [ Paralysis]	— Has a 70% chance of causing [ Paralysis]
 [PvP] Lucky Wideshot	Cooldown: 16s	Cooldown: 12s



Avenging Angel

Name	Old	New
 [PvP] Swordmastery	Casting Time: 0.1 seconds	Casting Time: 0.0 seconds
 [PvP] Stinging Explosion	Casting Time: 0.3 seconds	Casting Time: 0.2 seconds
 [PvP] Sword of Justice	Casting Time: 0.3 seconds	Casting Time: 0.2 seconds
 [PvP] Lightning Blade	Casting Time: 0.4 seconds	Casting Time: 0.2 seconds
 [PvP] Divine Blade	Casting Time: 0.6 seconds	Casting Time: 0.4 seconds
 [PvP] Magical Spell	Casting Time: 0.8 seconds	Casting Time: 0.4 seconds







Demon Hunter

Name	Old	New
 [PvP] Berserk Spirit	<ul style="list-style-type: none"> — [PvP] Melee attack power is increased by 25% — [PvP] Critical damage is increased by 30% — Movement speed is increased by 2 	<p>[NEW] — [PvP] Defence is decreased by 15%</p> <ul style="list-style-type: none"> — [PvP] Melee attack power is increased by 25% — [PvP] Critical damage is increased by 30% — Movement speed is increased by 2







Archmage

Name	Old	New
 [PvP] Spellbook Scholar	<p>[REMOVED] — [PvP] Damage received is decreased by 10%</p> <ul style="list-style-type: none"> — Reduces 20% of damage received by consuming MP <p>Side Effect: after 0.1 seconds Movement speed is increased by 2</p>	<ul style="list-style-type: none"> — Reduces 25% of damage received by consuming MP <p>Side Effect: after 0.1 seconds Movement speed is increased by 2</p>
 [PvP] Meteorite Fall	<ul style="list-style-type: none"> — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as magic attack power 	<ul style="list-style-type: none"> — [PvP] Deals 105% of the user's plain attack stat plus an extra 1000 as magic attack power
 [PvP] Meteor Shower	<ul style="list-style-type: none"> — [PvP] Deals 115% of the user's plain attack stat plus an extra 1100 as magic attack power 	<ul style="list-style-type: none"> — [PvP] Deals 110% of the user's plain attack stat plus an extra 1100 as magic attack power
 [PvP] Slight Horror	Duration: 3 seconds	Duration: 2 seconds








Voodoo Priest

Name	Old	New
 [PvP] Toxin Cloud	<ul style="list-style-type: none"> — [PvP] Deals 90% of the user's plain attack stat plus an extra 200 as magic attack power 	<ul style="list-style-type: none"> — [PvP] Deals 85% of the user's plain attack stat plus an extra 200 as magic attack power
 [PvP] Limbo Soul	<ul style="list-style-type: none"> — [PvP] Deals 95% of the user's plain attack stat plus an extra 900 as magic attack power 	<ul style="list-style-type: none"> — [PvP] Deals 90% of the user's plain attack stat plus an extra 900 as magic attack power



 [PvP] Locust Swarm	— [PvP] Deals 90% of the user's plain attack stat plus an extra 500 as magic attack power	— [PvP] Deals 85% of the user's plain attack stat plus an extra 500 as magic attack power
 Reduced the damage caused by [PvP] Soul Spider's attack by 15%		

Gravity

Name	Old	New
 [PvP] Push	— [PvP] Deals 105% of the user's plain attack stat plus an extra 125 as magic attack power	— [PvP] Deals 100% of the user's plain attack stat plus an extra 125 as magic attack power
 [PvP] Squash	— [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as magic attack power	— [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as magic attack power
 [PvP] Rapid Escape	— [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as magic attack power	— [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as magic attack power
 [PvP] Zero Gravity	— [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as magic attack power	— [PvP] Deals 110% of the user's plain attack stat plus an extra 600 as magic attack power
 [PvP] Black Hole	— [PvP] Deals 120% of the user's plain attack stat plus an extra 800 as magic attack power	— [PvP] Deals 125% of the user's plain attack stat plus an extra 800 as magic attack power




Mystic Arts


Name	Old	New
 [PvP] Crescent Moon Dance	Cooldown: 30s	Cooldown: 25s
 [PvP] Bound by Moonlight	Cooldown: 35s	Cooldown: 30s
 [PvP] Lunar Slice	Cooldown: 25s	Cooldown: 20s


 Bathed in Moonlight	<ul style="list-style-type: none"> — [PvP] Attack power is increased by 5% — [PvP] Chance of inflicting critical hits is increased by 10% of the user's total 	<ul style="list-style-type: none"> — [PvP] Attack power is increased by 10% — [PvP] Chance of inflicting critical hits is increased by 20% of the user's total
 [PvP] Bed of Lotus Flowers	<ul style="list-style-type: none"> — [PvP] Damage received from soft attacks is decreased by 5% 	<ul style="list-style-type: none"> [NEW] — [PvP] Critical damage received is decreased by 25% — [PvP] Damage received from soft attacks is decreased by 10%





Flame Druid


Name	Old	New
 [PvP] Claw Swipe	<ul style="list-style-type: none"> — [PvP] Deals 90% of the user's plain attack stat plus an extra 70 as melee attack power 	<ul style="list-style-type: none"> — [PvP] Deals 85% of the user's plain attack stat plus an extra 70 as melee attack power
 [PvP] Flame Swing	<ul style="list-style-type: none"> — [PvP] Deals 90% of the user's plain attack stat plus an extra 600 as melee attack power 	<ul style="list-style-type: none"> — [PvP] Deals 85% of the user's plain attack stat plus an extra 600 as melee attack power
 [PvP] Stomp	<ul style="list-style-type: none"> — [PvP] Deals 90% of the user's plain attack stat plus an extra 1000 as melee attack power 	<ul style="list-style-type: none"> — [PvP] Deals 85% of the user's plain attack stat plus an extra 1000 as melee attack power

Name	Old	New
 Kitsune Costume	<ul style="list-style-type: none"> — Attack power is increased by 60 — Chance of inflicting a critical hit is increased by 2% — Movement speed is increased by 1 	<ul style="list-style-type: none"> — Attack power is increased by 30 — Chance of inflicting a critical hit is increased by 1% — Movement speed is increased by 2

Name	Old	New
 [PvP] Belial's Cursed Bow	Base Damage: 730-780	Base Damage: 780-830

Name	Description	Original
 [PvP] Lion Loa Sekraz Stone Armour	Melee Defence: 831 Ranged Defence: 657 Magic Defence: 680 Evade: 480 — [PvP] Chance of receiving critical hits is decreased by 20% of the	Melee Defence: 831 Ranged Defence: 657 Magic Defence: 680 Evade: 480 — [PvP] Chance of receiving critical hits is decreased by 20% of the

	enemy's total — [PvP] Damage received from critical hits is decreased by 55% of the enemy's total — Maximum HP is increased by 10000 — All elemental resistances are increased by 20	enemy's total — [PvP] Damage received from critical hits is decreased by 60% of the enemy's total — Maximum HP is increased by 10000 — All elemental resistances are increased by 20
 [PvP] Orc Warrior Bone Armour	Melee Defence: 1031 Ranged Defence: 857 Magic Defence: 880 Evade: 550 — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total — [PvP] Damage received from critical hits is decreased by 65% of the enemy's total — Maximum HP is increased by 12500 — All elemental resistances are increased by 30	Melee Defence: 1031 Ranged Defence: 857 Magic Defence: 880 Evade: 550 — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total — [PvP] Damage received from critical hits is decreased by 70% of the enemy's total — Maximum HP is increased by 12500 — All elemental resistances are increased by 30

Name	Description	Original
 Eye for an Eye	Skill Cooldown: 120 seconds Buff duration: 120 seconds — When you receive a critical hit, there's a 10/15/20/25/30/40/50/60/70/80% chance of 1/2/3/4/5/6/7/10/13/20% of the damage being reflected at the opponent (max. 7500 in PvP)	Skill Cooldown: 120 seconds Buff duration: 120 seconds — When you receive a critical hit, there's a 10/15/20/25/30/35/40/45/50/70% chance of 1/2/3/4/5/6/7/8/10/15% of the damage being reflected at the opponent (max. 7500 in PvP)