

## Rebalance - PvP Gear Pieces

Equipment pieces will be catalogued by the importance they should have in the build and the amount of personalization they offer.

**Very Low**

**Low**

**Regular**

**High**

**Very High**

### Specialists

Importance Grade: **Very High**

Personalization Grade: **Very High**

### Equipment

Importance Grade: **Very High**



Personalization Grade: **Very Low**



### Masks\*

Importance Grade: **Low**

Personalization Grade: **Low**

#### TIER I

Name	Description	Original	New
 [PvP] Knight Mask	Obtention: — Battle Medal Craft (999) — Rare Prize from Rainbow Battle Random Box  Target: — PvP - Damage (critical damage)	— Protection against level 4 or lower debuff is increased by 10% <b>[REMOVED]</b> — [PvP] Attack power is increased by 3% <b>[REMOVED]</b> — [PvP] Enemy's attack power is decreased by 3%	<b>[NEW]</b> — [PvP] Damage caused from critical hits is increased by 4% <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 6 <b>[NEW]</b> — [PvP] Dodge is increased by 100 <b>[NEW]</b> — [PvP] Protection against level 4 or lower debuff is increased by 10%
 [PvP] Legendary Mask	Obtention: — Battle Medal Craft (999) — Rare Prize from Icebreaker Random Box	— Protection against level 4 or lower debuff is increased by 20% <b>[REMOVED]</b> — Attack power in glacernon is increased by 6%	<b>[NEW]</b> — [PvP] Chance of inflicting a critical hit is increased by 2% <b>[NEW]</b> — [PvP] Hit rate is increased by 100

	Target: — PvP - Damage (critical chance)		[NEW] — [PvP] Protection against level 4 or lower debuff is increased by 10%
<div><div>[NEW]</div><div></div><div>[PvP] Mask of the Master</div></div>	Obtention: — Battle Medal craft (999) — Rare Prize from Masters Arena Random Box  Target: — PvP - Tank		[NEW] — [PvP] Damage received from critical hits is decreased by 3% [NEW] — [PvP] Maximum HP is increased by 3% of the user's base HP [NEW] — [PvP] Protection against level 4 or lower debuff is increased by 10%
<div><div></div><div>Honeybee Shades</div></div>	Obtention: Spring Box (2000 PC)  Target: PvP — PvP - Bruiser - Mage	[REMOVED] — Protection against level 4 or lower debuffs is increased by 10% [REMOVED] — Maximum MP is increased by 500 — Maximum HP is increased by 500	[NEW] — [PvP] Cooldown of skills is reduced by 3% (max. 20%) [NEW] — Maximum HP is increased by 500 [NEW] — Protection against level 4 or lower debuffs is increased by 10%

## Helmets\*




Importance Grade: **Low**

Personalization Grade: **Regular**

### TIER I

Name	Description	Original	New

### TIER II

Name	Description	Original	New
 Old Gentleman's Hat	Obtention: — 200 PC Random Box  Target: — PvP - Tank (HP)	<b>[REMOVED]</b> — Enemy's attack power is decreased by 15% (max. 30%) <b>[REMOVED]</b> — Dodge is increased by 10 — Protection against level 4 or lower debuffs is increased by 10% — Defence is increased by 10	<b>[NEW]</b> — Maximum HP is increased by 3% of the user's base amount — Protection against level 4 or lower debuffs is increased by 10%
 Morning Glory Hat	Obtention: — 200 PC Random Box  Target: — PvP - Tank (critical chance)	<b>[REMOVED]</b> — Defence is increased by 10 <b>[REMOVED]</b> — Dodge is increased by 10 — Protection against level 4 or lower debuffs is increased by 10% — Chance of receiving a critical hit is decreased by 5% — Damage received from critical hits is decreased by 20%	— Chance of receiving a critical hit is decreased by 2% of the enemy's total — Protection against level 4 or lower debuffs is increased by 10%
 Antelope Horn Hat	Obtention: — 200 PC Random Box  Target: — PvP - Tank (critical damage)	<b>[REMOVED]</b> — Protects from all Shocks with 20% chance <b>[REMOVED]</b> — Maximum HP is increased by 1000 <b>[REMOVED]</b> — Maximum MP is increased by 1000 — Protection against level 4 or lower debuffs is increased by 10%	<b>[NEW]</b> — Damage received from critical hits is decreased by 4% — Protection against level 4 or lower debuffs is increased by 10%
 Big Ear Hairband	Obtention: — 200 PC Random Box  Target: — PvP - Tank (elemental resistance)	<b>[REMOVED]</b> — Defence is increased by 10 <b>[REMOVED]</b> — Dodge is increased by 10 <b>[REMOVED]</b> — Protects from all Bleedings and Slows with 20% chance <b>[REMOVED]</b> — Hit rate of all attacks is increased by 10 <b>[REMOVED]</b> — Dodge is increased by 10 — Protection against level 4 or lower debuffs is	<b>[NEW]</b> — All elemental resistances are increased by 5 — Protection against level 4 or lower debuffs is increased by 10%

		increased by 10%	
 Flower Vase Hat	Obtention: — 200 PC Random Box  Target: — PvP - Damage (critical chance)	<del>[REMOVED]</del> — Defence is increased by 10 <del>[REMOVED]</del> — Dodge is increased by 10 <del>[REMOVED]</del> — Protects from all Defense Break with 20% chance — Protection against level 4 or lower debuffs is increased by 10%	— Chance of inflicting a critical hit is increased by 2% — Protection against level 4 or lower debuffs is increased by 10%
 Monkey Hat	Obtention: — 200 PC Random Box  Target: — PvP - Damage (critical damage)	<del>[REMOVED]</del> — Defence is increased by 10 <del>[REMOVED]</del> — Dodge is increased by 10 <del>[REMOVED]</del> — Protects from all Blackouts with 20% chance — Protection against level 4 or lower debuffs is increased by 10%	<del>[NEW]</del> — Damage caused from critical hits is increased by 5% — Protection against level 4 or lower debuffs is increased by 10%
 Cowboy Hat	Obtention: — 200 PC Random Box  Target: — PvP - Damage (critical)	<del>[REMOVED]</del> — Defence is increased by 10 <del>[REMOVED]</del> — Dodge is increased by 10 <del>[REMOVED]</del> — Protection against level 4 or lower debuffs is increased by 10% — Increases the chance of inflicting critical hits by 5% — Increases the damage from critical hits by 20%	— Chance of inflicting a critical hit is increased by 3% — Damage caused from critical hits is increased by 6%
 Knight Helmet	Obtention: — 200 PC Random Box  Target: — PvP - Damage (mobility)	<del>[REMOVED]</del> — Defence is increased by 10 <del>[REMOVED]</del> — Dodge is increased by 10 <del>[REMOVED]</del> — Protects from all Frosts with 20% chance — Protection against level 4 or lower debuffs is increased by 10%	<del>[NEW]</del> — [PvP] Damage caused by dashing skills is increased by 4% (max. 20%) — Protection against level 4 or lower debuffs is increased by 10%
 Cat Hat	Obtention: — 200 PC Random Box  Target: — PvP - Damage (Cooldown)	<del>[REMOVED]</del> — Dodge is increased by 10 <del>[REMOVED]</del> — Defence is increased by 10 <del>[REMOVED]</del> — Protection against level 4 or lower debuffs is increased by 10% — All elemental resistances are increased by 10	<del>[NEW]</del> — Cooldown of skills is decreased by 4% (max. 20%) — Protection against level 4 or lower debuffs is increased by 10%

## TIER III
















Name	Description	Original	New
 [PvP] Ceremonial Helmet	Obtention: — Act 7 raidbox prize  Target: — PvP - Hybrid	<b>[REMOVED]</b> — [PvP] Attack power is increased by 5% <b>[REMOVED]</b> — [PvP] Enemy's attack power is decreased by 5% — Protection against level 4 or lower debuff is increased by 20% — Defence is increased by 50 — Dodge is increased by 50	<b>[NEW]</b> — Cooldown of skills is decreased by 2% <b>[NEW]</b> — Maximum HP is increased by 2% of the user's total HP — Protection against level 4 or lower debuff is increased by 10%
 [PvP] Rainbow Feathered Hat	Obtention: — Expensive craft with Rainbow Coins — Rare Prize from Masters Arena Random Box  Target: — PvP - Damage (critical damage)	<b>[REMOVED]</b> — [PvP] Attack power is increased by 10% — Protection against level 4 or lower debuff is increased by 10%	<b>[NEW]</b> — [PvP] Damage caused from critical hits is increased by 6% <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 6 — [PvP] Protection against level 4 or lower debuff is increased by 15%
 [PvP] Legendary Headband	Obtention: — Craft with Act 4 coins — Rare Prize from Caligor's Random Box  Target: — PvP - Damage (critical chance)	<b>[REMOVED]</b> — Attack power in glacernon is increased by 5% — Protection against level 4 or lower debuff is increased by 15%	<b>[NEW]</b> — [PvP] Chance of inflicting a critical hit is increased by 3% <b>[NEW]</b> — [PvP] Hit rate is increased by 100 — [PvP] Protection against level 4 or lower debuff is increased by 15%
<b>[NEW]</b>  [PvP] Spiky Helmet	Obtention: — Battle Medal craft — Rare Prize from Masters Arena Random Box  Target: — PvP - Tank		<b>[NEW]</b> — [PvP] Damage received from critical hits is decreased by 6% <b>[NEW]</b> — [PvP] Protection against level 4 or lower debuffs is increased by 15%
 [PvP] Caligor's Severed Head	Obtention: — Jotunheim Realm's Box Rare prize  Target: — PvP - Bruiser - Mage		<b>[NEW]</b> — [PvP] Cooldown of skills is reduced by 4% (max. 20%) <b>[NEW]</b> — [PvP] Protection against level 4 or lower debuffs is increased by 15%






## Gloves\*

Importance Grade: **High**












Personalization Grade: **Low**










### TIER I

Name	Description	Original	New
 Beast Gloves	Obtention: — Act 7 map drop  Target: — PvP - Tank   0 %  16 %  16 %  0 %	<del>[REMOVED]</del> Melee Defence: 100 <del>[REMOVED]</del> Ranged Defence: 100 <del>[REMOVED]</del> Magic Defence: 100 <del>[REMOVED]</del> Dodge: 100 <del>[REMOVED]</del> — Attack power is increased by 2% <del>[REMOVED]</del> — Maximum HP is increased by 1500 — All elemental energies are increased by 100 — Hit rate is increased by 100	<b>[NEW]</b> — [PvE] Attack power is increased by 50 <b>[NEW]</b> — [PvE] All elemental energies are increased by 100 — Hit rate is increased by 50
 Obsidian Spirit King Gloves	Obtention: — Act 7 map drop  Target: — PvP - Damage   16 %  0 %  0 %  16 %	<del>[REMOVED]</del> Melee Defence: 100 <del>[REMOVED]</del> Ranged Defence: 100 <del>[REMOVED]</del> Magic Defence: 100 <del>[REMOVED]</del> Dodge: 80 <del>[REMOVED]</del> — Attack power is increased by 2% <del>[REMOVED]</del> — Maximum HP is increased by 5% of the user's base stat	<b>[NEW]</b> — [PvE] Attack power is increased by 50 <b>[NEW]</b> — [PvE] All elemental energies are increased by 100 — Maximum HP is increased by 2% of the user's base stat
 [PvP] Beast Gloves	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll  Target: — PvP - Damage   0 %  16 %  16 %  0 %		<b>[NEW]</b> — [PvP] Hit rate is increased by 50 <b>[NEW]</b> — [PvP] All elemental energies are increased by 100







 [PvP] Obsidian Spirit King Gloves	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll  Target: — PvP - Tank   16 %  0 %  0 %  16 %		[NEW] — Maximum HP is increased by 2% of the user's base stat [NEW] — [PvP] All elemental energies are increased by 100
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## TIER II

Name	Description	Original	New
 Legendary Beast Gloves	Obtention: — Act 7 raid prize  Target: — PvP - Damage (soft)   11 %  15 %  11 %  15 %	[REMOVED] Melee Defence: 150 [REMOVED] Ranged Defence: 150 [REMOVED] Magic Defence: 150 [REMOVED] Dodge: 125 [REMOVED] — Maximum HP is increased by 3000 [REMOVED] — Attack power is increased by 3% [REMOVED] — All elemental energies are increased by 150	[NEW] — [PvE] Attack power is increased by 80 [NEW] — [PvE] All elemental energies are increased by 150 [NEW] — Hit rate is increased by 100
 Spirit King Gloves	Obtention: — Act 7 raid prize  Target: — PvP - Tank   11 %  15 %  11 %  15 %	[REMOVED] Melee Defence: 100 [REMOVED] Ranged Defence: 100 [REMOVED] Magic Defence: 100 [REMOVED] Dodge: 100 [REMOVED] — Decreases enemy's total soft damage by 3% [REMOVED] — Maximum HP is increased by 10% of the user's base stat [REMOVED] — All elemental energies are increased by 150	[NEW] — [PvE] Attack power is increased by 80 [NEW] — [PvE] All elemental energies are increased by 150 [NEW] — Damage received from soft attacks is decreased by 3%
 [PvP] Legendary Beast	Obtention: — Battle Medal craft — Converted through PvP		[NEW] — [PvP] There is a 1% chance of increasing Damage caused by 2% [NEW] — [PvP] All elemental energies are

Gloves	Conversion Scroll  Target: — PvP - Damage (soft)   11 %  15 %  11 %  15 %		increased by 150 <b>[NEW]</b> — [PvP] Hit rate is increased by 100
 [PvP] Spirit King Gloves	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll  Target: — PvP - Tank   11 %  15 %  11 %  15 %	<b>[REMOVED]</b> Melee Defence: 100 <b>[REMOVED]</b> Ranged Defence: 100 <b>[REMOVED]</b> Magic Defence: 100 <b>[REMOVED]</b> Dodge: 100	<b>[NEW]</b> — [PvP] Damage received from soft attacks is decreased by 1% <b>[NEW]</b> — [PvP] All elemental energies are increased by 150 <b>[NEW]</b> — [PvP] Hit rate is increased by 100

### TIER III

Name	Description	Original	New
 [PvP] Legendary Gloves	Obtention: — Battle Medal Craft — Rare drop from Random Caligor's Box  Target: — PvP - Damage (soft chance)   8 % > 13%  12 % > 17%  8 % > 13%  12 % > 17%	<b>[REMOVED]</b> Melee Defence: 125 <b>[REMOVED]</b> Ranged Defence: 125 <b>[REMOVED]</b> Magic Defence: 125 Dodge: 0 <b>[REMOVED]</b> — All elemental energies are increased by 180 <b>[REMOVED]</b> — Dodge in Glacernon is increased by 100 <b>[REMOVED]</b> — Maximum HP in Glacernon is increased by 3000	<b>[NEW]</b> — [PvP] All elemental energies are increased by 150 <b>[NEW]</b> — [PvP] There is a 2% chance of increasing damage caused by 1% <b>[NEW]</b> — [PvP] Hit rate is increased by 150
<b>[NEW]</b>  [PvP] Dragonrider's Gloves	Obtention: — Battle Medal Craft — Rare drop from Random Talent Box  Target:		<b>[NEW]</b> — [PvP] All elemental energies are increased by 150 <b>[NEW]</b> — [PvP] There is a 1% chance of increasing Damage caused by 3% <b>[NEW]</b> — [PvP] Hit rate is increased by 150
















	<div>— PvP - Damage (soft damage)</div> <div><div> 13%</div><div> 17%</div><div> 13%</div><div> 17%</div></div>		
<div><div><div>[NEW]</div><div>Gloves</div></div><div></div><div>[PvP] Tough</div></div>	<div>Obtention:</div> <div>— Battle Medal Craft</div> <div>— Rare drop from Random Icebreaker Box</div> <div>Target:</div> <div>— PvP - Tank</div> <div><div> 13%</div><div> 17%</div><div> 13%</div><div> 17%</div></div>		<div>[NEW] — Maximum HP is increased by 4% of the user's base amount</div> <div>[NEW] — [PvP] Damage received from soft attacks is decreased by 2%</div> <div>[NEW] — [PvP] Hit rate is increased by 150</div>






## Shoes\*

Importance Grade: **High**












Personalization Grade: **Low**








### TIER I

Name	Description	Original	New
 Beast Shoes	Obtention: — Act 7 map drop  Target: — PvP - Mobility   0 %  16 %  16 %  0 %	<del>[REMOVED]</del> Melee Defence: 100 <del>[REMOVED]</del> Ranged Defence: 100 <del>[REMOVED]</del> Magic Defence: 100 <del>[REMOVED]</del> — Attack power is increased by 2% <del>[REMOVED]</del> Dodge: 100 <del>[REMOVED]</del> — All elemental energies are increased by 100 — Movement speed is increased by 1	<del>[REMOVED]</del> <b>[NEW]</b> — [PvE] Attack power is increased by 50 <b>[NEW]</b> — [PvE] All elemental energies are increased by 100 — Movement speed is increased by 1
 Obsidian Spirit King Shoes	Obtention: — Act 7 map drop  Target: — PvP - Tank   16 %  0 %  0 %  16 %	<del>[REMOVED]</del> Melee Defence: 100 <del>[REMOVED]</del> Ranged Defence: 100 <del>[REMOVED]</del> Magic Defence: 100 <del>[REMOVED]</del> Dodge: 100 <del>[REMOVED]</del> — Movement speed is increased by 1 <del>[REMOVED]</del> — All elemental energies are increased by 100 — Decreases enemy's total soft damage by 2%	<del>[REMOVED]</del> <b>[NEW]</b> — [PvE] Attack power is increased by 50 <b>[NEW]</b> — [PvE] All elemental energies are increased by 100 — Damage received from soft attacks is decreased by 1%
 [PvP] Beast Shoes	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll  Target: — PvP - Mobility   0 %  16 %  16 %  0 %		<del>[REMOVED]</del> <b>[NEW]</b> — [PvP] All elemental energies are increased by 100 — Movement speed is increased by 1



 [PvP] Obsidian Spirit King Shoes	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll  Target: — PvP - Tank   16 %  0 %  0 %  16 %		[NEW] — [PvP] All elemental energies are increased by 100 — Damage received from soft attacks is decreased by 1%
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## TIER II

Name	Description	Original	New
 Legendary Beast Shoes	Obtention: — Act 7 raid prize  Target: — PvP - Mobility   15 %  11 %  15 %  11 %	[REMOVED] Melee Defence: 150 [REMOVED] Ranged Defence: 150 [REMOVED] Magic Defence: 150 [REMOVED] — Attack power is increased by 3% [REMOVED] Dodge: 100 — All elemental energies are increased by 150 — Movement speed is increased by 1	[NEW] — [PvE] Attack power is increased by 80 [NEW] — [PvE] All elemental energies are increased by 150 — Movement speed is increased by 1
 Spirit King Shoes	Obtention: — Act 7 raid prize  Target: — PvP - Tank   15 %  11 %  15 %  11 %	[REMOVED] Melee Defence: 150 [REMOVED] Ranged Defence: 150 [REMOVED] Magic Defence: 150 [REMOVED] Dodge: 125 [REMOVED] — Movement speed is increased by 1 [REMOVED] — All elemental energies are increased by 150 — Decreases enemy's total soft damage by 3%	[NEW] — [PvE] Attack power is increased by 80 [NEW] — [PvE] All elemental energies are increased by 150 — Damage received from soft attacks is decreased by 1%
 [PvP] Legendary Beast Shoes	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll		[NEW] — [PvP] All elemental energies are increased by 150 [NEW] — Movement speed is increased by 1

	Target: — PvP - Mobility   15 %  11 %  15 %  11 %		
 [PvP] Spirit King Shoes	Obtention: — Battle Medal craft — Converted through PvP Conversion Scroll  Target: — PvP - Tank   15 %  11 %  15 %  11 %		[NEW] — [PvP] All elemental energies are increased by 150 [NEW] — [PvP] Damage received from soft attacks is decreased by 1%

TIER III

Name	Description	Original	New
 [PvP] Legendary Boots	Obtention: — Battle Medal Craft — Rare drop from Random Caligor's Box  Target: — PvP - Mobility   8 % > 17%  12 % > 13%  8 % > 17%  12 % > 13%	[REMOVED] Melee Defence: 150 [REMOVED] Ranged Defence: 150 [REMOVED] Magic Defence: 150 Dodge: 0 [REMOVED] — All elemental energies are increased by 120 [REMOVED] — Dodge in Glacernon is increased by 100 [REMOVED] — Movement speed in Glacernon is increased by 2	[NEW] — Movement speed is increased by 2 [NEW] — [PvP] Dodge is increased by 150
[NEW]  [PvP] Dragonrider's Shoes	Obtention: — Battle Medal Craft — Rare drop from Random Talent Box  Target:		[NEW] — [PvP] Damage caused from critical hits is increased by 4% [NEW] — [PvP] All elemental energies are increased by 200 [NEW] — Movement speed is increased by 1





	<div>— PvP - Damage (critical damage)</div> <div><div> 17%</div><div> 13%</div><div> 17%</div><div> 13%</div></div>		
<div><div><div>[NEW]</div><div></div><div>[PvP] Black Leather Shoes</div></div></div>	<div>Obtention:</div> <div>— Battle Medal Craft</div> <div>— Rare drop from Random Icebreaker Box</div> <div>Target:</div> <div>— PvP - Tank</div> <div><div><div> 17%</div><div> 13%</div><div> 17%</div><div> 13%</div></div></div>		<div><div>[NEW]</div> — Maximum HP is increased by 4% of the user's total</div> <div><div>[NEW]</div> — [PvP] Damage received from soft attacks is decreased by 2%</div>

## Necklaces\*

Importance Grade: **High**

Personalization Grade: **Low**

### TIER I

Name	Description	Original	New
 Obsidian Necklace	Obtention: — Act 7 raid prize  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Damage (soft)	<b>[REMOVED]</b> — Attack power is increased by 3% — Maximum HP is increased by 7% of the user's base amount	<b>[NEW]</b> — [PvE] All elemental energies are increased by 200 <b>[NEW]</b> — [PvE] Attack power is increased by 150 — Maximum HP is increased by 600
 Occult Necklace	Obtention: — Act 7 raid prize  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Tank	<b>[REMOVED]</b> — Decreases enemy's total soft damage by 3% — Maximum HP is increased by 7% of the user's base amount	<b>[NEW]</b> — [PvE] All elemental energies are increased by 200 <b>[NEW]</b> — [PvE] Attack power is increased by 150 — Maximum HP is increased by 6% of the user's base amount
 [PvP] Obsidian Necklace	Obtention: — Converted through PvP Conversion Scroll  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Damage (soft)		<b>[NEW]</b> — [PvP] All elemental energies are increased by 100 <b>[NEW]</b> — [PvP] There's a 1% chance of increasing damage caused by 1% <b>[NEW]</b> — Maximum HP is increased by 600
 [PvP] Occult Necklace	Obtention: — Converted through PvP Conversion Scroll  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Tank		<b>[NEW]</b> — [PvP] All elemental energies are increased by 100 <b>[NEW]</b> — [PvP] Damage received from soft attacks is decreased by 1% <b>[NEW]</b> — Maximum HP is increased by 6% of the user's base amount

### TIER II

Name	Description	Original	New
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<div> <div>[NEW]</div>  <div>[PvP] Lich Energy Necklace</div> </div>	<div> <div>Obtention:</div> <div>— Battle Medal Craft</div> <div>— Rare drop from Random Talent Box</div> <div>Cellon Level: 10</div> <div>Cellon Slots: 4</div> <div>Target:</div> <div>— PvP - Damage (soft damage)</div> </div>		<div> <div>[NEW]</div> <div>— Maximum HP is increased by 900</div> <div>[NEW]</div> <div>— [PvP] All elemental energies are increased by 100</div> <div>[NEW]</div> <div>— [PvP] All enemy's elemental resistances are decreased by 1</div> <div>[NEW]</div> <div>— [PvP] There's a 1% chance of increasing damage caused by 3%</div> </div>
<div> <div>[NEW]</div>  <div>[PvP] Bone Necklace</div> </div>	<div> <div>Obtention:</div> <div>— Battle Medal Craft</div> <div>— Rare drop from Random Icebreaker Box</div> <div>Cellon Level: 10</div> <div>Cellon Slots: 4</div> <div>Target:</div> <div>— PvP - Tank</div> </div>		<div> <div>[NEW]</div> <div>— Maximum HP is increased by 10% of the user's base amount</div> <div>[NEW]</div> <div>— [PvP] Damage received from soft attacks is decreased by 2%</div> </div>
<div> <div>[NEW]</div>  <div>[PvP] Legendary Necklace</div> </div>	<div> <div>Obtention:</div> <div>— Battle Medal Craft</div> <div>— Rare drop from Random Caligor's Box</div> <div>Cellon Level: 10</div> <div>Cellon Slots: 4</div> <div>Target:</div> <div>— PvP - Damage (soft chance)</div> </div>		<div> <div>[NEW]</div> <div>— Maximum HP is increased by 900</div> <div>[NEW]</div> <div>— [PvP] There's a 2% chance of increasing damage caused by 1%</div> </div>

## Rings\*

Importance Grade: **High**

Personalization Grade: **Low**




### TIER I

Name	Description	Original	New
 Jade Ring	Obtention: — Act 7 raid prize  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Damage (soft)	<b>[REMOVED]</b> — Attack power is increased by 3% — Maximum HP is increased by 7% of the user's base amount	<b>[NEW]</b> — [PvE] All elemental energies are increased by 200 <b>[NEW]</b> — [PvE] Attack power is increased by 150 — Maximum HP is increased by 600
 Jade Spirit Ring	Obtention: — Act 7 raid prize  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Tank	<b>[REMOVED]</b> — Decreases enemy's total soft damage by 3% — Maximum HP is increased by 7% of the user's base amount	<b>[NEW]</b> — [PvE] All elemental energies are increased by 200 <b>[NEW]</b> — [PvE] Attack power is increased by 150 — Maximum HP is increased by 6% of the user's base amount
 [PvP] Jade Ring	Obtention: — Converted through PvP Conversion Scroll  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Damage (soft)		<b>[NEW]</b> — [PvP] All elemental energies are increased by 100 <b>[NEW]</b> — [PvP] There's a 1% chance of increasing damage caused by 1% <b>[NEW]</b> — Maximum HP is increased by 600
 [PvP] Jade Spirit Ring	Obtention: — Converted through PvP Conversion Scroll  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Tank		<b>[NEW]</b> — [PvP] All elemental energies are increased by 100 <b>[NEW]</b> — [PvP] Damage received from soft attacks is decreased by 1% <b>[NEW]</b> — Maximum HP is increased by 6% of the user's base amount

### TIER II

Name	Description	Original	New
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<div><div>[NEW]</div><div></div><div>[PvP] Lich Energy Ring</div></div>	<div>Obtention: — Battle Medal Craft — Rare drop from Random Talent Box</div> <div>Cellon Level: 10 Cellon Slots: 4</div> <div>Target: — PvP - Damage (soft damage)</div>		<div>[NEW] — Maximum HP is increased by 900</div> <div>[NEW] — [PvP] All elemental energies are increased by 100</div> <div>[NEW] — [PvP] There's a 1% chance of increasing damage caused by 3%</div>
<div><div>[NEW]</div><div></div><div>[PvP] Bone Ring</div></div>	<div>Obtention: — Battle Medal Craft — Rare drop from Random Icebreaker Box</div> <div>Cellon Level: 10 Cellon Slots: 4</div> <div>Target: — PvP - Tank</div>		<div>[NEW] — Maximum HP is increased by 10% of the user's base amount</div> <div>[NEW] — [PvP] Damage received from soft attacks is decreased by 2%</div>
<div><div>[NEW]</div><div></div><div>[PvP] Legendary Ring</div></div>	<div>Obtention: — Battle Medal Craft — Rare drop from Random Caligor's Box</div> <div>Cellon Level: 10 Cellon Slots: 4</div> <div>Target: — PvP - Damage (soft chance)</div>		<div>[NEW] — Maximum HP is increased by 900</div> <div>[NEW] — [PvP] There's a 2% chance of increasing damage caused by 1%</div>

## Bracelets\*

Importance Grade: **High**




Personalization Grade: **Low**

### TIER I

Name	Description	Original	New
 Jade Bracelet	Obtention: — Act 7 raid prize  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Damage (soft)	<b>[REMOVED]</b> — Attack power is increased by 3% — Maximum HP is increased by 7% of the user's base amount	<b>[NEW]</b> — [PvE] All elemental energies are increased by 200 <b>[NEW]</b> — [PvE] Attack power is increased by 150 — Maximum HP is increased by 600
 Snake Loa Bracelet	Obtention: — Act 7 raid prize  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Tank	<b>[REMOVED]</b> — Decreases enemy's total soft damage by 3% — Maximum HP is increased by 7% of the user's base amount	<b>[NEW]</b> — [PvE] All elemental energies are increased by 200 <b>[NEW]</b> — [PvE] Attack power is increased by 150 — Maximum HP is increased by 6% of the user's base amount
 [PvP] Jade Bracelet	Obtention: — Converted through PvP Conversion Scroll  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Damage (soft)		<b>[NEW]</b> — [PvP] All elemental energies are increased by 100 <b>[NEW]</b> — [PvP] There's a 1% chance of increasing damage caused by 1% <b>[NEW]</b> — Maximum HP is increased by 600
 [PvP] Snake Loa Bracelet	Obtention: — Converted through PvP Conversion Scroll  Cellon Level: 10 Cellon Slots: 4  Target: — PvP - Tank		<b>[NEW]</b> — [PvP] All elemental energies are increased by 100 <b>[NEW]</b> — [PvP] Damage received from soft attacks is decreased by 1% <b>[NEW]</b> — Maximum HP is increased by 6% of the user's base amount

### TIER II







Name	Description	Original	New
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


<p><b>[NEW]</b>  [PvP] Lich Energy Bracelet</p>	<p>Obtention: — Battle Medal Craft — Rare drop from Random Talent Box</p> <p>Cellon Level: 10 Cellon Slots: 4</p> <p>Target: — PvP - Damage (soft damage)</p>		<p><b>[NEW]</b> — Maximum HP is increased by 900  <b>[NEW]</b> — [PvP] All elemental energies are increased by 100  <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 1  <b>[NEW]</b> — [PvP] There's a 1% chance of increasing damage caused by 3%</p>
<p><b>[NEW]</b>  [PvP] Bone Bracelet</p>	<p>Obtention: — Battle Medal Craft — Rare drop from Random Icebreaker Box</p> <p>Cellon Level: 10 Cellon Slots: 4</p> <p>Target: — PvP - Tank</p>		<p><b>[NEW]</b> — Maximum HP is increased by 10% of the user's base amount  <b>[NEW]</b> — [PvP] Damage received from soft attacks is decreased by 2%</p>
<p><b>[NEW]</b>  [PvP] Legendary Bracelet</p>	<p>Obtention: — Battle Medal Craft — Rare drop from Random Caligor's Box</p> <p>Cellon Level: 10 Cellon Slots: 4</p> <p>Target: — PvP - Damage (soft chance)</p>		<p><b>[NEW]</b> — Maximum HP is increased by 900  <b>[NEW]</b> — [PvP] There's a 2% chance of increasing damage caused by 1%</p>














# Wing Covers







Importance Grade: **High**  
Personalization Grade: **High**

TIER I

Name	Description	Original	New
 Golden Wings	Obtention: — Rotative Boxes  Target: PvP — Damage (critical chance)	<b>[REMOVED]</b> — Attack power is increased by 5% — On attack, there's a 20% chance of firing a magical arrow to fire an arrow that deals 15% of the original attack's damage — Movement speed is increased by 1	<b>[NEW]</b> — Chance of inflicting a critical hit is increased by 30% of the user's total — On attack, there's a 20% chance of firing a magical arrow to fire an arrow that deals 15% of the original attack's damage — Movement speed is increased by 1
 Onyx Wings	Obtention: — Rotative Boxes  Target: PvP — Damage (skill replication)	<b>[REMOVED]</b> — When attacking, there is a 15% chance of summoning a shadow clone to carry out an additional attack — Attack power is increased by 5% — Movement speed is increased by 1	<b>[NEW]</b> — On skill usage, there's a 25% chance of summoning a shadow clone to replicate it. It'll deal 30% of the original skill's damage — Attack power is increased by 80 — Movement speed is increased by 1
 Fairy Wings	Obtention: — Rotative Boxes  Target: PvP — Damage (skill reset)	— Provides a 10% chance to reset the cooldown of the attack skill used <b>[REMOVED]</b> — The equipped fairy's element is increased by 10 — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 80 — Provides a 15% chance to reset the cooldown of the attack skill used (Does not apply to basic attack and non-damaging skills) — Movement speed is increased by 1
 Titan Wings	Obtention: — Rotative Boxes  Target: — PvP (Tank)	— [PvP] Defence is increased by 10% <b>[REMOVED]</b> — Resits forced movement with a probability of 50% <b>[REMOVED]</b> — Movement speed is increased by 1	<b>[NEW]</b> — If the user's ability to move is negatively affected,  Titanium Spikes is received — [PvP] Defence is increased by 80   Titanium Spikes Buff Level 4 Duration: 12 seconds <b>[NEW]</b> — When you're defending, there's a 20% chance of 15% of the damage being reflected at the opponent (max. 7500 in PvP)

 <p>Heavenly Wings</p>	<p>Obtention: — Rotative Boxes</p> <p>Target: — PvP Damage (debuff protection)</p>	<p>— There is a 100% chance of receiving the [  Heavenly Force] extra skill</p> <p>— [PvP] Attack power is increased by 5%</p> <p>— Movement speed is increased by 1</p> <p>— Protection against 4 level or lower debuffs is increased by 10%</p> <hr/> <p>[  Heavenly Force]</p> <p>Cooldown: 46.0s</p> <p>Target: Itself</p> <p>Range: None</p> <p>Area: None</p> <p>Mana: 100 mp</p> <p>— There is a 100% chance of receiving [  Heavenly Force]</p> <hr/> <p>[  Heavenly Force]</p> <p>Buff</p> <p>(Level 4)</p> <p>Duration: 12.0s</p> <p>— Attack power is increased by 8%</p> <p><b>[REMOVED]</b> — Defence is increased by 8%</p> <p><b>[REMOVED]</b> — Dodge is increased by 100</p>	<p>— There is a 100% chance of receiving the [  Heavenly Force] extra skill</p> <p>— [PvP] Attack power is increased by 60</p> <p>— Protection against 4 level or lower debuffs is increased by 10%</p> <p>— Movement speed is increased by 1</p> <hr/> <p>[  Heavenly Force]</p> <p>Cooldown: 60.0s</p> <p>Target: Itself</p> <p>Range: None</p> <p>Area: None</p> <p>Mana: 100 mp</p> <p>— There is a 100% chance of receiving [  Heavenly Force]</p> <hr/> <p> Heavenly Force</p> <p>Buff</p> <p>(Level 4)</p> <p>Duration: 12.0s</p> <p>— [PVP] Attack power is increased by 5%</p> <p><b>[NEW]</b> — Blocks 2 debuffs up to level 4</p> <p><b>[NEW]</b> — Movement speed is increased by 1</p>
 <p>Infernal Wings</p>	<p>Obtention: — Rotative Boxes</p> <p>Target: — PvP - Tank (debuff)</p>	<p>— There is a 100% chance of receiving the [  Infernal Force] extra skill</p> <p>— [PvP] Defence is increased by 5%</p> <p>— Movement speed is increased by 1</p> <p>— Decreases the enemy's debuff protection of level 4 or lower by 10% (max. 50%)</p> <hr/> <p>[  Infernal Force]</p> <p>Cooldown: 50.0s</p> <p>Target: Select one</p> <p>Range: 8 Fields</p> <p>Area: Around enemies in 1 field</p> <p>Mana: 200 mp</p> <p><b>[REMOVED]</b> — Attack power is increased by 300</p> <p>— All elemental energies are increased by 800</p> <p>— No penalty for ranged attacks at close range</p> <p>— There is a 100% chance of causing [  Hell Curse]</p> <hr/> <p>[  Hell Curse]</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 10.0s</p> <p>— Attack power decreases by Player Level*5</p> <p><b>[REMOVED]</b> — Defence decreases by 8%</p> <p><b>[REMOVED]</b> — Dodge decreases by 100</p>	<p>— There is a 100% chance of receiving the [  Infernal Force] extra skill</p> <p>— [PvP] Defence is increased by 60</p> <p>— Decreases the enemy's debuff protection of level 4 or lower by 10% (max. 50%)</p> <p>— Movement speed is increased by 1</p> <hr/> <p>[  Infernal Force]</p> <p>Cooldown: 60.0s</p> <p>Target: Select one</p> <p>Range: 8 Fields</p> <p>Area: Around enemies in 1 field</p> <p>Mana: 200 mp</p> <p><b>[NEW]</b> — [PvP] Deals 95% of the user's plain attack stat plus an extra 500 as attack power</p> <p>— [PvP] All elemental energies are increased by 800</p> <p>— No penalty for ranged attacks at close range</p> <p>— There is a 100% chance of causing [  Hell Curse] (ignores debuff protection)</p> <hr/> <p>[  Hell Curse ]</p> <p>Debuff</p> <p>(Level 5)</p>

			Duration: 10.0s <b>[NEW]</b> — [PvP] Attack power is decreased by 5% <b>[NEW]</b> — [PvP] Defence is decreased by 5%
 Blade Wings	Obtention: — Rotative Boxes  Target: — PvP - Damage (mobility)	<b>[REMOVED]</b> — Attack power is increased by 5% — When you're defending, there is a 8% chance of receiving  Shield of Blades — Movement speed is increased by 1  <hr/>  Shield of Blades (Buff Level 4) 5.0s <b>[REMOVED]</b> — Dodge is increased by 80 — Attack power is increased by 15% — Every 2 seconds: Around 2 fields inflict <hr/>  Deep Cut on our enemies  <hr/>  Deep Cut Debuff (Level 4) Duration: 6.0 seconds <b>[REMOVED]</b> — Attack power decreases by 198 (Player Level*2) <b>[REMOVED]</b> — Every 2 seconds: Decreases 495 (Player Level*5) HP	<b>[NEW]</b> — Damage caused from critical hits is increased by 20% <b>[NEW]</b> — Upon using a dash, there's a 100% chance of receiving  Shield of Blades — Movement speed is increased by 1  <hr/>  Shield of Blades Buff (Level 4) Duration: 4.0 seconds (This effect has 8 seconds of cooldown) — Damage from critical hits is increased by 10% — Every 2 seconds: Around 3 fields inflict <hr/>  Deep Cut on our enemies  <hr/>  Deep Cut Debuff (Level 4) Duration: 6.0 seconds (Cooldown: 12.0 seconds) <b>[NEW]</b> — Chance of receiving a critical hit is increased by 40% <b>[NEW]</b> — Every 2 seconds: Decreases PlayerLevel*4 HP  Side effect: after 0.1 seconds <b>[NEW]</b> — Disappears upon receiving a hit
 Moon Wings	Obtention: — Rotative Boxes  Target: — PvP - Tank (magic debuff)		<b>[NEW]</b> — [PvP] Defence is increased by 80 <b>[NEW]</b> — On attack, there's a 100% chance of causing  Selenic Curse <b>[NEW]</b> — When defending, there is a 8% chance of receiving  Selenic Aura  <hr/>  Selenic Aura Buff (Level 4) Duration: 3.0 seconds (This effect has 12 seconds of cooldown) — No mana is consumed — Cannot receive critical hits  Side effect: after 0.1 seconds


			<div>— Disappears upon receiving a hit</div> <div> Selenic Curse</div> <div>Debuff</div> <div>(Level 5)</div> <div>Duration: 4.0 seconds</div> <div>[NEW] — For each negative effect received, the HP consumed by debuffs is increased by 10% (max. 50%)</div>
<div> [PvP] Zephyr Wings</div>	<div>Obtention:</div> <div>— Rotative Boxes</div> <div>Target:</div> <div>— PvP - Mobility DPS</div>	<div>— When you're defending, there is a 10% chance of receiving [  Agile as the Wind]</div> <div>— Movement speed is increased by 2</div> <div><div>[  Agile as the Wind]</div><div>Buff</div><div>(Level 4)</div><div>Duration: 5.0 seconds</div><div>— [PvP] Dodge is increased by 15%</div></div>	<div>[NEW] — Attack power is increased by 60</div> <div>[NEW] — Every 4 attacks, [  Agile as the Wind] is received</div> <div>[NEW] — Every 10 seconds: Has a 100% chance of removing all stunning effects</div> <div>— Movement speed is increased by 2</div> <div><div>[  Agile as the Wind]</div><div>Buff</div><div>(Level 4)</div><div>Duration: 2.5 seconds</div><div>— Movement speed is increased by 2</div></div>

TIER II

Name	Description	Original	New
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 [PvP] Crystal Wings	<p>Obtention: — Jotunheim Prize. Received for achieving the highest amount of points of your class in the current season. — Battle Medal craft</p> <p>Target: — PvP - Damage</p>	<p>— There is a 100% chance of receiving the  Arcane Shard] extra skill [REMOVED] — Attack power is increased by 100 [REMOVED] — Protection against 4 level or lower debuffs is increased by 10% — Movement speed is increased by 2</p> <hr/> <p> Arcane Shard] Cooldown: 120.0s Target: Select one Range: 10 Fields Area: Around enemies in 3 fields Mana: 250 mp [REMOVED] — Attack power is increased by 3500 — No penalty for ranged attacks at close range — All elemental energies are increased by 5000 — Never inflicts critical hit — Cannot be evaded</p>	<p>[NEW] — There is a 100% chance of receiving the  Arcane Shard] extra skill [NEW] — [PvP] Attack power is increased by 100 [NEW] — [PvP] If the user reduces 15% of their enemy's total HP with a single blow, [Strong Armour Break] is caused (ignores debuff protection) — Movement speed is increased by 2</p> <hr/> <p> Arcane Shard] Cooldown: 120.0s Target: Select one Range: 10 Fields Area: Around enemies in 3 fields Mana: 250 mp [NEW] — [PvP] Deals 140% of the user's plain attack stat plus an extra 1000 as attack power [NEW] — [PvP] All elemental energies are increased by 5000 [NEW] — [PvP] No penalty for ranged attacks at close range [NEW] — [PvP] Never inflicts critical hit [NEW] — [PvP] Cannot be evaded</p> <hr/> <p>[Strong Armour Break] Debuff Level 5 Duration: 10 seconds (This effect has 50 seconds of cooldown) [NEW] — Every 2 seconds: Decreases PlayerLevel *8 HP [NEW] — Defence is decreased by PlayerLevel *6</p>
 [PvP] Mega Titan Wings	<p>Obtention: — Masters Arena Prize. Obtained for achieving the highest amount of points of your class in the current season. — Battle Medal craft</p> <p>Target: — PvP - Bruiser</p>	<p>— [PvP] Attack power is increased by 5% — When you're defending, there is a 8% chance of receiving  Titan Transformation] — Movement speed is increased by 1</p> <hr/> <p> Titan Transformation] (Buff Level 10) 8.0s — Never receives critical hits — Movement speed is increased by 2</p>	<p>[NEW] — [PvP] Defence is decreased by 50 [NEW] — Every 5 enemy attacks, [Titan Fury] is received [NEW] — If the user's current HP drops below 20%, [Titan Shield] is received — [PvP] Attack power is increased by 50 — Movement speed is increased by 1</p> <hr/> <p>[Titan Fury] Buff (Level 4) Duration: 6 seconds [NEW] — Movement speed is increased by 2 [NEW] — [PvP] Final damage caused is increased by 1500 [NEW] — This effect disappears upon</p>



			<p>landing a hit</p> <hr/> <p>[Titan Shield] Buff (Level 4) Duration: 8 seconds (Cooldown: 90 seconds) — A shield with a value of 10% of the user's total HP is received — Never receives critical hits — Damage received from magic attacks is decreased by 15% — If the HP granted by the shield is lost, this effect disappears</p>
 [PvP] Lightning Wings	<p>Obtention: — Icebreaker prize. Obtained for achieving the highest amount of points of your class in the current season. — Battle Medal craft</p> <p>Target: — PvP - Tank</p>	<p>[REMOVED] — [PvP] Enemy's attack power is decreased by 5% [REMOVED] — When you're defending, there is a 5% chance of inflicting [Electrocute] on your opponent [REMOVED] — Movement speed is increased by 1</p> <hr/> <p>[Electrocute] Debuff (Level 3) Duration: 2.0 seconds — Movement impossible — No attack possible</p> <p>Once the effect duration is over, there is a 100% chance to receive [Crash]</p> <hr/> <p>[Crash] (Debuff Level 4) 2.0s — Movement speed is decreased by 75%</p>	<p>[NEW] — [PvP] Defence is decreased by 80 [NEW] — Maximum HP is increased by 10% of the user's total</p> <p>— Every 8 enemy attacks, [Electrizing Aura] is received</p> <p>Side effect: after 0.1 seconds [NEW] — Movement speed is increased by 1 [NEW] — The chance of causing a debuff of level 4 or lower is increased by 15%</p> <hr/> <p>[Electrizing Aura] Buff (Level 4) Duration: 12 seconds (Cooldown: 24 seconds) [NEW] — Every 2 seconds: Around 3 fields inflict [Electrocute] on our enemies</p> <p>[NEW] — Movement speed is increased by 1</p> <hr/> <p>[Electrocute] Debuff (Level 3) Duration: 8.0 seconds [NEW] — Every 4 seconds: [PvP] Decreases 1% HP</p> <p>Once the effect duration is over, there is a 100% chance to receive [Crash]</p> <hr/> <p>[Crash] (Debuff Level 4) 2.0s — Movement speed is decreased by 75%</p>

 [PvP] Rainbow Wings	<p>Obtention: — Rainbow Battle Prize. Obtained for achieving the highest amount of points of your class in the current season. — Battle Medal craft</p> <p>Target: — PvP - Technician</p>		<p>[NEW] — [PvP] Attack power is increased by 80 [NEW] — [PvP] Defence is decreased by 40 [NEW] — Movement speed is increased by 1 [NEW] — Upon blocking or reflecting an attack successfully,  [PvP] Rainbow Boost] is received</p> <hr/> <p> [PvP] Rainbow Boost</p> <p>Buff (Level 4) Duration: 5 seconds [NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] There's a 10% chance of increasing damage caused by 10% [NEW] — Movement speed is increased by 1</p>
 [PvP] Frost Champion Wings	<p>Obtention: — 1v1 Prize. Obtained for achieving the highest amount of points of your class in the current season. — Battle Medal craft</p> <p>Target: PvP — PvP - DPS</p>		<p>[NEW] — Every 4 attacks,  Unmatched] is received [NEW] — [PvP] Attack power is increased by 100 [NEW] — [PvP] Chance of inflicting a critical hit is increased by 30% of the user's total [NEW] — Movement speed is increased by 2</p> <hr/> <p> Unmatched</p> <p>Buff Level 4 Duration: 4 seconds [NEW] — On attack, there is a 15% chance of causing  Slight Paralysis [NEW] — [PvP] There's a 15% chance of increasing damage caused by 5% [NEW] — [PvP] Final damage caused is increased by 20% of the user's base attack power</p> <p>Side effect: after 0,1 seconds [NEW] — This effect disappears upon landing a hit</p>

# Costume Hat

Importance Grade: **Regular**  
Personalization Grade: **Very High**

TIER I: EASILY OBTAINABLE

Name	Description	Original	New
 Hawaii Headdress  Hawaii Headdress  Blue Marine Cap  Blue Sailor Cap  Smart Men's Hat  Starlight Hairband	Obtention: 75 PC Random boxes  Target: PvP — PvP - Damage (critical damage)	<b>[REMOVED]</b> — Attack power increases by 5% <b>[REMOVED]</b> — Attack power increases by 15	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — Damage caused from critical hits is increased by 2%
 Orange Hat  Playful Bunny Ears  Adorable Bunny Ears  Fairy Hairband  Demon Hat  March Hare Hat  White Rabbit Hat	Obtention: 75 PC Random boxes  Target: PvP — PvP - Damage (critical chance)	<b>[REMOVED]</b> — Attack power increases by 5% <b>[REMOVED]</b> — Maximum MP increases by 200	<b>[NEW]</b> — Attack power is increased by 25 <b>[NEW]</b> — Chance of inflicting critical hits is increased by 1%
 Empress Coronet  Hogeeon  Luxury Flowerpot Hat  Nutshell Hat	Obtention: 75 PC Random boxes  Target: PvP — PvP - Damage (resistance drain)		<b>[NEW]</b> — Attack power is increased by 20 <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 3









 Blue Founder Hat  Green Founder Hat  Red Founder Hat  Ayam  Flower Hairpin  Asian Hat  Ebosi			
 Rat Hat  Panda Hat  Polar Bear Hat  Teddy Bear Hat  Dalmatian Hat  Rottweiler Hat  Siamese Cat Hat  Russian Blue Cat Hat  Light Lion Hat  Dark Lion Hat  Bulldog Hat  Saint Bernard Hat  Burma Cat Hat  Korat Cat Hat	Obtention: 75 PC Random boxes  Target: PvP — PvP - Tank (HP)	[REMOVED] — Maximum MP is increased by 200 [REMOVED] — Attack power increases by 15	[NEW] — Defence is increased by 25 [NEW] — Maximum HP is increased by 1% of the user's base amount

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


# Costume Dress

Importance Grade: **Regular**  
Personalization Grade: **Very High**

TIER I: EASILY OBTAINABLE

Name	Description	Original	New
 Hawaii Costume (m) (Permanent)	Obtention: 75 PC Random boxes  Target: PvP — PvP - Damage (critical damage)	<b>[REMOVED]</b> — Attack power increases by 5% <b>[REMOVED]</b> — Attack power increases by 15	<b>[NEW]</b> — Attack power is increased by 25 <b>[NEW]</b> — Damage caused from critical hits is increased by 2%
 Hawaii Costume (f) (Permanent)			
 Blue Marine Suit (Permanent)			
 Blue Sailor Suit (Permanent)			
 Green School Uniform (Permanent)			
 Yellow School Uniform (Permanent)			
 Purple School Uniform (Permanent)			
 Heavy Metal Clothes (Permanent)			

<div> Starlight School Uniform (Permanent)</div> <div> Hiphop Outfit (Permanent)</div> <div> Noire Black Sportswear (Permanent)</div> <div> Coral Pink Sportswear (Permanent)</div> <div> Bluesky Sportswear (Permanent)</div> <div> Hot Pink Sportswear (Permanent)</div> <div> Denim Clothing (Permanent)</div> <div> Adventurer Clothing (Permanent)</div> <div> Fire Rose Costume (Permanent)</div> <div> Fresh Mint Costume (Permanent)</div> <div> Chocolate Costume (Permanent)</div> <div> Dalmatian Costume (Permanent)</div> <div> Rottweiler Costume (Permanent)</div> <div> Russian Blue Cat Costume (Permanent)</div> <div> Playful Bunny Costume (Permanent)</div> <div> Adorable Bunny</div>	<p>Obtention: 75 PC Random boxes</p> <p>Target: PvP — PvP - Damage (critical chance)</p>	<p><del>Attack power increases by 5%</del></p> <p><del>Maximum MP increases by 200</del></p>	<p>Attack power is increased by 25</p> <p>Chance of inflicting critical hits is increased by 1%</p>
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Costume (Permanent)			
 Kunoichi Kimono (Permanent)  Azalea Hanbok (Permanent)  Crocus Hanbok (Permanent)  Rose Hanbok (Permanent)  Lavender Chipao (Permanent)  Phoenix Chipao (Permanent)  Black Chipao (Permanent)  Cherry Blossom Kimono (Permanent)  Lily Kimono (Permanent)  Spring Hanbok (Permanent)  Summer Hanbok (Permanent)  Kung Fu Chipao (Permanent)  Emperor Chipao (Permanent)  Dragon Chipao (Permanent)  Moonlight Kimono (Permanent)	Obtention: 75 PC Random boxes  Target: PvP — PvP - Damage (resistance drain)		[NEW] — Attack power is increased by 20 [NEW] — [PvP] All enemy's elemental resistances are decreased by 3















 Dadami Kimono (Permanent)  Fairy Costume (Permanent)  Demon Costume (Permanent)			
 Asian Black Bear Costume (Permanent)  Golden Lion Costume (Permanent)  Black Lion Costume (Permanent)  Golden Lion Costume (Permanent)  Dark Lion Costume (Permanent)  Burma Cat Costume (Permanent)  March Hare Costume (Permanent)  Polar Bear Costume (Permanent)  Panda Costume (Permanent)  Teddy Bear Costume (Permanent)	Obtention: 75 PC Random boxes  Target: PvP — PvP - Tank (HP)	[REMOVED] — Maximum MP is increased by 200 [REMOVED] — Attack power increases by 15	[NEW] — Defence is increased by 25 [NEW] — Maximum HP is increased by 1% of the user's base amount





## Costume Weapon Covers

Importance Grade: **Regular**

Personalization Grade: **High**

### TIER III: ROTATIVE BOXES AND EVENT

Name	Description	Original	New
 Frozen Swordfish  Octobow  Coral Wand  Lobster Claw	Obtention: Summer Event Box  Target: — PvP - Bruiser (healing)	<b>[REMOVED]</b> — On attack, there's a 10% chance of receiving [  Leeching ] — Attack power is increased by 100  [  Leeching ] (Buff Level 5) 5.0s — There's a 100% chance of leeching 500 HP from the enemy — There's a 100% chance of leeching 500 MP from the enemy	<b>[NEW]</b> — [PvP] Converts 4% of the damage caused into HP healing (max. 2500 per hit) — Attack power is increased by 50
 Winter Sword  Winter Bow  Winter Wand  Winter Gauntlets	Obtention: Winter Event Box  Target: — PvP - Damage (damage replication)	— When attacking, there is a 30% chance of casting a freezing blast that deals 10% of the original attack damage — Attack power is increased by 100	— When attacking, there is a 30% chance of casting a freezing blast that deals 10% of the original attack damage — Attack power is increased by 80
 Thorns Fist  Uchiwa Skin  Wildflower Bow Skin  Imp Cudgel Skin	Obtention: Rainbow Battle Rewards  Target: PvP — PvP - Tank (damage reflection)	— Damage in PvP is increased by 5% — Attack power is increased by 100	— When you're defending, there's a 30% chance of 5% of the damage being uchiwa reflected at the opponent (max. 7500 in PvP) — Attack power is increased by 50
 Baseball Bat Skin  Recurve Box Skin  Tennis Racket  Boxing Glove	Obtention: Rotative Box  Target: PvP — PvP - Damage (armour penetration)	— [PvP] Damage caused is increased by 5% — Attack power is increased by 100	<b>[NEW]</b> — [PvP] There's a 100% chance of ignoring 6% of the enemy's defence — Attack power is increased by 80





 Frost Blade  Frost Bow  Frost Crystal Wand  Frozen Claw	Obtention: Craft for Act 4 coins  Target: — PvP - Damage (resistance drain)	— Fame received is increased by 5% — Attack power is increased by 100 — Attack power in glacernon is increased by 2%	<b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 8% <b>[NEW]</b> — [PvP] Honor received is increased by 10% — Attack power is increased by 80
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

# Costume Wings

Importance Grade: **Regular**  
Personalization Grade: **High**







## Costume Sets and Wings





TIER I: EASILY OBTAINABLE

Name	Description	Original	New
 Admiral Hat (Permanent)	Obtention: Summer event craft  Target:  — PvP - Tank (elemental resistance)	<b>[REMOVED]</b> — Enemy's attack power is decreased by 5% (max 30%) <b>[REMOVED]</b> — There's a 5% chance of causing  Shivering Frost   Shivering Frost Debuff (Level 1) Duration: 15.0 seconds — Movement speed is decreased by 2 — Water resistance decreases by 10	<b>[NEW]</b> — All elemental resistances are increased by 8
 Admiral Costume (Permanent)	Obtention: Summer event craft  Target:  — PvP - Tank (elemental resistance)	<b>[REMOVED]</b> — There is a 5% chance that damage from all attacks is reduced by 80%. — Movement speed is increased by 1	<b>[NEW]</b> — All elemental resistances are increased by 8 — Movement speed is increased by 1

Name	Description	Original	New
 Christmas Hat	Obtention: Winter Event boxes reward  Target: PvP — PvP - Tank (HP)	<b>[REMOVED]</b> — Fire resistance increases by 3 <b>[REMOVED]</b> — Maximum HP increases by 500	<b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Maximum HP is increased by 1% of the user's total
 Christmas Costume (Permanent)	Obtention: Winter Event boxes reward  Target: PvP — PvP - Tank (HP)	<b>[REMOVED]</b> — Enemy's attack power is decreased by 5% (max. 30%) <b>[REMOVED]</b> — Maximum HP is increased by 200	<b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Maximum HP is increased by 1% of the user's total







Name	Description	Original	New
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



 Wedding Hairstyle	Obtention: Wedding Box (200 PC)  Target: PvP — PvP - Mobility	<div><div>[REMOVED] — Experience gain increases by 5%</div><div>[REMOVED] — Maximum HP increases by 500</div></div>	<div><div>[NEW] — Attack power is increased by 40</div><div>[NEW] — On attack, there is a 3% chance of inflicting  Bind on your opponent</div></div> <div><div> Bind</div><div>General Debuff (Level 2) Duration: 3 seconds [NEW] (This effect has 6 seconds of cooldown)</div><div>— Movement speed is decreased by 40%</div></div>
 Wedding Clothes (Permanent)	Obtention: Wedding Box (200 PC)  Target: PvP — PvP - Mobility	<div><div>[REMOVED] —When you're defending, there is a 4% chance of inflicting  Bind on your opponent</div><div><div> Bind</div><div>General Debuff (Level 2) Duration: 5 seconds [REMOVED] (This effect has 15 seconds of cooldown)</div><div>[REMOVED] — Provides a 100% chance to reduce damage by 20%.</div></div></div>	<div><div>[NEW] — Attack power is increased by 40</div><div>[NEW] — Damage caused by dashing skills is increased by 2% (max. 20%)</div></div>

Name	Description	Original	New
 Desert Turban	Obtention: Cheap World Boss coin craft	— All elemental resistances increases by 2	<div><div>[NEW] — Attack power is increased by 20</div><div>[NEW] — Defence is increased by 20</div><div>[NEW] — Hit rate is increased by 30</div></div>
 Floral Crown	Target: — PvP - Hybrid		
 Desert Robe (Permanent)	Obtention: Cheap World Boss coin craft	<div><div>[REMOVED] — Enemy's attack power is decreased by 3% (max. 30%)</div><div>— Movement speed is increased by 1</div></div>	<div><div>[NEW] — Attack power is increased by 20</div><div>[NEW] — Defence is increased by 20</div><div>— Movement speed is increased by 1</div></div>
 Belly Dancer Costume (Permanent)	Target: — PvP - Hybrid		









TIER II: HARD TO OBTAIN






Name	Description	Original	New
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 Easter Bunny Hat	Obtention: Easter Event Craft Target: — PvP - Damage (critical chance)	[REMOVED] — Attack power increases by 5% [REMOVED] — Maximum HP increases by 1000	[NEW] — Attack power is increased by 40 [NEW] — Chance of inflicting a critical hit is increased by 1% [NEW] — On attack, there's a 4% chance of receiving  Bunny Evade <hr/>  Bunny Evade General Buff (Level 5) Duration: 3 seconds [NEW] (This effect has 9 seconds of cooldown)  [NEW] — Movement speed is increased by 1 — Resists forced movement with a probability of 100%.
 Easter Bunny Costume (Permanent)	Obtention: Easter Event Craft Target: PvP — PvP - Damage (critical chance)	[REMOVED] — There is a 4% chance of causing  Bunny Evade — Movement speed is increased by 1 <hr/>  Bunny Evade General Buff (Level 5) Duration: 2 seconds [REMOVED] (This effect has 15 seconds of cooldown).  [REMOVED] — No HP consumed [REMOVED] — Cannot receive negative effects of any level — Resists forced movement with a probability of 100%.	[NEW] — Attack power is increased by 40 — Chance of inflicting a critical hit is increased by 1% — Movement speed is increased by 1



Name	Description	Original	New
 Autumn Costume Wings	Obtention: Autumn Event craft Target: PvP — PvP - Damage (critical chance)	[REMOVED] — Movement speed is increased by 1 — On attack, there's a 5% chance of inflicting [  Autumn Breeze ] on your opponent <hr/>  Autumn Breeze Debuff (Level 4) Duration: 8.0 seconds [REMOVED] — Enemy's MP is increased by 10% of the damage I have received [REMOVED] — Move in a different direction against the player's will for 8s [REMOVED] — Cooldown of skills is decreased by	— On attack, there's a 5% chance of inflicting [  Autumn Breeze ] on your opponent <hr/>  Autumn Breeze Debuff (Level 4) Duration: 8.0 seconds [NEW] (This effect has a cooldown of 14 seconds) [NEW] — Cooldown of skills is increased by 15% — Movement speed is decreased by 20%







		15% — Movement speed is decreased by 20%	
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Name	Description	Original	New
 Pink Party Diadem (Permanent)  Red Peaked Cap (Permanent)	Obtention: Valentine's Event Craft  Target: PvP — PvP - Damage	<p>[REMOVED] — Attack power increases by 2% — On attack, there's a 5% chance of inflicting  Broken-hearted on your opponent</p> <hr/> <p> Broken-hearted Debuff (Level 3) Duration: 3.0 seconds [REMOVED] — Attack level upgrade decreases by 2 [REMOVED] — Defence level upgrade decreases by 2</p>	<p>[NEW] — Attack power is increased by 40 [NEW] — Magic attack power is increased by 20 [NEW] — Damage caused from critical hits is increased by 4% — On attack, there's a 5% chance of inflicting  Broken-hearted on your opponent</p> <hr/> <p> Broken-hearted Debuff (Level 3) Duration: 3.0 seconds [NEW] — Defence level upgrade is decreased by 3</p>
 Pink Party Dress (Permanent)  Red Detective's Suit (Permanent)	Obtention: Valentine's Event Craft  Target: PvP — PvP - Damage	<p>[REMOVED] — Maximum HP is increased by 1000 — Movement speed is increased by 1</p>	<p>[NEW] — Attack power is increased by 40 [NEW] — Magic attack power is increased by 20 — Movement speed is increased by 1</p>



Name	Description	Original	New
 Snowflake Costume Wings	Obtention: Winter Event craft  Target: — PvP - Damage	<p>[REMOVED] — Movement speed is increased by 1 — On attack, there's a 5% chance of inflicting  Icicle on your opponent</p> <hr/> <p>[  Icicle ] (Debuff Level 4) 7.0s — Movement speed is decreased by 15% — Defence level upgrade decreases by 2</p>	<p>[NEW] — When you're defending, there is a 5% chance of inflicting [  Icicle ] on your opponent</p> <hr/> <p> Icicle Buff (Level 4) Duration: 8 seconds [NEW] (This effect has a cooldown of 16 seconds) [NEW] — [PvP] Damage received is increased by 8%</p>

Name	Description	Original	New
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 Santa Bushtail Hat (Permanent)	Obtention: Winter Event boxes reward Target: — PvP - Tank (critical chance)	<b>[REMOVED]</b> — Maximum HP increases by 500 <b>[REMOVED]</b> — Water resistance increases by 3	<b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Chance of receiving a critical hit is decreased by 1% of the enemy's total
 Santa Bushi Costume (Permanent)	Obtention: Winter Event boxes reward Target: — PvP - Tank (critical chance)	— There is a 3% chance that damage from all attacks is reduced by 15%. — Maximum MP is increased by 500	<b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Chance of receiving a critical hit is decreased by 1% of the enemy's total





Name	Description	Original	New
 Wood Elf Costume Wings	Obtention: Spring Event coin craft Target: — PvP - Tank (critical chance)	<b>[REMOVED]</b> — Movement speed is increased by 1 <b>[REMOVED]</b> — On attack, there's a 5% chance of inflicting [  Forest Power ] <hr/> <b>[REMOVED]</b>  Forest Power Magic Debuff (Level 3) Duration: 6.0 seconds <b>[REMOVED]</b> — All elemental resistance is decreased by 10 <b>[REMOVED]</b> — Movement speed is decreased by 15% <b>[REMOVED]</b> — Every 2 seconds at a distance of 3, inflict [  Forest Power ] on our team	<b>[NEW]</b> — When you're defending, there's a 5% chance of receiving [  Forest Power ] <hr/> <b>[NEW]</b>  Forest Power Magic Buff (Level 3) Duration: 4.0 seconds <b>[NEW]</b> (This effect has a cooldown of 12 seconds) <b>[NEW]</b> — Never receives critical hits




Name	Description	Original	New
 Classic Bushi Hat (Permanent)	Obtention: Legacy Target: — PvP - Tank (critical damage)	<b>[REMOVED]</b> — Attack power increases by 5% <b>[REMOVED]</b> — Maximum MP increases by 200	<b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Damage received from critical hits is decreased by 4%
 Classic Bushi Costume (Permanent)  Black Bushi Costume (Permanent)	Obtention: Legacy Target: — PvP - Tank (critical damage)	<b>[REMOVED]</b> — Maximum HP is increased by 200 <b>[REMOVED]</b> — Defence is increased by 20	<b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Damage received from critical hits is decreased by 4%


Name	Description	Original	New
 Feron Costume Wings	Obtention: Feron's Feather craft Target: — PvP - Tank (critical damage)	<b>[REMOVED]</b> — Reduces the enemy's light resistance by 6 <b>[REMOVED]</b> — Reduces the enemy's light resistance by 6	<b>[NEW]</b> — When you're defending, there's a 5% chance of inflicting [  Feron's Possession ] on your opponent










		<p><b>[REMOVED]</b> — On attack, there's a 5% chance of inflicting [  Feron's Possession ] on your opponent</p> <hr/> <p>[  Feron's Possession ] (Magic Debuff Level 4) 8.0s</p> <p><b>[REMOVED]</b> — Defence decreases by 15%</p> <p><b>[REMOVED]</b> — There is a 10% chance that damage from all attacks is increased by 30%</p> <p><b>[REMOVED]</b> — Decreases the enemy's debuff protection of 5 level or lower by 20%</p>	<hr/> <p>[  Feron's Possession ] (Magic Debuff Level 4) 8.0s</p> <p><b>[NEW]</b> (This effect has a cooldown of 16 seconds)</p> <p><b>[NEW]</b> — Attack power is decreased by 10%</p> <p><b>[NEW]</b> — The chance of getting a bad effect from level 4 or lower is increased by 15%</p>
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
Name	Description	Original	New
 Glowing Pumpkin Hat	<p>Obtention: Halloween boxes reward</p> <p>Target: PvP</p> <p>— PvP - Damage (resistance drain)</p>	<p>— Shadow resistance increases by 3</p> <p>— On attack, there's a 3% chance of inflicting [  Darkness of DOOM ] on your opponent</p> <hr/> <p> Darkness of DOOM Debuff (Level 2) Duration: 15.0 seconds</p> <p>— Shadow resistance is decreased by 20</p>	<p><b>[NEW]</b> — Attack power is increased by 40</p> <p><b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 8</p> <p>— On attack, there's a 6% chance of causing [Elemental Weakness]</p> <hr/> <p> Elemental Weakness Debuff (Level 2) Duration: 6.0 seconds (This effect has 18 seconds of cooldown)</p> <p><b>[NEW]</b> — All elemental resistances are decreased by 15</p>




Name	Description	Original	New
 Winter Hat	<p>Obtention: Winter Event craft</p> <p>Target: — PvP - Damage (resistance drain)</p>	<p><b>[REMOVED]</b> — All elemental resistances increases by 5</p>	<p><b>[NEW]</b> — Attack power is increased by 30</p> <p><b>[NEW]</b> — All elemental energies are increased by 100</p> <p><b>[NEW]</b> — [PvP] All elemental resistances are decreased by 5</p>
 Long Winter Coat	<p>Obtention: Winter Event craft</p> <p>Target:</p>	<p><b>[REMOVED]</b> — When you're defending, there is a 8% chance of inflicting  Freeze</p>	<p><b>[NEW]</b> — Attack power is increased by 30</p> <p><b>[NEW]</b> — All elemental energies are increased by 100</p>








(Permanent)	— PvP - Damage (resistance drain)	on your opponent — Movement speed is increased by 1 <hr/>  Freeze Magic Debuff (Level 2) Duration: 10 seconds [REMOVED] (This effect has 25 seconds of cooldown) — Movement speed is decreased by 5 [REMOVED] — Water energies are decreased by 20	— Movement speed is increased by 1
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Name	Description	Original	New
 Demonic Costume Wings	Obtention: Amon raidbox prize Target: — PvP - Damage (resistance drain)	[REMOVED] — Movement speed is increased by 1 [REMOVED] — Damage against players of the Angel faction is increased by 5% — When you're defending there's a 5% chance of receiving [  Demons Protection ] <hr/>  Demons Protection Buff (Level 4) Duration: 5.0 seconds [REMOVED] — [PvP] Defence is increased by 10% [REMOVED] — All elemental resistances are increased by 10	— On attack, there's a 5% chance of receiving [  Demon Gem ] <hr/>  Demon Gem Buff (Level 4) Duration: 5.0 seconds [NEW] (This effect has a cooldown of 12 seconds) [NEW] — [PvP] All enemy's elemental resistances are decreased by 10

Name	Description	Original	New
 Reindeer Hat (Permanent)	Obtention: Winter Event craft Target: — PvP - Tank (elemental resistance)	— Attack power increases by 5% — Maximum HP increases by 750	[NEW] — Defence is increased by 40 [NEW] — [PvP] All elemental resistances are increased by 6
 Reindeer Costume (Permanent)	Obtention: Winter Event craft Target: — PvP - Tank (elemental resistance)	— Enemy's attack power is decreased by 10% (max. 30%) — Movement speed is increased by 1	[NEW] — Defence is increased by 40 [NEW] — [PvP] All elemental resistances are increased by 6 — Movement speed is increased by 1













Name	Description	Original	New
 Angelic Costume	Obtention: Archangel raidbox prize	[REMOVED] — Damage against players of the Demon faction is increased by 5% [REMOVED] — Movement speed is increased by 1	— When you're defending, there's a 5% chance of receiving [  Angels Protection ]




Wings	Target: — PvP - Tank (elemental resistance)	— When you're defending, there's a 5% chance of receiving [  Angels Protection ] <hr/>  Angels Protection Buff (Level 4) Duration: 5.0 seconds <del>[REMOVED]</del> — Defence in PvP is increased by 10% <del>[REMOVED]</del> — All elemental resistances are increased by 10	<hr/>  Angels Protection Buff (Level 4) Duration: 5.0 seconds [NEW] (This effect has a cooldown of 12 seconds) [NEW] — [PvP] All elemental resistances are increased by 10
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














Name	Description	Original	New
 Volcanic Costume Wings	Obtention: Secondary Act 5.2 Quest	— 40% resistance to the effect: [  Glistening Burn ] — 40% resistance to the effect: [  Curse of the red flame ] — 30% resistance to the effect: [  Burning Breath ] <hr/>  Glistening Burn (Debuff Level 5) Duration: 20 seconds — Attack power decreases by 396 (Player level * 4) — Every 6 seconds decreases 594 HP (Player level * 6) <hr/> [  Curse of the red flame ] (Debuff Level 5) Duration: 12 seconds — The chance of receiving critical hits is increased by 30% — Fire resistance decreases by 45 <hr/> [  Burning Breath ] (Debuff Level 5) 18.0s — Every 6 seconds decreases 1485 HP (Player level * 15) — Fire resistance decreases by 10	


TIER III: ROTATIVE BOXES AND EVENTS







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



 Ice Witch Hat (Permanent)	SET DETAILS    Set effect:  Ice Clan's Blessing Obtention: Winter Box (4500 PC)  Target: — PvP - Tank (critical)	[REMOVED] — Attack power increases by 5% [REMOVED] — Maximum HP increases by 1500	[NEW] — Defence is increased by 50 [NEW] — Chance of receiving a critical hit is decreased by 1% of the enemy's total
 Ice Witch Costume (Permanent)	Obtention: Winter Box (4500 PC)  Target: — PvP - Tank (critical)	[REMOVED] — Defence is increased by 10% [REMOVED] — Movement speed is increased by 1	[NEW] — Defence is increased by 50 [NEW] — Damage received from critical hits is decreased by 3%
 Ice Witch Costume Wings	Obtention: Winter Box (4500 PC)  Target: — PvP - Tank (critical)	[REMOVED] — Movement speed is increased by 1 [REMOVED] — While you're defending, there's a 5% chance of receiving   [  Hard as Ice ] Buff (Level 4) 3.0s [REMOVED] — Defence is increased by 25%	— Every 6 enemy attacks, [  Hard as Ice ] is received   Hard as Ice Buff (Level 4) Duration: 3.0 seconds [NEW] — Never receives critical hits [NEW] — Received magic damage is decreased by 25%  Side effect: after 0.1 seconds [NEW] — Disappears upon receiving a hit
 Ice Clan's Blessing		— All elemental resistances are increased by 10 — Damage received from critical hits is decreased by 20%	[NEW] — Maximum HP increases by 10% of the user's total amount [NEW] — Chance of receiving a critical hit is decreased by 1% of the enemy's total — Damage received from critical hits is decreased by 3%



Name	Description	Original	New
 Honeybee Crown (Permanent)	SET DETAILS    Not necessary anymore	[REMOVED] — Attack power is increased by 5% [REMOVED] — Maximum HP is increased by 1000 [REMOVED] — Maximum MP is increased by 1000	[NEW] — Attack power is increased by 25 [NEW] — Defence is increased by 25 [NEW] — Decreases the enemy's debuff protection of level 4 or lower by 5% (max. 50%)

	  Set effect:  Honeybee Blessing Obtention: Spring Box (2000 PC)  Target: — PvP - Bruiser (crowd control)		
 Honeybee Costume (Permanent)	Obtention: Spring Box (2000 PC)  Target: — PvP - Bruiser (crowd control)	[REMOVED] — Defence is increased by 5% — Damage received from critical hits is decreased by 10% — Movement speed is increased by 1	[NEW] — Attack power is increased by 25 [NEW] — Defence is increased by 25 — Movement speed is increased by 1
 Honeybee Costume Wings	Obtention: Spring Box (2000 PC)  Target: — PvP - Bruiser (crowd control)	[REMOVED] — [PvP] Attack power is increased by 5% [REMOVED] — Movement speed is increased by 1 — When you're defending, there is a 3% chance of inflicting  Paralysing Toxin on your opponent   Paralysing Toxin Debuff (Level 3) Duration: 5.0 seconds — No attack possible — Movement speed is decreased by 10%	[NEW] — Every 6 enemy attacks, [  Honeybee] is received   Honeybee Buff(Level 3) Duration: 5.0 seconds — Every 2 seconds: Around 3 field(s), inflict  Sticky Honeybee   Sticky Honeybee Debuff (Level 4) Duration: 2.5 seconds [NEW] — Movement speed is decreased by 25% — Cooldown of skills is increased by 15%
 Honeybee Blessing		[REMOVED] — When you're defending, there a 5% chance of receiving  Honeybee [REMOVED] — Movement speed is increased by 1   Honeybee Buff(Level 3) Duration: 10.0 seconds [REMOVED] (This effect has a cooldown of 20 seconds) — Every 2 seconds: Around 3 field(s), inflict  Sticky Honeybee	[NEW] — Cooldown of skills is decreased by 5% (max. 20%) [NEW] — When defending, there's a 5% chance of inflicting [  Paralysing Toxin] on your opponent   Paralysing Toxin Debuff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 20 seconds)






		 Sticky Honeybee Debuff (Level 4) Duration: 2.5 seconds <b>[REMOVED]</b> — Movement speed is decreased by 2 — Skill cooldown is increased by 10%	— No attack possible — Movement speed is decreased by 10%
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Name	Description	Original	New
 Snorkelling Mask	Obtention: Summer Box (? PC)  Target: — PvP - Bruiser (mobility)	<b>[REMOVED]</b> — Attack power is increased by 5% <b>[REMOVED]</b> — Maximum HP is increased by 1200 — Cooldown of skills is decreased by 5% (max. 20%)	<b>[NEW]</b> — Attack power is increased by 25 <b>[NEW]</b> — Defence is increased by 25 — Upon using a dash, there's a 100% chance of receiving [  Fast Dive ]
 Snorkelling Outfit	Obtention: Summer Box (? PC)  Target: — PvP - Bruiser (mobility)	<b>[REMOVED]</b> — Resists forced movement with a probability of 15% (max. 30%) — Movement speed is increased by 1 — Upon using a dash, there's a 100% chance of receiving [  Fast Dive ]  <hr/>  Fast Dive Buff (Level 4) Duration: 5 seconds <b>[REMOVED]</b> (This effect has a cooldown of 15 seconds)  <b>[REMOVED]</b> — Attack power is increased by 150 — Movement speed is increased by 20%	<b>[NEW]</b> — Attack power is increased by 25 <b>[NEW]</b> — Defence is increased by 25 — Cooldown of skills is decreased by 5% (max. 20%) — Movement speed is increased by 1  <hr/>  Fast Dive Buff (Level 4) Duration: 3 seconds  — Attack power is increased by 100 — Movement speed is increased by 10%

Name	Description	Original	New
 Ancelloan Costume Wings	Obtention: Rotative Box  Target: — PvP - Bruiser	<b>[REMOVED]</b> — Movement speed is increased by 1 — On attack, there's a 10% chance of receiving [  Ancelloan Wrath ]  <hr/>  Ancelloan Wrath Buff (Level 4) Duration: 10.0 seconds <b>[REMOVED]</b> — All elemental energies are increased by 10% <b>[REMOVED]</b> — Attack power is increased by 10% — Movement speed is increased by 1	<b>[NEW]</b> — If the user receives an attack that deals 6% or more of their total HP, [  Ancelloan's Wrath ] is received  <hr/>  Ancelloan's Wrath Buff (Level 4) Duration: 4.0 seconds <b>[NEW]</b> (This effect has a cooldown of 8 seconds) <b>[NEW]</b> — Attack power is increased by 50 <b>[NEW]</b> — Defence is increased by 50 — Movement speed is increased by 1

Name	Description	Original	New
 Oto-Fox Hat	Obtention: Rotative Box  Target: — PvP - Damage (mobility)	<p>[REMOVED] — Maximum HP increases by 200</p> <p>[REMOVED] — Light resistance increases by 3</p> <p>[REMOVED] — Gold earned increases by 5% (max 100%)</p>	<p>[NEW] — Every 2 successful critical attacks,  Three-tailed Fox] is received</p> <p>[NEW] — Attack power is increased by 50</p> <hr/> <p> Three-tailed Fox Buff (Level 4) Duration: 4.0 seconds [NEW] (This effect has a cooldown of 8 seconds)</p> <p>[NEW] — Final damage is increased by the user's total movement speed * 100</p> <p>[NEW] — This effect disappears upon landing a hit</p>
 Oto-Fox Costume (Permanent)	Obtention: Rotative Box  Target: — PvP - Damage (mobility)	<p>[REMOVED] — When you're defending, there is a 5% chance of receiving  Three-tailed Fox</p> <p>— Movement speed is increased by 2</p> <hr/> <p> Three-tailed Fox General Buff (Level 3) Duration: 8 seconds [REMOVED] (This effect has 20 seconds of cooldown)</p> <p>[REMOVED] — Morale is increased by 50</p>	<p>[NEW] — Attack power is increased by 50</p> <p>— Movement speed is increased by 2</p>


		<p>[REMOVED] — Enemy's attack level upgrade is decreased by 3</p> <p>[REMOVED] — Movement speed is increased by 1</p>	
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Name	Description	Original	New
 Captain's Hat	<p>Obtention:</p> <p>Target:</p> <p>— PvP - Damage (armour penetration)</p>	<p>[REMOVED] — Attack power is increased by 5%</p> <p>— Damage caused from critical hits is increased by 20%</p>	<p>[NEW] — Attack power is increased by 50</p> <p>[NEW] — Chance of inflicting a critical hit is increased by 1%</p> <p>— When you push an enemy, there's a 100% chance of causing  On the plank] (ignores debuff protection)</p> <hr/> <p> On the plank</p> <p>Debuff</p> <p>(Level 5)</p> <p>Duration: 5 seconds</p> <p>(This effect has a cooldown of 12 seconds)</p> <p>— Movement speed is decreased by 20%</p> <p>— Always receives critical hits</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — This effect disappears upon receiving a hit</p>
 Sailing Costume	<p>Obtention:</p> <p>Target:</p> <p>— PvP - Damage (armour penetration)</p>	<p>[REMOVED] — When you push an enemy, there's a 100% chance of causing  On the plank]</p> <p>— Attack power is increased by 50</p> <p>— Movement speed is increased by 2</p> <hr/> <p>[REMOVED]  On the plank</p> <p>Debuff</p> <p>(Level 5)</p> <p>Duration: 8 seconds</p> <p>(This effect has a cooldown of 18 seconds)</p> <p>— Movement speed is decreased by 20%</p> <p>— Chance of receiving critical hits is increased by 15%</p> <p>— Upon receiving 5 attacks,  On the plank] disappears (excludes the attack that caused this effect)</p>	<p>[NEW] — Attack power is increased by 50</p> <p>[NEW] — Chance of inflicting a critical hit is increased by 2%</p> <p>— Movement speed is increased by 1</p>








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


 Illusionist's Top Hat	Obtention: Rotative Box  Target: — PvP - Damage (critical damage)	<p>[REMOVED] — Gold earned increases by 10% (max. 100%)</p> <p>[REMOVED] — Maximum MP increases by 200</p>	<p>[NEW] — Attack power is increased by 50</p> <p>[NEW] — Damage caused from critical hits is increased by 3%</p> <p>[NEW] — If the user's ability to move is negatively affected, there's a 100% chance of receiving [Trickery]</p> <hr/> <p> Trickery</p> <p>General Buff (Level 1) Duration: 6 seconds (This effect has a cooldown of 40 seconds)</p> <p>[NEW] — Removes all debuffs up to level 4</p> <p>[NEW] — Always inflicts critical hits</p> <p>[NEW] — Ambush attacks cause PlayerLevel*6 additional damage</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — This effect disappears upon landing a hit</p>
 Illusionist's Costume (Permanent)	Obtention: Rotative Box  Target: — PvP - Damage (critical damage)	<p>— When you're defending, there is a 3% chance of receiving  Trickery</p> <hr/> <p> Trickery</p> <p>General Buff (Level 1) Duration: 5 seconds (This effect has a cooldown of 15 seconds)</p> <p>[REMOVED] — See hidden things</p> <p>[REMOVED] — No HP recovery</p> <p>[REMOVED] — Cannot receive negative effects of any level</p> <p>Side Effect: after 0.1 seconds</p> <p>[REMOVED] — Movement speed is increased by 1%</p> <p>[REMOVED] — Resists forced movement with a probability of 100%</p>	<p>[NEW] — Attack power is increased by 50</p> <p>[NEW] — Damage caused by critical hits is increased by 3%</p> <p>— Movement speed is increased by 1</p>









Name	Description	Original	New
 Shadow Costume Wings	Obtention: Expensive Craft for Shadow Tower coins  Target: — PvP - Damage	<p>[REMOVED] — Movement speed is increased by 1</p> <p>[REMOVED] — On attack, there's a 5% chance of inflicting [Shadow Mark] on your opponent</p> <p>— Protection against 3 level or lower debuffs is increased by 10%</p>	<p>[NEW] — [PvP] If the user reduces 15% of their enemy's total HP from a single blow, there is a 100% chance of causing [Shadow Mark] (ignores debuff protection)</p>

		 Shadow Mark Debuff (Level 4) Duration: 20.0 seconds [REMOVED] — Damage from critical hits is increased by 20% [REMOVED] — All elemental energies are increased by 15% [REMOVED] — The next damage you inflict on a marked enemy will be increased by 50% and consume the mark	 Shadow Mark Debuff (Level 4) Duration: 10.0 seconds (This effect has a cooldown of 40 seconds) [NEW] — Damage received is increased by 30% [NEW] — This effect disappears upon receiving a hit — Damage received from critical hits is increased by 40%
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Name	Description	Original	New
 Groovy Beach Hat	Obtention: Summer Event Box (2000 PC)  SET DETAILS   Set effect:  Groovy Beach Vibes Obtention: Spring Box (2000 PC)  Target: — PvP - Bruiser (Healing)	[REMOVED] — Attack power increases by 5% [REMOVED] — Maximum HP increases by 1500 — Protects 100% against the radiant Summer Sun	[NEW] — Attack power is increased by 25 [NEW] — Defence is increased by 25 [NEW] — Damage received by critical hits is decreased by 3% — Protects 100% against the radiant Summer Sun
 Groovy Beach Costume (Permanent)	Obtention: Summer Event Box (2000 PC)  Target: — PvP - Bruiser (Healing)	[REMOVED] — There is a 5% chance to apply  Groovy Beach Vibes to the alliance within certain fields — Movement speed is increased by 1   Groovy Beach Vibes Magic Buff (Level 1) Duration: 16.0 seconds [REMOVED] (This effect has 30 seconds of cooldown)  — Every 4 seconds: Recovers 8% of the user's base HP	[NEW] — Attack power is increased by 25 [NEW] — Defence is increased by 25 — Movement speed is increased by 1






 Groovy Beach Vibes			Magic Buff (Level 1) Duration: PermaBuff  <b>[NEW]</b> — Maximum HP is increased by 2500 <b>[NEW]</b> — Converts 4% of the damage caused into HP healing (max. 2500)
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Name	Description	Original	New
 Cloudy Costume Wings	Obtention: Sealed Vessel Event Reward  Target: — PvP - Bruiser (Healing)	<b>[REMOVED]</b> — Damage in PvE is increased by 5% <b>[REMOVED]</b> — Movement speed is increased by 1 <b>[REMOVED]</b> — On attack, there's a 5% chance of inflicting  Dizziness on your opponent   Dizziness Debuff (Level 4) Duration: 3.0 seconds (This effect has 15 seconds of cooldown) — No attack possible — Move in a different direction against the player will for 3 seconds	<b>[NEW]</b> — When defending, there's a 10% chance of receiving [Pristine]  <b>[NEW]</b> Pristine Buff (Level 3) Duration: 8.0 seconds <b>[NEW]</b> (This effect has 30 seconds of cooldown)  <b>[NEW]</b> — Every 4 seconds: Recovers 1% HP <b>[NEW]</b> — Never receives critical hits <b>[NEW]</b> — Magic damage received is decreased by 25%




Name	Description	Original	New
 Police Cap	Obtention: Rotative Box  Target: — PvP - Bruiser (Stun)	<b>[REMOVED]</b> — Attack power increases by 5% <b>[REMOVED]</b> — On attack, there's a 4% chance of inflicting  Police pressure on your opponent   Police pressure Debuff (Level 3) Duration: 3.0s (This effect has 25 seconds of cooldown) — Movement speed decreased by 10% — Only able to carry out basic attacks	<b>[NEW]</b> — On attack, there's a 4% chance of inflicting  Police pressure on your opponent   Police pressure Debuff (Level 3) Duration: 3.0s (This effect has 25 seconds of cooldown) — Movement speed decreased by 10% — Only able to carry out basic attacks
 Police Uniform (Permanent)	Obtention: Rotative Box  Target: — PvP - Bruiser (Stun)	<b>[REMOVED]</b> — Defence is increased by 5% <b>[REMOVED]</b> — When you're defending, there is a 5% chance of receiving  Counter Offensive <b>[REMOVED]</b> — Movement speed is increased by 1   Counter Offensive General Buff (Level 4)	<b>[NEW]</b> — Attack power is increased by 30 <b>[NEW]</b> — Defence is increased by 30 <b>[NEW]</b> — Decreases the enemy's debuff protection of level 4 or lower by 5% (max. 50%)







		Duration: 8 seconds (This effect has 20 seconds of cooldown) — Attack power is increased by 6% — Protection against level 5 or lower debuffs is increased by 25%	
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Name	Description	Original	New
 Steampunk Costume Wings	Obtention: Expensive craft for World Boss coins Target: — PvP - Bruiser (Stun)	<p><b>[REMOVED]</b> — Damage in PvE is increased by 5%</p> <p><b>[REMOVED]</b> — Movement speed is increased by 1</p> <p>— On attack, there's a 5% chance of inflicting  Dizziness on your opponent</p> <hr/> <p> Dizziness</p> <p>Debuff          (Level 4)          Duration: 3.0 seconds          (This effect has 15 seconds of cooldown)          — No attack possible          — Move in a different direction against the player will for 3 seconds</p>	<p>— When you're defending, there's a 5% chance of inflicting  Dizziness on your opponent</p> <hr/> <p> Dizziness</p> <p>(Level 4)          Duration: 3.0 seconds          (This effect has 25 seconds of cooldown)          — No attack possible          — Move in a different direction against the player will for 3 seconds</p>

Name	Description	Original	New
 Belial Costume Wings	Obtention: Belial raidbox prize Target: — PvP - Debuff	<p><b>[REMOVED]</b> — All elemental energies are increased by 300</p> <p><b>[REMOVED]</b> — Movement speed is increased by 1</p> <p><b>[REMOVED]</b> — On attack, there is a 10% chance of receiving  Belial's Wrath ]</p> <p><b>[REMOVED]</b> — Attack power is increased by 100</p> <hr/> <p> Belial's Wrath</p> <p>Buff          (Level 5)          Duration: 8.0 seconds          (This effect has 15 seconds of cooldown)          — Decreases the enemy's debuff protection of 4 level or lower by 10% (max 50%)</p>	<p><b>[NEW]</b> — Every 5 successful attacks,  Belial's Wrath is received</p> <hr/> <p> Belial's Wrath</p> <p>Buff          (Level 5)          Duration: 3.5 seconds</p> <p>— Attack power is increased by 80          — Decreases the enemy's debuff protection of 4 level or lower by 10% (max 50%)</p>




Name	Description	Original	New
 Concierge Hat	Obtention: Rotative Box Target: — PvP - Damage	<p><b>[REMOVED]</b> — Maximum HP increases by 5%</p> <p><b>[REMOVED]</b> — Experience gain is increased by 5%</p>	<p><b>[NEW]</b> — Attack power is increased by 50</p> <p><b>[NEW]</b> — Every 6 attacks, [End of Service] is received</p> <hr/> <p>End of Service          General Buff</p>




			(Level 1) Duration: 6 seconds (Cooldown of 30 seconds) [NEW] — Damage caused is increased by 20% [NEW] — This effect disappears upon landing a skill
 Concierge Uniform (Permanent)	Obtention: Rotative Box  Target: — PvP - Damage	[REMOVED] — When you're defending, there is a 3% chance of receiving  At my service — Movement speed is increased by 1  <hr/>  At my service General Buff (Level 3) Duration: 5 seconds (This effect has 15 seconds of cooldown)  — Converts 20% of the damage received into HP healing	[NEW] — Attack power is increased by 60 [NEW] — Cooldown of skills is decreased by 5% (max. 25%) — Movement speed is increased by 1


Name	Description	Original	New
 Frost Warrior's Helm	Obtention: Rotative Box  Target: — PvP - Damage (armour penetration)	[REMOVED] — All elemental resistances increases by 8 [REMOVED] — There's a 5% chance of causing  Broken-hearted on your opponent  <hr/>  Sneezing Side Effect Debuff (Level 3) Duration: 5.0s — Defence decreases by 20%	[NEW] — Attack power is increased by 50 [NEW] — Every 4 attacks, [  Sharpened Instinct] is received  <hr/>  Sharpened Instincts Buff (Level 5) Duration: 4 seconds [NEW] — Final damage is increased by 1% of the enemy's current HP  Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
 Frost Warrior's Armour (Permanent)	Obtention: Rotative Box  Target: PvP — PvP - Damage (armour penetration)	[REMOVED] — Enemy's attack power is decreased by 15% (max. 30%) — Movement speed is increased by 1	[NEW] — Attack power is increased by 50 [NEW] — [PvP] Has a 50% chance to ignore 10% of the target's defence — Movement speed is increased by 1

Name	Description	Original	New
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 Cuddly Tiger Hat	Obtention: Rotative Box  Target: — PvP - Tank (stun protection)	<p>[REMOVED] — Attack power increases by 5%</p> <p>[REMOVED] — Maximum HP increases by 2000</p>	<p>[NEW] — Defence is increased by 50</p> <p>[NEW] — The duration of received debuffs is decreased by 15% (max. 35%)</p> <p>[NEW] — If the user receives an attack that deals 8% or more of their total HP, [  Tiger Presence] is received</p> <hr/> <p> Tiger Presence General Buff (Level 3) Duration: 3 seconds</p> <p>[NEW] — Cannot receive negative effects of level 4 or lower</p>
 Cuddly Tiger Costume (Permanent)	Obtention: Rotative Box  Target: — PvP - Tank (stun protection)	<p>[REMOVED] — On attack, there is a 5% chance of receiving</p> <p> Tiger Presence</p> <p>[REMOVED] — Movement speed is increased by 1</p> <hr/> <p> Tiger Presence General Buff (Level 3) Duration: 8 seconds</p> <p>[REMOVED] (This effect has 20 seconds of cooldown)</p> <p>[NEW] — Morale is increased by 50</p> <p>[NEW] — Enemy's defence level upgrade is decreased by 2</p> <p>[NEW] — Movement speed is increased by 1%</p>	<p>[NEW] — Defence is increased by 50</p> <p>[NEW] — The duration of received debuffs is decreased by 20% (max. 35%)</p>

Name	Description	Original	New
 Puppet Master's Hat	Obtention: Halloween Pack  Target: — PvP - Tank (damage bonus reduction)	<p>[REMOVED] — Attack power increases by 5%</p> <p>— Maximum HP increases by 1500</p> <p>— Maximum MP increases by 1500</p>	<p>[NEW] — Defence is increased by 50</p> <p>[NEW] — [PvP] Enemy's attack bonus strength is decreased by 10% (max 75%)</p> <p>[NEW] — If the user's ability to move is negatively affected, there's a 100% chance of receiving [  Side to side]</p> <hr/> <p> Side to side General Buff (Level 5) Duration: 3 seconds (This effect has a cooldown of 13 seconds)</p> <p>[NEW] — Damage received is decreased by 30%</p>







			<p>Once the effect's duration is over, there's a 100% chance of receiving [Vengeful Bear]</p> <hr/> <p>Vengeful Bear General Buff (Level 5) Duration: 5 seconds</p> <p>[NEW] — Final damage is increased by 1200 [NEW] — On attack, there's a 100% chance of inflicting [Blackout]</p> <p>Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit</p>
 Puppet Master's Dress (Permanent)	<p>Obtention: Halloween Pack</p> <p>Target: — PvP - Tank (damage bonus reduction)</p>	<p>[REMOVED] — Defence is increased by 5% [REMOVED] — When you're defending, there is a 5% chance of receiving  Side to side [REMOVED] — Movement speed is increased by 1</p> <hr/> <p> Side to side General Buff (Level 5) Duration: 5 seconds</p> <p>[REMOVED] (This effect has 10 seconds of cooldown)</p> <p>[REMOVED] — Restores HP equal to 20% of the damage inflicted (max. 900 per attack). [REMOVED] — When enemy uses a skill his HP reduces by 10% of Damage received (max. 900 per skill)</p>	<p>[NEW] — Defence is increased by 50 [NEW] — [PvP] Enemy's attack bonus strength is decreased by 10% (max 75%) — Maximum HP is increased by 2000</p>

Name	Description	Original	New
 Pumpkin Costume Wings	Obtention: Legacy item	[REMOVED] — Movement speed is increased by 1	[NEW] — [PvE] All enemy's resistance is decreased by 5

Name	Description	Original	New
 Pixie Costume Wings	<p>Obtention: Event Rotative Box</p> <p>Target: — PvP - Damage (cooldown)</p>	<p>[REMOVED] — Movement speed is increased by 1 [REMOVED] — On attack, there's a 5% chance of inflicting [  Fairy Glitter ] on your opponent</p> <hr/> <p> Fairy Glitter Magic Debuff</p>	<p>[NEW] — [PvP] If the user reduces 15% of their enemy's total HP from a single blow, [  Fairy Glitter ] is caused (ignores debuff protection)</p> <hr/>


		(Level 3) Duration: 10.0 seconds [REMOVED] — All elemental resistance is decreased by 10 [REMOVED] — Dodge is reduced by 75% — Every 2 seconds at a distance of 3, inflict [  Fairy Glitter ] on our team	 Fairy Glitter Magic Debuff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 15 seconds) [NEW] — When hit by an enemy's attack, there's a 100% chance of resetting the cooldown of the last used skill  Side effect: after 0.1 seconds [NEW] — Disappears upon receiving a hit
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




TIER IV: LEGENDARY BOXES, CONTENT CREATOR BOXES AND  
 EXTREMELY RARE INGAME REWARDS


Name	Description	Original	New
 Hunter Cap	Obtention: Hunter X Pack (Kenaka's CC Box - 2000 PC)  Target: — PvP - Damage (critical chance)	[REMOVED] — Attack power is increased by 5% [REMOVED] — On attack, there is a 5% chance of inflicting  Hunted on your opponent.  [NEW] — Chance of inflicting critical hits is increased by 3%  <hr/>  Hunted Debuff (Level 3) Duration: 6.0 seconds — Defence is decreased by 12% — Movement speed is decreased by 15%	[NEW] — Attack power is increased by 60 [NEW] — Chance of inflicting a critical hit is increased by 2% [NEW] — Every 5 attacks, [  Hunter's Bloodthirst]  <hr/>  Hunter's Bloodthirst General Buff (Level 3) Duration: 5 seconds  [NEW] — [PvP] Final damage caused is increased by 10% of the user's base attack power stat  Side effect: after 2.0 seconds [NEW] — Movement speed is increased by 1
 Kitsune Costume	Obtention: Hunter X Pack (Kenaka's CC Box - 2000 PC)  Target: — PvP - Damage (critical chance)	[REMOVED] — Defence is increased by 150 — Movement speed is increased by 2	[NEW] — Attack power is increased by 50 [NEW] — Chance of inflicting a critical hit is increased by 2% — Movement speed is increased by 1






Name	Description	Original	New
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 Phoenix Costume Wings	Obtention: Mysterious Traveller special prize  Target: — PvP - Damage (damage replication)	<b>[REMOVED]</b> — Movement speed is increased by 1 — When attacking, there is a 8% chance of casting a freezing blast that deals 35% of the original attack damage	— When attacking, there is a 10% chance to cast phoenix flame that deals 35% of the original attack damage
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Name	Description	Original	New
 Karate Hairstyle	Obtention: Super Saiyajin Pack (Raigan's CC Box - 2000 PC)  Target: — PvP - Bruiser	— Attack power is increased by 100 — Defence increases by 100	<b>[NEW]</b> — Attack power is increased by 30 <b>[NEW]</b> — Defence is increased by 30 <b>[NEW]</b> — Maximum HP is increased by 1000 <b>[NEW]</b> — Upon blocking or reflecting an attack successfully, there's a 100% chance of receiving [  Saiyan Pride ] <hr/>  Saiyan Pride General Buff (Level 5) Duration: 4 seconds (This effect has a cooldown of 12 seconds) <b>[NEW]</b> — Attack power is increased by 200 <b>[NEW]</b> — [PvP] Damage received is decreased by 30%
 Karate Gi (Permanent)	Obtention: Super Saiyajin Pack (Raigan's CC Box - 2000 PC)  Target: — PvP - Bruiser	<b>[REMOVED]</b> — When you're defending, there is a 4% chance of receiving  Saiyan Counter — Movement speed is increased by 1 <hr/>  Saiyan Counter General Buff (Level 5) Duration: 4.5 seconds  Reflects incoming attacks and negative effects to the enemy. This buff can only be triggered once every 20 seconds.  Side Effect: after 1.5 seconds — Reflects 30% of the Damage received (max. 7500 in PvP) — Reflects an opponent's debuff with a probability 100%	<b>[NEW]</b> — Attack power is increased by 30 <b>[NEW]</b> — Defence is increased by 30 <b>[NEW]</b> — [PvP] Damage caused by dashing skills is increased by 3% (max. 20%) — Movement speed is increased by 1

Name	Description	Original	New
 Snow White Tiger	Obtention: Legendary Box Random Prize (700 PC or 2 billion	<b>[REMOVED]</b> — Maximum HP increases by 1000 <b>[REMOVED]</b> — All elemental resistances increases	<b>[NEW]</b> — Attack power is increased by 60 <b>[NEW]</b> — Damage caused by critical hits is





Hat	gold each)  Target: — PvP - Damage (mobility)	by 5	increased by 4% [NEW] — On attack, there's a 15% chance of causing [  Hunting] is received   Hunting General Buff (Level 1) Duration: 6 seconds (This effect has a cooldown of 40 seconds)  [NEW] — Damage caused is increased by 25% [NEW] — Movement speed is increased by 1
 Snow White Tiger Costume	Obtention: Legendary Box Random Prize (700 PC or 2 billion gold each)  Target: — PvP - Damage (mobility)	[REMOVED] — When you're defending, there is a 5% chance of receiving  — Movement speed is increased by 2   Hunting General Buff (Level 3) Duration: 5 seconds (This effect has 15 seconds of cooldown)  — Movement speed is increased by 2% — A shadowy figure appears. — Attack power is increased by 198 (Player Level * 2)	[NEW] — Attack power is increased by 60 — Movement speed is increased by 2










Name	Description	Original	New
 Yellow Party Diadem  Golden Peaked Cap	Obtention: Legendary Box Random Prize (700 PC or 2 billion gold each)  Target: — PvP - Bruiser	Attack power increases by 5% On attack, there's a 5% chance of inflicting  Broken-hearted on your opponent  [NEW] — Maximum HP is increased by 2% of the user's base amount   Broken-hearted Debuff (Level 3) Duration: 5.0 seconds — Attack level upgrade decreases by 3 — Defence level upgrade decreases by 3	[NEW] — Attack power is increased by 30 [NEW] — Defence is increased by 30 [NEW] — Cooldown of skills is decreased by 4% [NEW] — Upon using a dash, there's a 100% chance of receiving [Golden Instinct]  Golden Instinct Buff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 12 seconds) [NEW] — There's a 100% chance of ignoring 20% of the opponent's defence [NEW] — This effect disappears upon landing a hit












 Yellow Party Dress (Permanent)	Obtention: Legendary Box Random Prize (700 PC or 2 billion gold each)	— Maximum HP is increased by 1500 — Movement speed is increased by 1	[NEW] — Attack power is increased by 30 [NEW] — Defence is increased by 30 [NEW] — Maximum HP is increased by 1000 — Movement speed is increased by 1
 Golden Detective's Suit (Permanent)	Target: — PvP - Bruiser		


Name	Description	Original	New
 Fluffy Rabbit Ears	Obtention: Legendary Box Random Prize (700 PC or 2 billion gold each) Only during Easter	[REMOVED] — Attack power increases by 5% [REMOVED] — Maximum HP increases by 1000	[NEW] — Attack power is increased by 60 [NEW] — [PvP] Final damage caused is increased by 3% of the user's plain attack stat [NEW] — Every 3 successful attacks, [Bunny Power] is received
	Target: — PvP - Damage (final damage)		<hr/>  Bunny Power General Buff Duration: 4 seconds (This effect has a cooldown of 5 seconds) [NEW] — On attack, there's a 100% chance of causing [Bunny Curse] on your opponent (ignores debuff protection) Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
			<hr/>  Bunny Curse General Debuff (Level 5) Duration: 2 seconds [NEW] — Movement speed is decreased by 2 [NEW] — Chance of receiving a critical hit is increased by 15%
 Fluffy Rabbit Costume (Permanent)	Obtention: Legendary Box Random Prize (700 PC or 2 billion gold each) Only during Easter	[REMOVED] — There is a 5% chance of causing  Agility [REMOVED] — Movement speed is increased by 2	[NEW] — Attack power is increased by 60 [NEW] — Final damage is increased by 3% of the user's base attack power stat (max. 30%) — On defence, there's a 25% chance of receiving  Agility
	Target: — PvP - Damage (final damage)	 Agility General Buff (Level 4) Duration: ?? — Dodge is increased by 8% — Movement speed is increased by 2	<hr/>  Agility General Buff (Level 4) Duration: 3 seconds


			— Movement speed is increased by 2
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Name	Description	Original	New
 Aqua Bushi Hat	Obtention: Mysterious Traveller Special prize  Target: — PvP - Tank	<div> <p><b>[REMOVED]</b> — There is a 3% chance of causing</p> <p> Frozen</p> <p><b>[REMOVED]</b> — Water resistance is increased by 2</p> </div> <hr/> <div> <p> Frozen</p> <p>Debuff (Level 1) Duration: 5.0 seconds — Movement impossible — No attack possible — Water resistance is decreased by 10 Side effect: after 2.0 seconds — No dodge possible</p> </div>	<div> <p><b>[NEW]</b> — Defence is increased by 60</p> <p><b>[NEW]</b> — Maximum HP is increased by 3% of the user's base amount</p> <p><b>[NEW]</b> — Every 5 successful attacks received, [Aqua Shield] is received</p> </div> <hr/> <div> <p>Aqua Shield Buff (Level 3) Duration: 6.0 seconds (This effect has a cooldown of 12 seconds)</p> <p><b>[NEW]</b> — Defence is increased by 30%</p> <p><b>[NEW]</b> — Damage received is decreased by 10%</p> </div> <hr/> <div> <p>Side effect: after 0.1 seconds</p> <p><b>[NEW]</b> — Disappears upon receiving a hit</p> </div>
 Aqua Bushi Costume	Obtention: Mysterious Traveller Special prize  Target: — PvP - Tank	<div> <p><b>[REMOVED]</b> — There is a 5% chance that damage from all attacks is reduced by 80%.</p> <p><b>[REMOVED]</b> — Water resistance is increased by 2</p> </div>	<div> <p><b>[NEW]</b> — Defence is increased by 60</p> <p><b>[NEW]</b> — Damage received from critical hits is decreased by 4%</p> <p><b>[NEW]</b> — Maximum HP is increased by 3% of the user's base amount</p> </div>




Name	Description	Original	New
 Jotun Khal's Hat	SET DETAILS        <hr/> Set effect:  Jötunheim Blessing Obtention: Rare prize from Jötunheim boxes  Target: — PvP - Damage	<div> <p><b>[REMOVED]</b> — Attack power in Glacernon increases by 8%</p> <p><b>[REMOVED]</b> — Chace to receive critical hits decreases by 10%</p> </div>	<div> <p><b>[NEW]</b> — Attack power is increased by 60</p> <p><b>[NEW]</b> — Magic attack power is increased by 30</p> <p><b>[NEW]</b> — Chance of inflicting a critical hits is increased by 2%</p> <p><b>[NEW]</b> — Damage caused from critical hits is increased by 4%</p> </div>

 Jotun Khal's Costume	<p>Obtention: Rare prize from Jotunheim boxes</p> <p>Target: — PvP - Damage</p>	<p><b>[REMOVED]</b> — Maximum HP is increased by 3000</p> <p><b>[REMOVED]</b> — Movement speed in Glacernon is increased by 2</p>	<p><b>[NEW]</b> — Attack power is increased by 60</p> <p><b>[NEW]</b> — Magic attack power is increased by 30</p> <p><b>[NEW]</b> — Damage caused from critical hits is increased by 4%</p> <p><b>[NEW]</b> — Movement speed is increased by 1</p>
 Jötunheim Dragon's Costume Wings	<p>Obtention: Rare prize from Jotunheim boxes</p> <p>Target: — PvP - Damage</p>	<p><b>[REMOVED]</b> — Movement speed is increased by 1</p> <p>— On attack, there's a 3% chance of causing  Jötunheim Dragon's Breath] on your opponent</p> <hr/> <p> Jötunheim Dragon's Breath Disease Debuff (Level 3) Duration: 6.0 seconds</p> <p><b>[REMOVED]</b> — All elemental resistances are reduced by 10</p> <p>— Defence level upgrade decreases by 4</p> <p>— Every 2 seconds decreases 650 HP</p> <p>— Every 2 seconds at a distance of 2, inflict  Jötunheim Dragon's Breath on our team</p>	<p>—If the user reduces 10% of their enemy's total HP, [ Jötunheim Dragon's Breath] is caused (ignores debuff protection)</p> <hr/> <p> Jötunheim Dragon's Breath Disease Debuff (Level 3) Duration: 6.0 seconds (This effect has 16 seconds of cooldown)</p> <p>— Defence level upgrade decreases by 3</p> <p>— Every 2 seconds: Decreases 400 HP</p> <p>— Every 2 seconds: At a distance of 2, inflict  Jötunheim Dragon's Breath on our team</p>
 Jotun Khal Power Sword	<p>Obtention: Rare prize from Jotunheim boxes</p> <p>Target: — PvP - Damage</p>	<p>— Attack power is increased by 100</p> <p>— On attack, there's a 5% chance of receiving  Jotun Khal Force</p> <hr/> <p> Jotun Khal Force Buff (Level 3) Duration: 10.0 seconds</p> <p><b>[REMOVED]</b> — Attack power is increased by 8%</p> <p><b>[REMOVED]</b> — All enemy's elemental resistances decreases by 10</p> <p><b>[REMOVED]</b> — On attack, there's a 10% chance of inflicting  Jötunheim Ice on your opponent</p> <hr/> <p> Jötunheim Ice Debuff (Level 4) Duration: 3.0 seconds</p> <p>— No attack possible</p> <p>— Movement speed is decreased by 3</p>	<p><b>[NEW]</b> — Each 10 attacks, [ Jotun Khal Force] is received</p> <p><b>[NEW]</b> — Damage caused from critical hits is increased by 6%</p> <p>— Attack power is increased by 80</p> <hr/> <p> Jotun Khal Force Debuff (Level 3) Duration: 4 seconds</p> <p><b>[REMOVED]</b> (This effect has a cooldown of 20 secs)</p> <p><b>[NEW]</b> — Always inflicts critical hits</p> <p><b>[NEW]</b> — Damage caused from critical hits is increased by 10%</p> <p><b>[NEW]</b> — On attack, there's a 20% chance of inflicting [ Jötunheim Ice] on your opponent</p> <p><b>[NEW]</b> — This effect disappears upon landing a hit</p> <hr/> <p> Jötunheim Ice Debuff (Level 4) Duration: 3.0 seconds (This effect has a 10 second cooldown.)</p>




			<p>— No attack possible</p> <p>— Movement speed is decreased by 3</p>
 Jötunheim Beasts Bow	<p>Obtention: Rare prize from Jotunheim boxes</p> <p>Target: — PvP - Damage</p>	<p>— Attack power is increased by 100</p> <p>— On attack, there's a 5% chance of receiving [  Jötunheim Beast Power ]</p> <hr/> <p> Jötunheim Beast Power Buff (Level 3) Duration: 10.0 seconds [REMOVED] — Attack power is increased by 8% [REMOVED] — All enemy's elemental resistances decreases by 10 — On attack, there's a 10% chance of inflicting  Curse of the Jötunheim Beasts on your opponent</p> <hr/> <p> Curse of the Jötunheim Beasts Debuff (Level 4) Duration: 3.0 seconds [REMOVED] — No attack possible [REMOVED] — No dodge possible</p>	<p>[NEW] — Each 6 attacks, [  Jötunheim Beast Power ] is received</p> <p>[NEW] — Chance of inflicting a critical hit is increased by 2%</p> <p>— Attack power is increased by 80</p> <hr/> <p> Jötunheim Beast Power Buff (Level 3) Duration: 4.0 seconds [REMOVED] (This effect has a cooldown of 20 secs)</p> <p>[NEW] — [PvP] Final damage is increased by 10% of the user's plain attack stat (max. 30%)</p> <p>— On attack, there's a 25% chance of inflicting [  Curse of the Jötunheim Beasts ] on your opponent</p> <p>[NEW] — This effect disappears upon landing a hit</p> <hr/> <p> Curse of the Jötunheim Beasts Debuff (Level 4) Duration: 3.0 seconds (This effect has a 10 second cooldown.)</p> <p>[NEW] — Always receives critical hits</p> <p>[NEW] — This effect disappears upon receiving a hit</p>
 Jotun Khal Power Wand	<p>Obtention: Rare prize from Jotunheim boxes</p> <p>Target: — PvP - Damage</p>	<p>[REMOVED] — On attack, there's a 5% chance of receiving  Jotun Khal's Magic Force</p> <p>— Attack power is increased by 100</p> <hr/> <p> Jotun Khal's Magic Force Buff (Level 3) Duration: 10.0 seconds — On attack, there's a 10% chance of inflicting  Sliced by Jotun Khal's Blade of the Sword on your opponent</p> <hr/> <p> Sliced by Jotun Khal's Blade of the Sword</p>	<p>[NEW] — Each 8 attacks, [  Jotun Khal's Magic Force ] is received</p> <p>— Attack power is increased by 100</p> <hr/> <p> Jotun Khal's Magic Force Buff (Level 3) Duration: 4.0 seconds [REMOVED] (This effect has a cooldown of 20 secs)</p> <p>[NEW] — Cooldown of magic skills is decreased by 30% (max. 30%)</p> <p>[NEW] — [PvP] There's a 10% chance of</p>





		<p>Debuff (Level 4) Duration: 3.0 seconds — No attack possible — Every 2 seconds decreases 990 HP (Player level * 10)</p>	<p>increasing damage caused by 15%</p> <p>[NEW] — This effect disappears upon landing a hit</p>
 Jötunheim Beast Glove	<p>Obtention: Rare prize from Jotunheim boxes</p> <p>Target: — PvP - Damage</p>	<p>[REMOVED] — On attack, there's a 5% chance of receiving  Jötunheim Beast Essence — Attack power is increased by 100</p> <hr/> <p> Jötunheim Beast Essence Buff (Level 3) Duration: 10.0s — On attack, there's a 10% chance of inflicting [ Weakness of the Beasts of Jötunheim ] on your opponent</p> <hr/> <p> Weakness of the Beasts of Jötunheim Debuff (Level 4) Duration: 3.0 seconds — Every 2 seconds decreases 495 HP (Player level * 5) — Every 2 seconds decreases 495 MP (Player level * 5)</p>	<p>[NEW] — Each 12 attacks, [ Jötunheim Beast Essence] is received [NEW] — Chance of inflicting a critical hit is increased by 1% [NEW] — Damage caused from critical hits is increased by 3% — Attack power is increased by 80</p> <hr/> <p> Jötunheim Beast Essence Buff (Level 3) Duration: 5 seconds [REMOVED] (This effect has a cooldown of 20 secs) [NEW] — Chance of inflicting a critical hit is increased by 30% [NEW] — Movement speed is increased by 1 — On attack, there's a 10% chance of inflicting [ Weakness of the Beasts of Jötunheim ] on your opponent</p> <hr/> <p> Weakness of the Beasts of Jötunheim Debuff (Level 4) Duration: 3.0 seconds [NEW] — Always receives critical hits [NEW] — This effect disappears upon receiving a hit</p>
 Jötunheim Blessing		<p>[REMOVED] — Damage against bosses increases by 10%</p> <p>— There's a 100% chance of receiving the  Jotun Khal Wrath extra skill</p> <hr/> <p> Swordsman's additional effects: [REMOVED] — Attack power increases by 10% [REMOVED] — Increases total chance of inflicting critical hits by 8%</p> <hr/> <p> Archer's additional effects: [REMOVED] — Attack power increases by 12% [REMOVED] — Hit rate of all attacks increases by 150</p>	<p>— There's a 100% chance of receiving the [ Jotun Khal Wrath] extra skill</p> <hr/> <p> Swordsman's additional effects: [NEW] — [Jotunhëim] Attack power increases by 10% [NEW] — [Jotunhëim] Chance of inflicting a critical hit is increased by 10% [NEW] — [Jotunhëim] All enemy's elemental resistances are decreased by 15</p> <hr/> <p> Archer's additional effects: [NEW] — [Jotunhëim] Attack power increases by 10%</p>







		<p> Magician's additional effects:  <del>[REMOVED]</del> — Attack power increases by 10%  — All enemy's elemental resistances decreases by 15</p> <p> Martial Artist's additional effects:  <del>[REMOVED]</del> — Attack power increases by 10%  <del>[REMOVED]</del> — Damage caused from critical hits is increased by 15%</p>	<p><b>[NEW]</b> — [Jotunhëim] Damage caused by critical hits is increased by 30%  <b>[NEW]</b> — [Jotunhëim] All enemy's elemental resistances are decreased by 15</p> <p> Magician's additional effects:  <b>[NEW]</b> — [Jotunhëim] Attack power increases by 15%  <b>[NEW]</b> — [Jotunhëim] All enemy's elemental resistances decreases by 20</p> <p> Martial Artist's additional effects:  <b>[NEW]</b> — [Jotunhëim] Attack power increases by 10%  <b>[NEW]</b> — [Jotunhëim] Chance of inflicting a critical hit is increased by 5%  <b>[NEW]</b> — [Jotunhëim] Damage caused by critical hits is increased by 15%  <b>[NEW]</b> — [Jotunhëim] All enemy's elemental resistances are decreased by 15</p>
 Jotun Khal Wrath		<del>[REMOVED]</del> — Attack power increases by 1850 — All elemental energies are increased by 4000 — No penalty for ranged attacks at close range	<b>[NEW]</b> — [Jotunhëim] Attack power is increased by 500 for each enemy located within a radius of 6 field(s) — All elemental energies are increased by 4000 — No penalty for ranged attacks at close range — Never inflicts critical hits — Cannot be evaded





Name	Description	Original	New
 Magic Hat of Light	Obtention: Mysterious Traveller special reward from Halloween  Target: — PvP - Damage	— Attack power increases by 5% — Experience gain is increased by 5%	<p><b>[NEW]</b> — Attack power is increased by 60  <b>[NEW]</b> — Upon using 5 skills,  Arcane Accelerator] is received</p> <p> Arcane Accelerator]  General Buff  (Level 1)  Duration: 6 seconds  (This effect has a cooldown of 40 seconds)</p> <p><b>[NEW]</b> — Magic damage caused is increased by 25% (max. 50%)  <b>[NEW]</b> — Cooldown of skills is increased by 15% (max. 30%)  <b>[NEW]</b> — This effect disappears upon using a hit</p>



















 Magic Garment of Light (Permanent)	<p>Obtention: Mysterious Traveller special reward from Halloween</p> <p>Target: — PvP - Damage</p>	<p>— On attack, there is a 3% chance of receiving   Arcane Accelerator  — Movement speed is increased by 1</p> <hr/> <p>  Arcane Accelerator    Magic Buff  (Level 1)  Duration: 5 seconds    Accelerates spells. This effect has 15 seconds of cooldown.  — Decreases cooldown of skills by 20% (max. 90%)</p>	<p><b>[NEW]</b> — Attack power is increased by 60  <b>[NEW]</b> — Cooldown of skills is decreased by 5% (max. 20%)  — Movement speed is increased by 1</p>
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Name	Description	Original	New
 Magic Hat of Shadow	<p>Obtention: Mysterious Traveller special reward from Halloween</p> <p>Target: — PvP - Debuffer</p>	<p><b>[REMOVED]</b> — Attack power increases by 5%  <b>[REMOVED]</b> — Experience gain is increased by 5%</p>	<p><b>[NEW]</b> — Defence is increased by 60  <b>[NEW]</b> — Decreases the enemy's debuff protection of level 4 or lower by 5% (max. 50%) (ignores debuff protection)  <b>[NEW]</b> — On attack, there's a 35% chance of inflicting [Arcane Curse] on the opponent</p> <hr/> <p>Arcane Curse  Debuff  (Level 4)  Duration: 10 seconds  <b>[NEW]</b> — Attack power is decreased by %s%% per each buff active on the user  <b>[NEW]</b> — For each negative effect received, the HP consumed by debuffs is increased by 10% (max. 100%)</p>
 Magic Robe of Shadow (Permanent)	<p>Obtention: Mysterious Traveller special reward from Halloween</p> <p>Target: — PvP - Debuffer</p>	<p><b>[REMOVED]</b> — On attack, there is a 3% chance of receiving   Arcane Accelerator  <b>[REMOVED]</b> — Movement speed is increased by 1</p> <hr/> <p>  Arcane Accelerator    Magic Buff  (Level 1)  Duration: 5 seconds    Accelerates spells. This effect has 15 seconds of cooldown.    — Decreases cooldown of skills by 20% (max. 90%)</p>	<p><b>[NEW]</b> — Defence is increased by 60  <b>[NEW]</b> — Maximum HP is increased by 1000  <b>[NEW]</b> — Maximum MP is increased by 1000  <b>[NEW]</b> — Cooldown of skills is decreased by 5% (max. 20%)</p>

Name	Description	Original	New
 Rocketeer Headset	Obtention: Obtained as a reward for participating in an official tournament  Target: — PvP - Bruiser	<b>[REMOVED]</b> — [PvP] Damage caused is increased by 4% <b>[REMOVED]</b> — [PvP] Enemy's attack power is decreased by 4%	<b>[NEW]</b> — [PvP] Attack power is increased by 40 <b>[NEW]</b> — [PvP] Defence is increased by 40 <b>[NEW]</b> — Every 3 enemy attacks, [Overheat] is received <hr/> Overheat Buff (Level 3) Duration: 5 seconds — When you're defending, there's a 20% chance of 10% of the damage being reflected at the opponent (max. 7500 in PvP)
 Rocketeer Costume	Obtention: Obtained by qualifying as one of the eight first players in an official tournament  Target: — PvP - Bruiser	— Protection against level 3 or lower debuffs is increased by 10% — Movement speed is increased by 1	<b>[NEW]</b> — [PvP] Attack power is increased by 40 <b>[NEW]</b> — [PvP] Defence is increased by 40 — Movement speed is increased by 1
 Rocketeer Costume Wings	Obtention: Obtained by qualifying as one of the three first players in an official tournament  Target: — PvP - Bruiser	<b>[REMOVED]</b> — Attack power is increased by 100 <b>[REMOVED]</b> — Movement speed is increased by 1 — When you're defending, there's a 5% chance of receiving [  Sprint ]	<b>[NEW]</b> — If the user receives an attack that deals 6% or more of their total HP, [  Rocket Boost ] is received <hr/>  Rocket Boost Buff (Level 1) Duration: 4 seconds (This effect has a cooldown of 20 seconds)  <b>[NEW]</b> — Movement speed is increased by 5 <b>[NEW]</b> — Decreases cooldown of skills by 20% (max. 30%) <b>[NEW]</b> — A shadowy figure appears

Name	Description	Original	New
 Lord Hatus Costume Wings	Obtention: Rare Prize for Lord Hatus raidboxes These ones do work for PvE as well  Target: PvP — Elemental damage oriented build	<b>[REMOVED]</b> — Movement speed is increased by 1 <b>[REMOVED]</b> — Attack power against light enemies is increased by 10% — Reduces the enemy dark resistance by 15  On attack, there's a 10% chance of receiving [  Lord Hatus Wrath ] <hr/>  Lord Hatus Wrath	<b>[NEW]</b> — [PvE] Movement speed is increased by 1 <b>[NEW]</b> — [PvE] Attack power against light enemies is increased by 10% — Reduces the enemy dark resistance by 15 On attack, there's a 10% chance of receiving [  Lord Hatus Wrath ]

		<p>Buff (Level 4) Duration: 8.0 seconds (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's dark resistance by 10 — Attack power is increased by 200</p>	<p> Lord Hatus Wrath Buff (Level 4) Duration: 8.0 seconds (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's dark resistance by 10 — Attack power is increased by 200</p>
<p> Lord Berios Costume Wings</p>	<p>Obtention: Rare Prize for Lord Berios raidboxes These ones do work for PvE as well</p> <p>Target: PvP — Elemental damage oriented build</p>	<p><b>[REMOVED]</b> — Movement speed is increased by 1 <b>[REMOVED]</b> — Attack power against dark enemies is increased by 10% — Reduces the enemy light resistance by 15</p> <p>On attack, there's a 10% chance of receiving [  Lord Berios Wrath ]</p> <hr/> <p>[  Lord Berios Wrath ] (Buff Level 4) 8.0s (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's light resistance by 10 — Attack power is increased by 200</p>	<p><b>[NEW]</b> — [PvE] Movement speed is increased by 1 <b>[NEW]</b> — [PvE] Attack power against dark enemies is increased by 10% — Reduces the enemy light resistance by 15</p> <p>On attack, there's a 10% chance of receiving [  Lord Berios Wrath ]</p> <hr/> <p>[  Lord Berios Wrath ] (Buff Level 4) 8.0s (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's light resistance by 10 — Attack power is increased by 200</p>
<p> Lady Calvina Costume Wings</p>	<p>Obtention: Rare Prize for Lady Calvina raidboxes These ones do work for PvE as well</p> <p>Target: PvP — Elemental damage oriented build</p>	<p><b>[REMOVED]</b> — Movement speed is increased by 1 <b>[REMOVED]</b> — Attack power against fire enemies is increased by 10% — Reduces the enemy water resistance by 15</p> <p>On attack, there's a 10% chance of receiving [  Lady Calvina Wrath ]</p> <hr/> <p>[  Lady Calvina Wrath ] Buff (Level 4) Duration: 8.0 seconds (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's water resistance by 10 — Attack power is increased by 200</p>	<p><b>[NEW]</b> — [PvE] Movement speed is increased by 1 <b>[NEW]</b> — [PvE] Attack power against fire enemies is increased by 10% — Reduces the enemy water resistance by 15</p> <p>On attack, there's a 10% chance of receiving [  Lady Calvina Wrath ]</p> <hr/> <p>[  Lady Calvina Wrath ] Buff (Level 4) Duration: 8.0 seconds (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's water resistance by 10 — Attack power is increased by 200</p>
<p> Lord Morcos Costume Wings</p>	<p>Obtention: Rare Prize for Lord Morcos raidboxes These ones do work for PvE as well</p>	<p><b>[REMOVED]</b> — Movement speed is increased by 1 <b>[REMOVED]</b> — Attack power against water enemies is increased by 10% — Reduces the enemy fire resistance by 15</p>	<p><b>[NEW]</b> — [PvE] Movement speed is increased by 1 <b>[NEW]</b> — [PvE] Attack power against water enemies is increased by 10% — Reduces the enemy fire resistance by</p>




	<p>Target: PvP — Elemental damage oriented build</p>	<p>On attack, there's a 10% chance of receiving [  Lord Morcos Wrath ]</p> <hr/> <p>[  Lord Morcos Wrath ] Buff (Level 4) Duration: 8.0 seconds (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's fire resistance by 10 — Attack power is increased by 200</p>	<p>15 On attack, there's a 10% chance of receiving [  Lord Morcos Wrath ]</p> <hr/> <p>[  Lord Morcos Wrath ] Buff (Level 4) Duration: 8.0 seconds (This effect has 15 seconds of cooldown)</p> <p>— Reduces the enemy's fire resistance by 10 — Attack power is increased by 200</p>
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# Trophies


Importance Grade: **High**  
Personalization Grade: **High**



## MYSTICAL METEORITE

General

Name	Description	Original	New
 Tank Trophy I  Name changed to: Mystical Meteorite I	Obtention: — Craft with 12x Raid boss minor trophies  Target: — PvP - Tank	<b>[REMOVED]</b> — Maximum MP is increased by 10% of the user's base amount <b>[REMOVED]</b> — Defence is increased by 3% — Maximum HP is increased by 10% of the user's base amount — Chance of receiving a critical hit is decreased by 5% — Damage received from critical hits is reduced by 5%	<b>[NEW]</b> — Defence is increased by 30 <b>[NEW]</b> — [PvP] Damage received from critical hits is reduced by 2% of the enemy's total — Maximum HP is increased by 6% of the user's base amount
 Tank Trophy II  Name changed to: Mystical Meteorite II	Target: — PvP - Tank	<b>[REMOVED]</b> — Maximum MP is increased by 20% of the user's base amount <b>[REMOVED]</b> — Defence is increased by 10% — Maximum HP is increased by 20% of the user's base amount — Chance of receiving a critical hit is decreased by 8% — Damage received from critical hits is reduced by 20%	<b>[NEW]</b> — Defence is increased by 50 <b>[NEW]</b> — [PvP] Damage received from critical hits is reduced by 3% of the enemy's total — Maximum HP is increased by 10% of the user's base amount
 Tank Trophy III  Name changed to: Mystical Meteorite III	Target: — PvP - Tank	<b>[REMOVED]</b> — Maximum MP is increased by 30% <b>[REMOVED]</b> — Defence is increased by 15% — Maximum HP is increased by 30% of the user's base amount — The Chance of receiving a critical hit is decreased by 10% — Damage received from critical hits is reduced by 30%	<b>[NEW]</b> — Defence is increased by 80 <b>[NEW]</b> — [PvP] Damage received from critical hits is reduced by 6% of the enemy's total <b>[NEW]</b> — Maximum HP is increased by 25% of the user's base amount





PvP



Name	Description	Original	New
 [PvP] Tank Trophy I  Name changed to: [PvP] Mystical Meteorite I	Obtention: — PvP Starter Pack  Target: — PvP - Tank	<b>[REMOVED]</b> — [PvP] Maximum MP is increased by 10% of the user's base amount <b>[REMOVED]</b> — [PvP] Defence is increased by 3% — [PvP] Maximum HP is increased by 10% of the user's base amount — [PvP] Chance of receiving a critical hit is decreased by 5%	<b>[NEW]</b> — [PvP] Defence is increased by 30 <b>[NEW]</b> — [PvP] Damage received from critical hits is reduced by 2% of the enemy's total — Maximum HP is increased by 6% of the user's base amount

		— [PvP] Damage received from critical hits is reduced by 5%	
 [PvP] Tank Trophy II  Name changed to: [PvP] Mystical Meteorite II	Target: — PvP - Tank	<b>[REMOVED]</b> — [PvP] Maximum MP is increased by 20% of the user's base amount <b>[REMOVED]</b> — [PvP] Defence is increased by 10% — [PvP] Maximum HP is increased by 20% of the user's base amount — [PvP] Chance of receiving a critical hit is decreased by 8% — [PvP] Damage received from critical hits is reduced by 20%	<b>[NEW]</b> — [PvP] Defence is increased by 50 <b>[NEW]</b> — [PvP] Damage received from critical hits is reduced by 3% of the enemy's total — Maximum HP is increased by 10% of the user's base amount
 [PvP] Tank Trophy III  Name changed to: [PvP] Mystical Meteorite III	Target: — PvP - Tank	<b>[REMOVED]</b> — [PvP] Maximum MP is increased by 30% <b>[REMOVED]</b> — [PvP] Defence is increased by 15% — [PvP] Maximum HP is increased by 30% of the user's base amount — [PvP] The Chance of receiving a critical hit is decreased by 10% — [PvP] Damage received from critical hits is reduced by 30%	<b>[NEW]</b> — [PvP] Defence is increased by 80 <b>[NEW]</b> — [PvP] Damage received from critical hits is reduced by 6% of the enemy's total — Maximum HP is increased by 25% of the user's base amount







## FORGOTTEN HERO'S ARROWHEAD

### General

Name	Description	Original	New
 Critical Trophy I  Icon changed to:   Name changed to: Forgotten Hero's Arrowhead I	Obtention: — Craft with 12x Raid boss minor trophies  Target: — PvP - Damage (critical chance)	<b>[REMOVED]</b> — Hit rate of all attacks is increased by 35 — Attack power is increased by 25 — Chance of inflicting critical hits is increased by 3% — Damage from critical hits is increased by 5%	<b>[NEW]</b> — [PvP] Final damage caused is increased by 3% of the user's plain attack stat (max. 30%) — Attack power is increased by 30 — Chance of inflicting a critical hit is increased by 2%
 Critical Trophy II  Icon changed to:   Name changed to: Forgotten Hero's	Target: — PvP - Damage (critical chance)	<b>[REMOVED]</b> — Hit rate of all attacks is increased by 100 — Chance of inflicting critical hits is increased by 8% — Damage from critical hits is increased by 20% — Attack increase by 100	<b>[NEW]</b> — [PvP] Final damage caused is increased by 5% of the user's plain attack stat (max. 30%) — Attack power is increased by 50 — Chance of inflicting a critical hit is increased by 3%




Arrowhead II			
 Critical Trophy III  Icon changed to:   Name changed to: Forgotten Hero's Arrowhead III	Target: — PvP - Damage (critical chance)	[REMOVED] — Hit rate of all attacks is increased by 120 — Chance of inflicting critical hits is increased by 10% — Damage from critical hits is increased by 30% — Attack is increased by 150	[NEW] — [PvP] Final damage caused is increased by 10% of the user's plain attack stat (max. 30%) — Attack power is increased by 80 — Chance of inflicting a critical hit is increased by 5%

#### PvP


Name	Description	Original	New
 [PvP] Critical Trophy I  Icon changed to:   Name changed to: [PvP] Forgotten Hero's Arrowhead I	Obtention: — PvP Starter Pack  Target: — PvP - Damage (critical chance)	[REMOVED] — [PvP] Hit rate of all attacks is increased by 35 — [PvP] Attack power is increased by 25 — [PvP] Chance of inflicting critical hits is increased by 3% — [PvP] Damage from critical hits is increased by 5%	[NEW] — [PvP] Final damage caused is increased by 3% of the user's plain attack stat (max. 30%) — [PvP] Attack power is increased by 30 — [PvP] Chance of inflicting a critical hit is increased by 2%
 [PvP] Critical Trophy II  Icon changed to:   Name changed to: [PvP] Forgotten Hero's Arrowhead II	Target: — PvP - Damage (critical chance)	[REMOVED] — [PvP] Hit rate of all attacks is increased by 100 — [PvP] Chance of inflicting critical hits is increased by 8% — [PvP] Damage from critical hits is increased by 20% — [PvP] Attack power increase by 100	[NEW] — [PvP] Final damage caused is increased by 5% of the user's plain attack stat (max. 30%) — [PvP] Attack power is increased by 50 — [PvP] Chance of inflicting a critical hit is increased by 3%
 [PvP] Critical Trophy III  Icon changed to:   Name changed to: [PvP] Forgotten Hero's Arrowhead III	Target: — PvP - Damage (critical chance)	[REMOVED] — [PvP] Hit rate of all attacks is increased by 120 — [PvP] Chance of inflicting critical hits is increased by 10% — [PvP] Damage from critical hits is increased by 30% — [PvP] Attack power is increased by 150	[NEW] — [PvP] Final damage caused is increased by 10% of the user's plain attack stat (max. 30%) — [PvP] Attack power is increased by 80 — [PvP] Chance of inflicting a critical hit is increased by 5%

## VIKING AXE



### General

Name	Description	Original	New
 Survivalist Trophy I  Name changed to: Viking Axe I	Obtention: — Craft with 12x Raid boss minor trophies  Target: — PvP - Bruiser	<b>[REMOVED]</b> — Maximum MP is increased by 10% of the user's base amount <b>[REMOVED]</b> — Dodge is increased by 35 <b>[REMOVED]</b> — The effectiveness of recovery items is increased by 5% <b>[REMOVED]</b> — The chance of never getting a bad effect of 3 level or lower is increased by 5% — Maximum HP is increased by 10% of the user's base amount	<b>[NEW]</b> — Attack power is increased by 15 <b>[NEW]</b> — Defence is increased by 15 <b>[NEW]</b> — Cooldown of skills is decreased by 1% (max. 20%) — Maximum HP is increased by 2% of the user's base amount
 Survivalist Trophy II  Name changed to: Viking Axe II	Target: — PvP - Bruiser	<b>[REMOVED]</b> — Maximum MP is increased 20% of the user's base amount <b>[REMOVED]</b> — Dodge is increased by 100 <b>[REMOVED]</b> — The effectiveness of recovery items is increased by 15% <b>[REMOVED]</b> — The chance of never getting a bad effect of 3 level or lower is increased by 15% — Maximum HP is increased by 20% of the user's base amount	<b>[NEW]</b> — Attack power is increased by 25 <b>[NEW]</b> — Defence is increased by 25 <b>[NEW]</b> — Cooldown of skills is decreased by 2% (max. 20%) — Maximum HP is increased by 5% of the user's base amount
 Survivalist Trophy III  Name changed to: Viking Axe III	Target: — PvP - Bruiser	<b>[REMOVED]</b> — Dodge is increased by 120 <b>[REMOVED]</b> — The effectiveness of recovery items is increased by 20% <b>[REMOVED]</b> — The chance of never getting a bad effect of 3 level or lower is increased by 25% <b>[REMOVED]</b> — Maximum MP is increased by 30% of the user's base amount — Maximum HP is increased by 30% of the user's base amount	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — Defence is increased by 40 <b>[NEW]</b> — Cooldown of skills is decreased by 5% (max. 20%) <b>[NEW]</b> — Maximum HP is increased by 10% of the user's base amount

### PvP


Name	Description	Original	New
 [PvP] Survivalist Trophy I  Name changed to: [PvP] Viking Axe I	Obtention: — PvP Starter Pack  Target: — PvP - Bruiser	<b>[REMOVED]</b> — [PvP] Maximum MP is increased by 10% of the user's base amount <b>[REMOVED]</b> — [PvP] Dodge is increased by 35 <b>[REMOVED]</b> — [PvP] The effectiveness of recovery items is increased by 5% <b>[REMOVED]</b> — [PvP] The chance of never getting a bad effect of 3 level or lower is increased by 5% — [PvP] Maximum HP is increased by 10% of the user's base amount	<b>[NEW]</b> — [PvP] Attack power is increased by 20 <b>[NEW]</b> — [PvP] Defence is increased by 20 <b>[NEW]</b> — [PvP] Cooldown of skills is decreased by 1% (max. 20%) — [PvP] Maximum HP is increased by 3% of the user's base amount



 <p>[PvP] Survivalist Trophy II</p> <p>Name changed to: [PvP] Viking Axe II</p>	<p>Target: — PvP - Bruiser</p>	<p>[REMOVED] — [PvP] Maximum MP is increased 20% of the user's base amount</p> <p>[REMOVED] — [PvP] Dodge is increased by 100</p> <p>[REMOVED] — [PvP] The effectiveness of recovery items is increased by 15%</p> <p>[REMOVED] — [PvP] The chance of never getting a bad effect of 3 level or lower is increased by 15%</p> <p>— [PvP] Maximum HP is increased by 20% of the user's base amount</p>	<p>[NEW] — [PvP] Attack power is increased by 30</p> <p>[NEW] — [PvP] Defence is increased by 30</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 2% (max. 20%)</p> <p>— [PvP] Maximum HP is increased by 5% of the user's base amount</p>
 <p>[PvP] Survivalist Trophy III</p> <p>Name changed to: [PvP] Viking Axe III</p>	<p>Target: — PvP - Bruiser</p>	<p>[REMOVED] — [PvP] Dodge is increased by 120</p> <p>[REMOVED] — [PvP] The effectiveness of recovery items is increased by 20%</p> <p>[REMOVED] — [PvP] The chance of never getting a bad effect of 3 level or lower is increased by 25%</p> <p>[REMOVED] — [PvP] Maximum MP is increased by 30% of the user's base amount</p> <p>— [PvP] Maximum HP is increased by 30% of the user's base amount</p>	<p>[NEW] — [PvP] Attack power is increased by 50</p> <p>[NEW] — [PvP] Defence is increased by 50</p> <p>[NEW] — Cooldown of skills is decreased by 5% (max. 20%)</p> <p>[NEW] — Maximum HP is increased by 10% of the user's base amount</p>


## RUSTY KNIFE EDGE

PvP

Name	Description	Original	New
 <p>[PvP] Rusty Knife Edge I</p>	<p>Obtention: — Craft with Battle Medals</p> <p>Target: — PvP - Damage (critical damage)</p>		<p>[NEW] — [PvP] Attack power is increased by 30</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 1% (max. 20%)</p> <p>[NEW] — [PvP] Damage from critical hits is increased by 3%</p>
 <p>[PvP] Rusty Knife Edge II</p>	<p>Target: — PvP - Damage (critical damage)</p>		<p>[NEW] — [PvP] Attack power is increased by 50</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 2% (max. 20%)</p> <p>[NEW] — [PvP] Damage from critical hits is increased by 6%</p>
 <p>[PvP] Rusty Knife Edge III</p>	<p>Target: — PvP - Damage (critical damage)</p>		<p>[NEW] — [PvP] Attack power is increased by 80</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 5% (max. 20%)</p> <p>[NEW] — [PvP] Damage from critical hits is increased by 12%</p>

## FORBIDDEN TOME


PvP

Name	Description	Original	New
 [PvP] Forbidden Tome I	Obtention: — Craft with Battle Medals  Target: — PvP - Damage (Mage)		<b>[NEW]</b> — [PvP] Attack power is increased by 30 <b>[NEW]</b> — [PvP] There is a 1% chance of increasing damage caused by 1% <b>[NEW]</b> — Maximum MP is increased by 3% of the user's base amount
 [PvP] Forbidden Tome II	Target: — PvP - Damage (Mage)		<b>[NEW]</b> — [PvP] Attack power is increased by 40 <b>[NEW]</b> — [PvP] There is a 1% chance of increasing damage caused by 3% <b>[NEW]</b> — Maximum MP is increased by 7% of the user's base amount
 [PvP] Forbidden Tome III	Target: — PvP - Damage (Mage)		<b>[NEW]</b> — [PvP] Attack power is increased by 80 <b>[NEW]</b> — [PvP] There is a 2% chance of increasing damage caused by 4% <b>[NEW]</b> — Maximum MP is increased by 15% of the user's base amount








Titles



Importance Grade: **Regular**  
Personalization Grade: **High**

TIER I: EASILY OBTAINABLE  
TEMPORARY

Name	Description	Original	New
 Bronze	Obtention: Reward for reaching bronze in a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Damage	<b>[REMOVED]</b> — [PvP] Attack power is increased by 2%.	<b>[NEW]</b> — Attack power is increased by 30

PERMANENT



Name	Description	Original	New
 Glacial Raider	Obtention: Winter Event craft  Target: — PvP - Damage (resistance drain)	<b>[REMOVED]</b> — Chance of inflicting critical hits is increased by 3% <b>[REMOVED]</b> — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 30 <b>[NEW]</b> — Cooldown of skills is decreased by 1% (max. 20%) <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 3%
 Grinch	Obtention: Christmas Sealed Vessels  Target: — PvP - Damage (critical damage)	<b>[REMOVED]</b> — On attack, there's a 2% chance of inflicting [  Heavy Bleeding ] on your opponent. <hr/> [  Heavy Bleeding ] (Debuff Level 3) 15.0s — Every 2 seconds decreases 297 (Player Level *3) HP — [  Broken— Hearted ] occurs in releasing at the probability of 33% <hr/> [  Broken— Hearted ] (Debuff Level 1) 10.0s — Every 4 seconds decreases 49 (Player Level /2) MP — Movement speed is decreased by 20%	<b>[NEW]</b> — Attack power is increased by 30 <b>[NEW]</b> — Magic attack power is increased by 10 <b>[NEW]</b> — Damage caused from critical hits is increased by 3%
 Loy Krathong Savior	Obtention: Autumn Event craft  Target: — PvP - Damage (critical chance)	<b>[REMOVED]</b> — Maximum HP is increased by 1000 <b>[REMOVED]</b> — Maximum MP is increased by 1000 <b>[REMOVED]</b> — All elemental resistances are increased by 5	<b>[NEW]</b> —Attack power is increased by 30 <b>[NEW]</b> — Chance of inflicting a critical hit is increased by 1%

 Santa's Helper	Obtention: Winter Event craft Target: — PvP - Damage (mobility)	<b>[REMOVED]</b> — Maximum HP is increased by 1000. <b>[REMOVED]</b> — Chance to receive critical hits decreases by 2%	<b>[NEW]</b> — Attack power is increased by 20 <b>[NEW]</b> — [PvP] Final damage caused is increased by 1% of the user's base attack power stat (max. 30%) <b>[NEW]</b> — Movement speed is increased by 1
 New Fighter	Obtention: Starter pack Target: — PvP - Bruiser	<b>[REMOVED]</b> — [PvP] Attack power is increased by 3% <b>[REMOVED]</b> — [PvP] Defence is increased by 3% <b>[REMOVED]</b> — [PvP] All elemental resistances are increased by 3%	<b>[NEW]</b> — [PvP] Attack power is increased by 20 <b>[NEW]</b> — [PvP] Defence is increased by 20 <b>[NEW]</b> — [PvP] All elemental resistances are increased by 5
 Rotten Zombie	Obtention: Halloween Miniboss Target: — PvP - Bruiser (mobility)	<b>[REMOVED]</b> — Maximum HP is increased by 1500. <b>[REMOVED]</b> — On attack, there's a 1% chance of inflicting [  Zombie Infection ] on your opponent. <hr/> <b>[  Zombie Infection ]</b> (Debuff Level 4) 10.0s — Movement speed is decreased by 5 — Every 8 seconds: Gibberish is spoken	<b>[NEW]</b> — Attack power is increased by 15 <b>[NEW]</b> — Defence is increased by 15 <b>[NEW]</b> — Movement speed is increased by 1
 Rainbow Warrior	Obtention: Reward for participating in a Rainbow Battle Target: — PvP - Tank (HP)	<b>[REMOVED]</b> — Maximum MP is increased by 200 — Maximum HP is increased by 200	<b>[NEW]</b> — Defence is increased by 30 — Maximum HP is increased by 300
 Romantic	Obtention: Valentine's Event craft Target: — PvP - Tank (Elemental defence)	<b>[REMOVED]</b> — Maximum HP is increased by 1000. <b>[REMOVED]</b> — On attack, there's a 1% chance of inflicting [  Amorousness ] on your opponent. <hr/> <b>[  Amorousness ]</b> (Debuff Level 2) 3.0s — No attack possible	<b>[NEW]</b> — Defence is increased by 30 <b>[NEW]</b> — All elemental resistances are increased by 5
 Christmas Tree	Obtention: Winter Event first Time-Space reward Target: — PvP - Tank (critical damage)	<b>[REMOVED]</b> — Maximum HP is increased by 1000. <b>[REMOVED]</b> — Maximum MP is increased by 1000.	<b>[NEW]</b> — Defence is increased by 30 <b>[NEW]</b> — Damage received from critical hits is decreased by 3%







## TIER II: HARD TO OBTAIN





### TEMPORARY

Name	Description	Original	New
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 Silver	Obtention: Reward for reaching silver in a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Damage	<b>[REMOVED]</b> — [PvP] Attack power is increased by 3%.	<b>[NEW]</b> — [PvP] Attack power is increased by 40
 Gold	Obtention: Reward for reaching gold in a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Damage	<b>[REMOVED]</b> — [PvP] Attack power is increased by 4%.	<b>[NEW]</b> — [PvP] Attack power is increased by 50




PERMANENT

Name	Description	Original	New
 Swirl's Master	Obtention: Reward for surviving to an entire Swirl's game  Target: — PvP - Damage (mobility)	<b>[REMOVED]</b> — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — Movement speed is increased by 1
 Playrabbt	Obtention: Easter Event craft  Target: — PvP - Damage (final damage)	<b>[REMOVED]</b> — Dodge is increased by 20 — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — [PvP] Final damage caused is increased by 2% of the user's base attack power stat (max. 30%)
 Terrifying Clairvoyance	Obtention: Halloween Event craft  Target: — PvP - Damage (critical damage)	<b>[REMOVED]</b> — Decreases chance to receive critical hits by 3% <b>[REMOVED]</b> — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — Magic attack power is increased by 20 <b>[NEW]</b> — Damage from critical hits is increased by 4%
 Spring Solstice	Obtention: Spring Event craft  Target: — PvP - Damage (critical)	<b>[REMOVED]</b> — Attack power is increased by 2%. <b>[REMOVED]</b> — Maximum HP is increased by 1000.	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — Damage from critical hits is increased by 2% <b>[NEW]</b> — Chance of inflicting a critical hit is increased by 1%
 BBQ King	Obtention: Easter Event Legacy  Target: — PvP - Damage (resistance drain)	<b>[REMOVED]</b> — Defence is increased by 33	<b>[NEW]</b> — Attack power is increased by 40 <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 5
 Farmer	Obtention: Easter Event craft  Target: — PvP - Bruiser (mobility)	<b>[REMOVED]</b> — Maximum HP is increased by 1500 — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 20 <b>[NEW]</b> — Defence is increased by 20 — Movement speed is increased by 1










 Mad Hatter	Obtention: Easter Event Legacy Target: — PvP - Bruiser (dash damage)	[REMOVED] — Attack power is increased by 33	[NEW] — Attack power is increased by 20 [NEW] — Defence is increased by 20 [NEW] — Damage caused by dashing skills is increased by 4% (max. 20%)
 Pirate King	Obtention: Summer Event craft Target: — PvP - Bruiser (healing)	[REMOVED] — Maximum HP is increased by 1000 [REMOVED] — Maximum MP is increased by 1000 [REMOVED] — Attack power is increased by 1%	[NEW] — Attack power is increased by 40 [NEW] — Converts 1% of the damage caused into HP healing (max. 2500)
 Blackbeard	Obtention: Summer Event craft Target: — PvP - Tank (HP)	[REMOVED] — Attack power is increased by 5% [REMOVED] Movement speed is increased by 1 — Maximum HP is increased by 1500	[NEW] — Defence is increased by 40 — Maximum HP is increased by 600
 Fleet Admiral	Obtention: Summer Event craft Target: — PvP - Tank (critical damage)	[REMOVED] — Maximum HP is increased by 1000. [REMOVED] — Maximum MP is increased by 1000. [REMOVED] — Enemy's attack power is decreased by 1% (max. 30%).	[NEW] — Defence is increased by 40 [NEW] — [PvP] Damage received from critical hits is decreased by 4%













### TIER III: RARE OR FROM EVENTS

#### TEMPORARY

Name	Description	Original	New
 Platinum	Obtention: Reward for reaching platinum in a Rainbow Battle season - Disappears at the end of the next season Target: — PvP - Damage	[REMOVED] — [PvP] Attack power is increased by 5%.	[NEW] — [PvP] Attack power is increased by 60
 Diamond	Obtention: Reward for reaching diamond in a Rainbow Battle season - Disappears at the end of the next season Target: — PvP - Damage	[REMOVED] — [PvP] Attack power is increased by 6%.	[NEW] — [PvP] Attack power is increased by 70
 Glacial Hero	Obtention: Jotun Top 3 - Disappears at the end of the next season Target: — PvP - Damage	[REMOVED] — Attack power in Glacernon is increased by 3% [REMOVED] — Honor received is increased by 4%	[NEW] — [Jotunhëim] Attack power is increased by 3% [NEW] — Honor received is increased by 4%

PERMANENT





Name	Description	Original	New
 How Cute!	Obtention: Easter Pack  Target: — PvP - Damage (resistance drain)	<b>[REMOVED]</b> — Maximum HP is increased by 2000. <b>[REMOVED]</b> — When you're defending, there is a 5% chance of inflicting [  Spellbound ] on your opponent. <hr/> <b>[  Spellbound ]</b> (Debuff Level 4) 8.0s — Damage decreases by 10%	<b>[NEW]</b> — Attack power is increased by 50 <b>[NEW]</b> — [PvP] All enemy's elemental resistances are decreased by 6
 Shadow Hunter	Obtention: Expensive craft for Shadow Tower coins  Target: — PvP - Damage (mobility)	— Attack power is increased by 100 — Movement speed is increased by 1	<b>[NEW]</b> — Attack power is increased by 50 — Movement speed is increased by 1
 Ninja	Obtention: Namaju Event craft  Target: — PvP - Damage (critical chance)	<b>[REMOVED]</b> — Movement speed is increased by 1. <b>[REMOVED]</b> — When you're defending, there is a 2% chance of receiving [  Lights and Shadows ] <hr/> <b>[  Lights and Shadows ]</b> (Buff Level 5) 5.0s — You can now see hidden characters in your vicinity — Sneak in — Movement speed is increased by 3	<b>[NEW]</b> — Attack power is increased by 50 <b>[NEW]</b> — Chance of inflicting a critical hit is increased by 1%
 Bastion	Obtention: Legacy reward for server problems (currently not available)  Target: — PvP - Damage (critical damage)	<b>[REMOVED]</b> — Enemy's attack power is decreased by 5% (max. 30%)	<b>[NEW]</b> — Attack power is increased by 50 <b>[NEW]</b> — Magic attack power is increased by 25 <b>[NEW]</b> — Damage caused from critical hits is increased by 3%
 Loyal Survivor	Obtention: Legacy reward given to players who stayed logging into the game when the server was going through hard times  Target: — PvP - Tank	<b>[REMOVED]</b> — Maximum HP is increased by 500 <b>[REMOVED]</b> — Maximum HP is increased by 500 <b>[REMOVED]</b> — HP recovery is increased by 1% <b>[REMOVED]</b> — MP recovery is increased by 1%	<b>[NEW]</b> — Defence is increased by 50 <b>[NEW]</b> — Maximum HP is increased by 4% of the user's base amount <b>[NEW]</b> — Damage received from critical hits is decreased by 3%
 Unicorn	Obtention: Rainbow Battle reward  Target: — PvP - Bruiser (mobility)	<b>[REMOVED]</b> — [PvP] Attack power is increased by 2%. <b>[REMOVED]</b> — [PvP] Enemy's attack power is decreased by 2%. Movement speed is increased by 1.	<b>[NEW]</b> — [PvP] Attack power is increased by 25 <b>[NEW]</b> — [PvP] Defence is increased by 25 — Movement speed is increased by 1

 Grand Admiral	Obtention: Summer Event craft  Target: — PvP - Bruiser (healing)	[REMOVED] — Maximum MP is increased by 1500. [REMOVED] — Enemy's attack power is decreased by 5%. [REMOVED] — Movement speed is increased by 1.	[NEW] — Attack power is increased by 40 [NEW] — [PvP] Converts 2% of the damage caused into HP healing (max. 2500)
 Glacial Knight	Obtention: Jennifer Quests Reward  Target: — PvP - Bruiser	[REMOVED] — When you're defending, there's a 3% chance of receiving [  Ice Protection ].  [  Ice Protection ] (Buff Level 4) 20.0s — Protection against 4 level or lower debuffs is increased by 10%	[NEW] — Attack power is increased by 25 [NEW] — Defence is increased by 25 [NEW] — Maximum HP is increased by 3% of the user's total HP
 Busy Bee	Obtention: Spring Pack  Target: — PvP - Assassin (Resistance drain)	— On attack, there's a 3% chance of inflicting [  Paralysing Toxin] on your opponent.   Paralysing Toxin  Poison Debuff (Level 3) Duration: 4 seconds  — No attack possible — Movement speed is decreased by 10%.	[NEW] — Attack power is increased by 50 [NEW] — [PvP] All enemy's elemental resistances are decreased by 7
 Halloween Party	Obtention: Halloween Pack  Target: — PvP - Tank (Debuffer)	— Maximum HP is increased by 2000 — On attack, there's a 3% chance of inflicting [  Plague] on your opponent.   Plague  Disease Debuff (Level 4) Duration: 20 seconds;  — Every 2 seconds: Decreases 396 (Player Level * 4) HP — Every 2 seconds: Decreases 297 (Player Level * 3) MP — Movement speed is decreased by 1	[NEW] — Defence is increased by 35 — Maximum HP is increased by 2% of the user's base stat — On attack, there's a 3% chance of inflicting [  Plague] on your opponent.   Plague  Disease Debuff (Level 4) Duration: 20 seconds  — Every 2 seconds: Decreases 396 (Player Level * 4) HP — Every 2 seconds: Decreases 297 (Player Level * 3) MP — Movement speed is decreased by 1





TIER IV: EXTREMELY RARE INGAME REWARD AND CONTENT  
CREATOR PACKS

TEMPORARY








Name	Description	Original	New
 Master	Obtention: Reward for reaching master rank in a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Damage	[REMOVED] — [PvP] Attack power is increased by 7%.	[NEW] — [PvP] Attack power is increased by 80
 Grand Master	Obtention: Reward for reaching the Grand Master rank in a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Damage	[REMOVED] — [PvP] Attack power is increased by 8%.	[NEW] — [PvP] Attack power is increased by 90
 Champion	Obtention: Reward for reaching the highest rank in a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Damage	[REMOVED] — [PvP] Attack power is increased by 10%.	[NEW] — [PvP] Attack power is increased by 100
 Jötunheim Prince	Obtention: Jotun Top 2 - Disappears at the end of the next season  Target: — PvP - Damage	[REMOVED] — Attack power in Glacernon is increased by 6% [REMOVED] — Fame received is increased by 8%	[NEW] — [Jotunhëim] Attack power is increased by 6% — Honor received is increased by 8%
 Frozen King	Obtention: Jotun Top 1 - Disappears at the end of the next season  Target: — PvP - Damage	[REMOVED] — Attack power in Glacernon is increased by 9% [REMOVED] — Fame received is increased by 12%	[NEW] — [Jotunhëim] Attack power is increased by 10% — Honor received is increased by 12%into HP healing







SPECIAL

Name	Description	Original	New
 Rainbow Assassin	Obtention: Jennifer Quest  Target:	[REMOVED] — [PvP] Attack power is increased by 12%. [REMOVED] — [PvP] Enemy's attack power is	[NEW] — [PvP] Attack power is increased by 30 [NEW] — [PvP] Defence is increased by 30

	— PvP - Rainbow Battle	decreased by 6%. — Movement speed in Rainbow Battle is increased by 2.	[NEW] — [Rainbow Battle] Movement speed is increased by 2
 Grand Champion	Obtention: PvP Tournament Winner's Reward  Target: — PvP - Damage	— [PvP] Attack power is increased by 10%	[NEW] — [PvP] Attack power is increased by 80 [NEW] — [PvP] Damage from critical hits is increased by 6%

PERMANENT

Name	Description	Original	New
 Rainbow Exterminator / Master Duelist	Obtention: Reward for achieving the highest amount of kills on a Rainbow Battle season - Disappears at the end of the next season  Target: — PvP - Hybrid (Only plain stats)	— [PvP] Attack power is increased by 6%. — [PvP] Enemy's attack power is decreased by 6%.	[NEW] — Attack power is increased by 50 [NEW] — Defence is increased by 50
 White Knight	Obtention: Expensive craft for Valyrian coins  Target: — PvP - Damage (critical damage)	— Movement speed is increased by 1 — When you're defending, there's a 5% chance of inflicting [  Blackout ] on your opponent. <hr/> [  Blackout (Debuff Level 1) 3.0s ] — Movement impossible — No attack possible	[NEW] — Attack power is increased by 60 [NEW] — Magic attack power is increased by 30 [NEW] — [PvP] Damage caused from critical hits is increased by 4% — Movement speed is increased by 1
 Hunter x Hunter	Obtention: Kenaka's Content pack  Target: — PvP - Damage (critical chance)	[REMOVED] — Movement speed is increased by 1 [REMOVED] — On attack, there is a 4% chance of inflicting ⚡ Negative Nen on your opponent. — When you're defending, there is a 4% chance of receiving  Positive Nen <hr/> ⚡ Negative Nen Debuff (Level 4) Duration: 8.0 seconds (14 seconds of cooldown) — Decreases the enemy's debuff protection of level 4 or lower by 10% (max. 50%) <hr/>  Positive Nen Buff (Level 3) Duration: 8.0 seconds	[NEW] — Attack power is increased by 60 [NEW] — Chance of inflicting a critical hit is increased by 2% — Movement speed is increased by 1









		— Converts 10% of the damage received into HP healing	
 Super Saiyajin	Obtention: Raigan's Content pack Target: — PvP - Bruiser	<del>[REMOVED]</del> — You receive 800 damage charge with 7% chance <del>[REMOVED]</del> — Movement speed is increased by 1	<del>[NEW]</del> — Attack power is increased by 30 <del>[NEW]</del> — Defence is increased by 30 <del>[NEW]</del> — Maximum HP is increased by 1000 <del>[NEW]</del> — [PvP] Damage caused by dashing skills is increased by 4% (max. 20%)
 Winter King	Obtention: Winter Pack Target: — PvP - Tank	— Maximum HP is increased by 2000. — On attack, there's a 5% chance of inflicting [  Cold Breeze ] on your opponent. <hr/> [  Cold Breeze ] (Debuff Level 4) 4.0s — Movement speed is decreased by 4 — All elemental resistance is decreased by 10 — Every 2 seconds at a distance of 5, inflict [  Weak Cold Breeze ] <hr/> [  Weak Cold Breeze ] (Debuff Level 3) 3.0s — Movement speed is decreased by 4 — All elemental resistance is decreased by 10	<del>[NEW]</del> — Defence is increased by 60 <del>[NEW]</del> — Maximum HP is increased by 6% of the user's base amount <del>[NEW]</del> — Damage received from critical hits is decreased by 4%


## Tattoos

Importance Grade: **High**





Personalization Grade: **High**







### Loa Lion (Bruiser)

Name	Description	Original	New
 Strong Attack	Target: — PvP - Damage (healing counter)	Skill Cooldown: 120 seconds Buff duration: 120 seconds  [REMOVED] — Attack power is increased by 1/ 1/ 2/ 2/ 3/ 3/ 4/ 5/ 6/ 8% — On attack, there is a 5/10/15/20/25/30/45/60/75/100% chance of causing  Serious Wounds to the opponent   Serious Wounds Bad General Effect (Level 4) Duration: 7.0 seconds (Cooldown of 3.5) — Reduces the strength of recovery and leeching effects by 45%	Skill Cooldown: 120 seconds Buff duration: 120 seconds  [NEW] — On attack, there is a 5/10/15/20/25/30/45/60/75/100% chance of causing  Serious Wounds] to the opponent   Serious Wounds Bad General Effect (Level 4) Duration: 8.0 seconds (Cooldown of 3.5) [NEW] — Every 4 seconds: [PvP] Reduces 1% HP — Reduces the strength of recovery and leeching effects by 40%
 Attack Stance	Target: — PvP - Bruiser	Skill Cooldown: 120 seconds Buff duration: First phase - 30 seconds Second phase - 60 seconds   First phase Duration: 30 seconds [REMOVED] — Attack power is increased by 1%/1%/2%/3%/4%/5%/6%/7%/8%/12% [REMOVED] — Attack power is increased by 5/5/5/10/10/15/15/20/25/40  [REMOVED]  Second phase Duration: 60 seconds — Attack power is increased by 1%/1%/2%/3%/4%/5%/6%/7%/8%/12%	Skill Cooldown: 120 seconds Buff duration: 120 seconds  [NEW] — Cooldown of skills is decreased by 1%/1%/2%/3%/4%/5%/6%/7%/8%/10% (max. 20%)









 <b>Recuperative Healing</b>	Target: — PvP - Damage (healing)	Skill Cooldown: 180 seconds Buff duration: 180 seconds  [REMOVED] — Healing skills effectiveness on you and your allies increases by 4%/6%/8%/10%/12%/13%/14%/16%/ 18%/20% [REMOVED] — Decreases cooldown of skills by 1%/1%/2%/2%/3%/4%/5%/6%/7%/10% (max. 25%)	Skill Cooldown: 120 seconds Buff duration: 120 seconds  — Converts 1%/1%/1%/2%/2%/3%/3%/4%/4%/6% of the damage caused into HP healing (max. 2500)
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### Loa Bear (Tank)

Name	Description	Original	New
 <b>Spiky Leather</b>	Target: — PvP - Tank (reflection)	Skill Cooldown: 120 seconds Buff duration: 20 seconds  [REMOVED] — Maximum HP is increased by 1/2/3/4/6/8/11/14/18/25% of the user's base stat [REMOVED] — Recovers 1/2/3/4/6/8/11/14/18/25% of the user's base HP — When you're defending, there is a 100% chance of 1/2/3/4/5/6/7/8/10/15% of the damage being reflected at the opponent (max 7500 in PvP)	Skill Cooldown: 120 seconds Buff duration: 120 seconds  — When you're defending, there is a 1%/2%/4%/6%/8%/10%/13%/16%/20%/30% chance of 1/1/2/3/4/5/6/7/8/10% of the damage being reflected at the opponent (max 7500 in PvP)
 <b>Bear Stamina</b>	Target: — PvP - Tank (HP)	Skill Cooldown: 120 seconds Buff duration: First Phase - 10 seconds Second Phase - 50 seconds Third Phase - 60 seconds   <b>First Phases</b> Duration: 10 seconds [REMOVED] — Defence is increased by 1%/1%/2%/2%/3%/3%/4%/4%/5%/8% — Maximum HP is increased by 1/2/3/4/5/6/7/8/10/15% of the user's base stat — Recovers 1/2/3/4/5/6/7/8/10/15% of the user's base HP  <hr/> [REMOVED]  <b>Second Phase</b> Duration: 50 seconds [REMOVED] — Every 10 seconds: Recovers 1/1/2/2/3/4/5/6/7/10% of the user's base HP [REMOVED] — Defence is increased by 1%/1%/1%/2%/2%/2%/3%/3%/4%/5%	Skill Cooldown: 180 seconds Buff duration: 180 seconds  — Maximum HP is increased by 1/1/2/2/3/3/4/4/5/7% — Recovers 1/1/2/2/3/3/4/4/5/7% HP

		 Third Phase Duration: 60 seconds [REMOVED] — Defence is increased by 1%/1%/1%/2%/2%/2%/3%/3%/4%/5%	
 Lightning Defence	Target: — PvP - Tank (Debuff/Burst counter)	Skill Cooldown: 120 seconds Buff duration: 10 seconds  [REMOVED] — Defence is increased by 1%/2%/3%/4%/6%/8%/10%/20%/35%/70% [REMOVED] — Decreases enemy's total soft damage by 1%/3%/5%/8%/12%/16%/20%/25%/30%/50% [REMOVED] — Resists forced movement with a probability of 10% /15% /20% /25% /30% /40% /50% /60% /70% /100% — Damage caused is decreased by 1%/2%/3%/4%/6%/8%/10%/15%/25%/ 50% — The chance of receiving a bad effect of 2 / 2 / 2 / 2 / 2 / 3 / 3 / 4 / 4 / 5 level is decreased by 25% / 30% / 35% /40% /45% /50% /60% /70% /80% /100%	Skill Cooldown: 120 seconds Buff duration: 6 seconds  [NEW] — A shield with a value of 1/1/2/3/4/5/6/7/8/10% of the user's total HP is received [NEW] — Damage received is decreased by 1%/2%/3%/5%/8%/12%/20%/30%/40%/50% — Damage caused is decreased by 80%  Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears — The chance of receiving a bad effect of 2 / 2 / 2 / 2 / 2 / 3 / 3 / 4 / 4 / 5 level is decreased by 25% / 30% / 35% /40% /45% /50% /60% /70% /80% /100%
 Eye for an Eye	Target: — PvP - Tank (Critical counter)	Skill Cooldown: 120 seconds Buff duration: 120 seconds  [REMOVED] — When you're defending, there is a 1% /1% /1% /1% /1% /2% /2% /2% /3% /4% chance of receiving  Eye for an eye healing. — When you receive a critical hit, there is a 2% /4%/6%/8% /10% /12% /14% /16% /20% /25% chance of 1% /2% /4% /6% /8% /10% /15% /20% /25% /35% being reflected to the opponent  <hr/> [REMOVED]  Eye for an eye healing Buff ( Lv 5) Duration: 2.0 seconds (This effect has a cooldown of 8 seconds)  — Transforms 50% of the damage received into HP healing.  — Upon receiving 3 attacks, [  Eye for an eye healing] disappears (excludes the attack that caused the effect)	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)

## Loa Eagle (DPS)













Name	Description	Original	New
 Swift as the Wind	Target: — PvP - Damage (mobility)	Skill Cooldown: 120 seconds Buff duration: 120 seconds <b>[REMOVED]</b> — The final damage from critical hits is increased by 1%/1%/2%/3%/4%/5%/6%/7%/8%/10% — Movement speed is increased by 1/1/1/1/1/1/1/1/1/1/2	Skill Cooldown: 120 seconds Buff duration: 120 seconds — Movement speed is increased by 1/1/1/1/1/1/1/1/1/1/2 <b>[NEW]</b> — Chance of inflicting critical hits is increased by 1% /1% /2% /2% /3% /4% /5% /6% /7% /10%
 Piercing Gaze	Target: — PvP - Damage (critical damage)	Skill Cooldown: 120 seconds Buff duration: First phase - 3 seconds Second phase - 35 seconds   First Phase Duration: 3 seconds — Probability of inflicting critical hits is increased by 10% /15% /20% /25% /30% /40% /50% /60% /70% /100% — Cannot be evaded — This effect disappears upon landing a hit   Second Phase Duration: 35 seconds <b>[REMOVED]</b> — [PvP] The final damage from critical hits is increased by 1%/2%/3%/5%/7%/9%/10%/11%/12%/15% <b>[REMOVED]</b> — The final damage from critical hits is increased by 2%/2%/3%/3%/4%/5%/6%/8%/10%/15%	Skill Cooldown: 120 seconds Buff duration: First phase - 3 seconds Second phase - 100 seconds   First Phase Duration: 3 seconds <b>[NEW]</b> — Damage caused from critical hits is increased by 1%/2%/4%/6%/8%/10%/15%/20%/25%/35% — Probability of inflicting critical hits is increased by 10% /15% /20% /25% /30% /40% /50% /60% /70% /100%  Side effect: 0.1 seconds — This effect disappears upon landing a hit — Cannot be evaded   Second Phase Duration: 120 seconds <b>[NEW]</b> — Damage caused from critical hits is increased by 1%/2%/4%/6%/8%/10%/12%/14%/16%/25%
 Flying High	Target: — PvP - Damage (critical chance)	Skill Cooldown: 120 seconds Buff duration: First phase - 45 seconds Second phase - 50 seconds   First Phase Duration: 45 seconds — Probability of inflicting critical hits is increased by 1% /1% /2% /3% /4% /5% /6% /8% /10% /15% — Every 30/28/26/24/22/20/17/14/10/5 successful	Skill Cooldown: 120 seconds Buff duration: 120 seconds  — Chance of inflicting critical hits is increased by 1% /1% /2% /3% /4% /5% /6% /8% /10% /15% — Every 29/27/25/22/19/16/13/10/7/3 successful critical hits, [  Sniper] is received

		<p>critical attacks, [ Sniper] is received</p> <p>[REMOVED]  Second Phase Duration: 50 seconds — Probability of inflicting critical hits is increased by 3% /4% /5% /6% /7% /9% /11% /13% /15% /20% — Every 29/27/25/22/19/16/13/10/7/3 successful critical hits, [ Sniper] is received</p> <hr/> <p> Sniper Buff (Level 2) Duration: 5 seconds [NEW] — Final damage is increased by the user's total critical chance * 15 [NEW] — This effect disappears upon landing a hit</p>	<p> Sniper Buff (Level 2) Duration: 5 seconds [NEW] — Final damage is increased by the user's total critical chance * 20</p> <p>Side effect: after 0.1 seconds [NEW] — This effect disappears upon landing a hit</p>
 Blessed Pelt	Target: — PvP - Damage (armour penetration)	<p>Skill Cooldown: 75 seconds Buff duration: First Phase - 5 seconds Second phase - 70 seconds</p> <p> First Phase Duration: 5 seconds — [PvP] There's a 5/10/15/20/25/30/40/60/80/100% chance to ignore 5/6/8/10/12/14/16/19/22/25% of the target's defence</p> <hr/> <p>[REMOVED]  Second Phase Duration: 70 seconds — [PvP] There's a 5/10/15/20/25/30/40/60/80/100% chance to ignore 1/1/1/2/2/2/3/3/3/4% of the target's defence</p> <p>— On attack, there is a 5/10/15/20/25/30/40/60/80/100% chance to receive [ Sharpened Instincts]</p> <hr/> <p> Sharpened Instincts Buff (Level 5) Duration: 1.5 seconds</p>	<p>Skill Cooldown: 120 seconds Buff duration: 120 seconds</p> <p>[NEW] — Movement speed is increased by 1 [NEW] — Every 29/27/25/22/20/18/16/13/10/5 attacks, [ Sharpened Instincts] is received — [PvP] Has a 10% /15% /20% /25% /30% /35% /40% /45% /50% /70% chance to ignore 1/1/2/2/3/4/5/6/7/8% of the enemy's defence</p> <hr/> <p> Sharpened Instincts Buff (Level 5) Duration: 4 seconds [NEW] — Final damage is increased by 1% of the enemy's current HP</p> <p>Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit</p>







		<b>[REMOVED]</b> — [PvP] There's a 100% chance to ignore 8% of the target's defence	
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


### Loa Snake (Assassin)


















Name	Description	Original	New
 Elemental Shield	Target: — PvP - Tank (elemental resistance)	Skill Cooldown: 180s Buff duration: 180s  — All elemental resistances are increased by 2 /3 /4 /5 /6 /7 /8 /9 /13 /20	Skill Cooldown: 120s Buff duration: 120s  — All elemental resistances are increased by 2 /3 /4 /5 /6 /7 /8 /9 /13 /20
 Snakebite	Target: — PvP - Damage (resistance drain)	Skill Cooldown: 180s Buff duration: 180s  — Reduces the enemy's elemental resistances by 2 /3 /4 /5 /6 /7 /8 /9 /13 /20 — [PvE] Reduces the enemy's elemental resistances y 1 /1 /1 /2 /2 /2 /3 /3 /4 /5	Skill Cooldown: 120s Buff duration: 120s  — Reduces all enemy's elemental resistances by 2 /3 /4 /5 /6 /7 /8 /9 /13 /20 — [PvE] Reduces the enemy's elemental resistances y 1 /1 /1 /2 /2 /2 /3 /3 /4 /5
 Snake Instinct	Target: — PvP - Damage (magic)	Skill Cooldown: 80 seconds Buff duration: First phase - 5 seconds Second phase - 45 seconds   First Phase Duration: 5 seconds <b>[REMOVED]</b> — Attacks on hidden enemies cause (Player Level * 2/3/5/7/9/11/13/15/17/20) additional damage <b>[REMOVED]</b> — You can now see hidden characters in your vicinity <b>[REMOVED]</b> — Ambush attacks cause (Player Level * 2/3/5/7/9/11/13/15/17/20) additional damage <b>[REMOVED]</b> — This effect disappears upon landing a hit — On attack, there is a 10%/15%/20%/30%/40%/50%/60%/70%/80%/100% chance of causing  Armour Break   <b>[REMOVED]</b>  Second Phase Duration: 45 seconds <b>[REMOVED]</b> — Attacks on hidden enemies cause (Player Level * 1/2/3/4/5/6/7/8/10/15) additional damage	Skill Cooldown: 120 seconds Buff duration: 120 seconds  — On attack, there's a 1/1/2/3/4/5/6/7/8/10% chance of causing  Neurotoxin] / [  Neurotoxin (Level 2)]]/  Neurotoxin (Level 3)]] / [  Neurotoxin (Level 4)]   Neurotoxin Debuff (Level 2) Duration: 8 seconds  <b>[NEW]</b> — Cooldown of skills is increased by 5% <b>[NEW]</b> — Movement speed is decreased by 1    Neurotoxin (Level 2) Debuff (Level 3) Duration: 8 seconds  <b>[NEW]</b> — Cooldown of skills is increased by







		<p>— On attack, there is a 10%/15%/20%/30%/40%/50%/60%/70%/80%/100% chance of causing [img alt="Weak Armour Break icon"] Weak Armour Break]</p> <p>— Ambush attacks cause (Player Level * 1/2/3/4/5/6/7/8/10/12) additional damage</p> <hr/> <p> Weak Armour Break</p> <p>Debuff (Level 4) Duration: 7 seconds (This effect has a cooldown of 4 seconds) — Every 4 seconds: Decreases PlayerLevel *5 HP — Defence is decreased by PlayerLevel *3</p>	<p>8% [NEW] — Movement speed is decreased by 1</p> <hr/> <p> Neurotoxin (Level 3)</p> <p>Debuff (Level 3) Duration: 8 seconds</p> <p>[NEW] — Cooldown of skills is increased by 12% [NEW] — Movement speed is decreased by 1</p> <hr/> <p> Neurotoxin (Level 4)</p> <p>Debuff (Level 4) Duration: 8 seconds</p> <p>[NEW] — Cooldown of skills is increased by 15% [NEW] — Movement speed is decreased by 2</p>
Arcane Wisdom	<p>Target: — PvP - Tank (debuff)</p>	<p>Skill Cooldown: 120s Buff duration: First phase - 3 seconds Second phase - 25 seconds Third phase - 55 seconds</p> <p> First phase</p> <p>Duration: 4 seconds — [PvE] Decreases the enemy's debuff protection of level 5 or lower by 50% (max. 50%) — Decreases all the enemy's debuff protection of level 5 or lower by 100% — Chance of causing a debuff of level 5 or lower is increased by 100%</p> <p>Side effect: after 0.1 seconds — Disappears upon landing a hit</p> <p> Second phase</p> <p>Duration: 25 seconds — Decrease the enemy's debuff protection of 2 / 2 / 2 / 2 / 3 / 3 / 4 / 4 / 5 level or lower by 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10% On attack, there is a</p>	<p>Skill Cooldown: 120s Buff duration: First phase - 4 seconds Second phase - 120 seconds</p> <p>— Decrease the enemy's debuff protection of 2 / 2 / 2 / 2 / 2 / 3 / 3 / 4 / 4 / 5 level or lower by 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10% — On attack, there is a 5%/10%/15%/20%/25%/30%/40%/50%/60%/75% chance of causing [img alt="Arcane Curse icon"/&gt; Arcane Curse]</p> <hr/> <p> Arcane Curse</p> <p>Debuff (Level 4) Duration: 5 seconds (This effect has a cooldown of 3 seconds) [NEW] — For each negative effect received the HP consumed by debuffs is increased by 3% (max. 20%) — Attack power is decreased by 1% per each debuff active on the user</p>

		<p>10%/15%/20%/30%/40%/50%/60%/70%/80%/100% chance of causing  Arcane Curse]</p> <p> Third phase Duration: 55 seconds — Decrease the enemy's debuff protection of 2 / 2 / 2 / 2 / 2 / 3 / 3 / 4 / 4 / 5 level or lower by 1 / 1 / 2 / 2 / 3 / 3 / 4 / 4 / 5 / 7%</p> <p>On attack, there is a 5%/10%/15%/20%/25%/30%/40%/50%/60%/75% chance of causing  Arcane Curse]</p> <hr/> <p> Arcane Curse Debuff (Level 4) Duration: 6 seconds (This effect has a cooldown of 3 seconds) [NEW] — For each negative effect received the HP consumed by debuffs is increased by 5% (max. 100%) — Attack power is decreased by 2% per each debuff active on the user</p>	
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Loa Paimon




Name	Description	Original	New
 Paimon's Shadow Energy	<p>Target: — PvP - Tank (critical)</p>	<p>Skill Cooldown: 120 seconds Buff duration: First phase - 25 seconds Second phase - 90 seconds</p> <p> First phase Duration: 25 seconds — Chance of receive critical hits is decreased by 1% /1% /1% /2% /2% /3% /3% /4% /5% /8% — The final damage from critical hits is decreased by 5%/6%/7%/8%/9%/10%/12%/14%/18%/25%</p> <p> Second phase Duration: 90 seconds — Probability to receive critical hits is decreased by 1% /1% /1% /2% /2% /3% /3% /4% /4% /6% — The final damage from critical hits is decreased</p>	<p>Skill Cooldown: 120 seconds Buff duration: 120 seconds</p> <p>[NEW] — Chance of receiving a critical hit is decreased by 1% /1% /1% /2% /2% /3% /3% /4% /4% /6%</p> <p>[NEW] — The final damage from critical hits is decreased by 1/1/2/3/4/5/6/7/8/10%</p>




		by 1%/1%/2%/3%/4%/5%/6%/8%/10%/15%	
[695]  Dark Shield	Target: — PvP - Damage (debuff protection)	<p>Skill Cooldown: 120 seconds Buff duration: First phase - 5 seconds Second phase - 25 seconds</p> <p> First phase Duration: 5 seconds [REMOVED] — Blocks 1 debuffs from level 1/1/1/2/2/2/3/3/4/5 or lower</p> <p> Second phase Duration: 25 seconds — Protection against level 1/1/1/2/2/2/3/3/4 or lower debuffs is increased by 2/3/4/6/8/10/12/15/18/30%</p>	<p>Skill Cooldown: 120 seconds Buff duration: First phase - 5 seconds Second phase - 115 seconds</p> <p> First phase Duration: 4 seconds [NEW] — Cannot receive negative effects from level 1/1/1/2/2/2/3/3/4/5 or lower</p> <p> Second phase Duration: 115 seconds — Protection against level 1/1/1/2/2/2/3/3/4 or lower debuffs is increased by 1/2/3/4/5/6/7/8/10/15%</p>
 Paimon's Deadly Curse	Target: — PvP - Damage (magic)	<p>Skill Cooldown: 90 seconds Buff duration: First phase: 5 seconds Second phase 35 seconds</p> <p> First phase Duration: 6 seconds [REMOVED] — Magic damage caused is increased by 2/4/6/8/10/15/20/25/30/40% — Movement impossible</p> <p>Side effect: 0.1 seconds — There is a 100% chance of causing [  Deadly Curse's Side Effect]</p> <p> Second phase Duration: 35 seconds [REMOVED] — Magic Damage caused is increased by 1/2/3/4/6/8/10/12/15/20% [REMOVED] — Movement speed is decreased by 1</p> <p> Deadly Curse's Side Effect Buff (Level 3) Duration: 6 seconds</p>	<p>Skill Cooldown: 120 seconds Buff duration: 120 seconds</p> <p>[NEW] — On attack, there's a 1/1/2/3/4/5/6/7/8/10% chance of causing [  Curse ] / [  Curse (Level 2) ] / [  Curse (Level 3) ] / [  Curse (Level 4) ]</p> <hr/> <p> Curse Debuff (Level 4) Duration: 8 seconds [NEW] — [PvP] Damage received from magic attacks is increased by 4%</p> <hr/> <p> Curse (Level 2) Debuff (Level 4) Duration: 8 seconds [NEW] — [PvP] Damage received from magic attacks is increased by 6%</p> <hr/> <p> Curse (Level 3) Debuff (Level 4) Duration: 8 seconds [NEW] — [PvP] Damage received from</p>

		— Disables the mana conversion effect from mana shields	magic attack is increased by 8% <hr/>  Curse (Level 4) Debuff (Level 4) Duration: 8 seconds [NEW] — [PvP] Damage received from magic attacks is increased by 10%
[692]  Resentful Mind	Target: — PvP - Damage (final dps)	Skill Cooldown: 120 seconds Buff duration: 120 seconds  [REMOVED] — Attack power is increased by 5/10/15/20/30/40/50/60/70/120 — Every 22/20/18/16/14/12/10/8/6/4 successful attacks, [  Hatred] is received <hr/>  Hatred Buff (Level 3) Duration: 5 seconds — [PvP] Final damage caused is increased by 12% of the user's base attack power stat — This effect disappears upon landing a hit	Skill Cooldown: 120 seconds Buff duration: 120 seconds  — Every 22/20/18/16/14/12/10/8/6/3 successful attacks, [  Hatred] is received <hr/>  Hatred Buff (Level 3) Duration: 5 seconds — [PvP] Final damage caused is increased by 15% of the user's plain attack stat — This effect disappears upon landing a hit

## Pets













### TIER I: EASY TO OBTAIN






Name	Description	Original	New
 Blaze	Obtention: Evolved with fruits during the Easter event  Target: — PvP - Damage (critical damage)	 Blaze Blessing  General Buff (Level 3) Duration: 300 seconds  [REMOVED] — [PvP] Attack power is increased by 5% [REMOVED] — Dodge is increased by 10 — Damage received from critical hits is decreased by 7%.	 Blaze Blessing  General Buff (Level 3) Duration: 300 seconds  [NEW] — [PvP] Enemy's attack bonus strength is decreased by 10% — Damage received from critical hits is decreased by 5%.

 Egg Fairy	Obtention: Easter Eclosion reward  Target: — PvP - Damage (debuff protection)	 Oval Blessing  General Buff (Level 3) Duration: 3000 seconds  — Protection against level 2 or lower debuffs is increased by 40%	 Oval Blessing  General Buff (Level 3) Duration: 3000 seconds  <b>[NEW]</b> — Attack power is increased by 5% — Protection against level 4 or lower debuffs is increased by 5%
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## TIER II: ROTATIVE BOXES AND EVENT PRIZES

Name	Description	Original	New
 Tame Queen Bee	Obtention: Spring Box (2000 PC)  Target: — PvP - Damage (Skill reset)	 Tame Queen Bee's Blessing  General Buff (Level 3) Duration: 300 seconds  <b>[REMOVED]</b> — Movement speed is increased by 1 — Attack power is increased by 10% — Provides a 5% chance to reset the cooldown of the attack skill used	 Tame Queen Bee's Blessing  General Buff (Level 3) Duration: 300 seconds  <b>[NEW]</b> — Attack power is increased by 8% — Provides a 5% chance to reset the cooldown of the attack skill used
 Inferno	Obtention: Evolved with fruits during the Easter event  Target: — PvP - Tank (critical damage)	 Inferno Blessing  General Buff (Level 3) Duration: 300 seconds  <b>[REMOVED]</b> — [PvP] Attack power is increased by 10% <b>[REMOVED]</b> — Dodge is increased by 20 — Damage received from critical hits is decreased by 10%.	 Inferno Blessing  General Buff (Level 3) Duration: 300 seconds  <b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 15%. — Damage received from critical hits is decreased by 10%.
 Fibi Frosty	Obtention: Rotative boxes  Target: — PvP - Damage (mobility)	 Owl Blessing  General Buff (Level 3) Duration: 300 seconds  <b>[REMOVED]</b> — Attack power is increased by 10% <b>[REMOVED]</b> — Enemy's attack power is decreased by 5% (max. 30%)	 Owl Blessing  General Buff (Level 3) Duration: 300 seconds  <b>[NEW]</b> — Attack power is increased by 8% <b>[NEW]</b> — Movement speed is increased by 1
 Baron Scratch	Obtention: Halloween Pack  Target:	 Baron Scratch Blessing	 Baron Scratch Blessing

	— PvP - Damage (honor)	General Buff (Level 3) Duration: 300 seconds  [REMOVED] — Attack power is increased by 5% [REMOVED] — Increases fame received by 10%. [REMOVED] — The effectiveness of recovery items is increased by 15%	General Buff (Level 3) Duration: 300 seconds  [NEW] — Attack power is increased by 8% [NEW] — [PvP] Honor received is increased by 10%
 <b>Boxer Bushi</b>	Obtention: Rotative boxes  Target: — PvP - Damage (Skill reset)	 Boxer Blessing  General Buff (Level 3) Duration: 300 seconds  [REMOVED] — Attack power is increased by 5% — Damage caused from critical hits is increased by 20%.	 Boxer Blessing  General Buff (Level 3) Duration: 300 seconds  [NEW] — Attack power is increased by 8% — Damage caused from critical hits is increased by 15%
 <b>Shogun Bushi</b>	Obtention: Rotative boxes (Namaju Event)  Target: — PvP - Damage (critical chance)	 Shogun Blessing  General Buff (Level 3) Duration: 300 seconds  [REMOVED] — Attack power is increased by 10% [REMOVED] — The attacker has a 4% chance of receiving 397.	 Shogun Blessing  General Buff (Level 3) Duration: 300 seconds  [NEW] — Attack power is increased by 8% [NEW] — Chance of inflicting a critical hit is increased by 5%
 <b>Fluffy Bally</b>	Obtention: Easter Pack  Target: — PvP - Damage (cdr)	 Fluffy Bally's Blessing  General Buff (Level 3) Duration: 300 seconds  — Attack power is increased by 10% — Increases fame received by 10%.	 Fluffy Bally's Blessing  General Buff (Level 3) Duration: 300 seconds  [NEW] — Attack power is increased by 8% [NEW] — [PvP] Cooldown of skills is decreased by 10% (max. 30%)
 <b>Rainbow Pegasus</b>	Obtention: Rainbow Battle reward  Target: — PvP - Hybrid	 Rainbow Blessing  General Buff (Level 3) Duration: 300 seconds  [REMOVED] — [PvP] Enemy's attack power is decreased by 8% — [PvP] Attack power is increased by 8%	 Rainbow Blessing  General Buff (Level 3) Duration: 300 seconds  [NEW] — [PvP] Enemy's attack bonus strength is decreased by 15% — [PvP] Attack power is increased by 8%

 <b>Lucky Rat</b>	Obtention: Given in exchange of the New Year Lucky Pig, that's been converted into a high tier PvP pet.		 <b>New Year's Blessing</b>  General Buff (Level 3) Duration: 300 seconds  — Attack power is increased by 8% — When a hunted monster drops an item, there's a 4% chance that it drops that item a second time
 <b>Ninja Bushtail</b>	Obtention: Namaju Event craft  Target: — PvP - Damage (mobility)	 <b>Ninja's Blessing</b>  General Buff (Level 3) Duration: 300 seconds  [REMOVED] — Dodge is increased by 120 — Movement speed is increased by 1	 <b>Ninja Bushi's Blessing</b>  General Buff (Level 3) Duration: 300 seconds  [NEW] — Attack power is increased by 8% — Movement speed is increased by 1

TIER III: EXTREMELY RARE PRIZE AND CONTENT CREATOR BOXES














Name	Description	Original	New
 <b>Zoldyck Wolf</b>	Obtention: Pack Hunter X (2000 PC)  Target: — PvP - Damage (debuff protection)	 <b>Lonely Wolf</b>  General Buff (Level 3) Duration: 300 seconds  — [PvP] Damage caused is increased by 5% — Protection against level 5 or lower debuffs is increased by 10%  skill	 <b>Lonely Wolf</b>  General Buff (Level 3) Duration: 300 seconds  — [PvP] Damage caused is increased by 8% — Protection against level 5 or lower debuffs is increased by 10%
 <b>Admiral Horatio</b> Ginger	Obtention: Mysterious Traveller Prize  Target:	 <b>Admiral's blessing</b>  General Buff (Level 5) Duration: 300 seconds  — The effectiveness of recovery items is increased by 10% — Decreases the enemy's attack power by 5% (max. 30%)	 <b>Admiral's blessing</b>  General Buff (Level 5) Duration: 300 seconds  [NEW] — [PvP] Damage caused is increased by 8% [NEW] — [PvP] Enemy's attack bonus strength is decreased by 10%





















		<p>— [PvP] Caused damage is increased by 5%</p> <hr/> <p>skill</p>	<p>— The effectiveness of recovery items is increased by 10%</p>
 Warepard	<p>Obtention: Autumn WorldBoss reward</p> <p>Target: — PvP - Damage (critical chance)</p>	 Warepard Blessing <p>General Buff (Level 3) Duration: 300 seconds</p> <p><b>[REMOVED]</b> — Chance of inflicting critical hits is increased by 8%  <b>[REMOVED]</b> — Maximum HP is increased by 8% of the user's base amount</p>	 Warepard Blessing <p>General Buff (Level 3) Duration: 300 seconds</p> <p><b>[NEW]</b> — [PvP] Damage caused is increased by 8%  <b>[NEW]</b> — Chance of inflicting critical hits is increased by 8%</p>
 Shark	<p>Obtention: Summer WorldBoss reward</p> <p>Target: — PvP - Tank (critical chance)</p>	 Shark Tank <p>General Buff (Level 3) Duration: 300 seconds</p> <p><b>[REMOVED]</b> — Maximum HP is increased by 5% of the user's base amount  <b>[REMOVED]</b> — All elemental resistances are increased by 5</p>	 Shark Tank <p>General Buff (Level 3) Duration: 300 seconds</p> <p><b>[NEW]</b> — [PvP] Damage received is decreased by 8%  <b>[NEW]</b> — Chance of receiving critical hits is decreased by 8%</p>
 Gecko Paladin	<p>Obtention: Shadow Tower box reward</p> <p>Target: — PvP - Damage (critical damage )</p>	 Gecko Paladin Blessing <p>General Buff (Level 3) Duration: 300 seconds</p> <p><b>[REMOVED]</b> — Attack power is increased by 10%  <b>[REMOVED]</b> — Damage received from critical hits is decreased by 10%.</p>	 Gecko Paladin Blessing <p>General Buff (Level 3) Duration: 300 seconds</p> <p><b>[NEW]</b> — [PvP] Damage caused is increased by 8%  <b>[NEW]</b> — Damage caused from critical hits is increased by 20%</p>
 Pig New Year Lucky	<p>Obtention: Legacy (New Year temporal special event)          — Battle Medal Craft          (Required:          1x Legendary Battle Medal          500x Titan Bar of Gold)</p> <p>Target: — PvP - Hybrid</p>	 New Year's Blessing <p>General Buff (Level 5) Duration: 300 seconds</p> <p>— Increases damage with a probability of 80% by 5%.            — Defence is increased by 5%</p>	 New Year's Blessing <p>General Buff (Level 5) Duration: 300 seconds</p> <p><b>[NEW]</b> — [PvP] Damage caused is increased by 8%  <b>[NEW]</b> — [PvP] Damage received is decreased by 8%  <b>[NEW]</b> — [PvP] Honor received is increased by 10%</p>

## Partners




TIER I: EASILY OBTAINABLE













Name	Description	Original	New
 <p>Igneel</p>	<p>Obtention: Reward for completing an Act 5.2 secondary questline</p>	<p> Lightning Conductor            Cooldown: 45.0 seconds            Attack Range: 10 cell            Target: Around Enemy in 1 cell            Mana: 0</p> <p>— Has a 100% chance of causing   Electric Shock]</p> <hr/> <p> Electric Shock            General Debuff            (Level 2)            Duration: 3 seconds            — Movement impossible            — Decreases 450 HP</p> <hr/> <p> Forbidden Magic            Cooldown: 300.0 seconds            Attack Range: Itself            Target: Select One            Mana: 0</p> <p>— Has a 100% chance of causing  Lich Magic]</p> <hr/> <p> Lich Magic            General Buff            (Level 3)            Duration: 8 seconds            — Defence is increased by 297 (Player Level * 3)            — There is a 100% chance that 12% of the remaining MP is lost</p>	<p>[NEW] Igneel's Blessing            General Buff            (Level 3)            Duration: 300 seconds</p> <p>[NEW] — Magic attack power is increased by 5%            [NEW] — Cooldown of skills is decreased by 3% (max. 20%)</p> <hr/> <p> Lightning Conductor            Cooldown: 45.0 seconds            Attack Range: 10 cell            Target: Select One            Mana: 0</p> <p>— Has a 100% chance of causing   Electric Shock]</p> <hr/> <p> Electric Shock            General Debuff            (Level 2)            Duration: 3 seconds</p> <p>— Movement impossible            — Decreases 450 HP</p> <hr/> <p> Forbidden Magic            Cooldown: 300.0 seconds            Attack Range: Itself            Target: Select One            Mana: 0</p> <p>— Has a 100% chance of causing  Lich Magic]</p> <hr/> <p> Lich Magic            General Buff            (Level 3)            Duration: 8 seconds</p>

			<p>— Defence is increased by 297 (Player Level * 3)</p> <p>— There is a 100% chance that 12% of the remaining MP is lost</p>
 Graham	Obtention: Main quest reward	<div>  Graham's Giant Sword            Cooldown: 45.0 seconds            Attack Range: 10 cell            Target: Around Enemies in 1 Cell            Mana: 0         </div> <p>— There is a 100% chance of causing  Holy Cut</p> <hr/> <div>  Holy Cut            General Debuff            (Level 4)            Duration: 10.0 seconds            — Never inflicts critical hits            — Every 2 seconds: Decreases 300 MP         </div> <hr/> <div>  Cylloan's Blessing            Cooldown: 180.0 seconds            Attack Range: Itself            Target: Select One            Mana: 0         </div> <p>— Has a 100% chance of receiving [ Cylloan's Blessing]</p> <hr/> <div>  Cylloan's Blessing            General Buff            (Level 3)            Duration: 8.0 seconds            — Defence increases by 198 (Player Level * 2)            — All elemental resistances increases by 10            — The effectiveness of recovery items is increased by 5%         </div>	<p>[NEW] Graham's Blessing</p> <p>General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Melee attack power is increased by 5%</p> <p>[NEW] — Maximum HP is increased by 3% of the user's base amount</p> <hr/> <div>  Graham's Giant Sword            Cooldown: 45.0 seconds            Attack Range: 4 cell            Target: Around Enemies in 3 Cell            Mana: 0         </div> <p>[NEW] — Attack power is increased by 200</p> <p>[NEW] — All elemental energies are increased by 200</p> <p>— Has a 100% chance of causing [ Holy Cut]</p> <hr/> <div>  Holy Cut            General Debuff            (Level 4)            Duration: 10.0 seconds            — Never inflicts critical hits            — Every 2 seconds: Decreases 300 MP         </div> <hr/> <div>  Cylloan's Blessing            Cooldown: 60.0 seconds            Attack Range: Itself            Target: Select One            Mana: 0         </div> <p>— Has a 100% chance of receiving [ Cylloan's Blessing]</p> <hr/> <div>  Cylloan's Blessing            General Buff            (Level 3)            Duration: 20.0 seconds         </div>


			— Defence is increased by by 198 (Player Level * 2) — All elemental resistances increases by 10 — The effectiveness of recovery items is increased by 5%
 Catrisha	Obtention: Novice Coin craft	 Catrisha's Blessing General Buff (Level 3) Duration: 300 seconds  — Damage in general Raids is increased by 3% — Attack power is increased by 35 — [PvE] Damage is increased by 2%  Side Effect: after 0.1 seconds All enemy's elemental resistances are decreased by 2 <hr/>  Heart Dooming Cooldown: 90.0 seconds Attack Range: Itself Target: EastMate Mana: 200  — Has a 100% chance of causing [  Doomed Heart] <hr/>  Doomed Heart General Buff (Level 4) Duration: 20 seconds  — Attack power is increased by 4% — All elemental energies are increased by 4%	




TIER II: HARD TO OBTAIN

Name	Description	Original	New
 Menelao	Obtention: Expensive craft with Shadow Tower coins	 Menelao's Blessing General Buff	 Menelao's Blessing General Buff

		<p>(Level 3) Duration: 300 seconds</p> <p><b>[REMOVED]</b> — Defence in Shadow Tower is increased by 20%</p> <hr/> <p> Russian Roulette Cooldown: 55.0 seconds Attack Range: Itself Target: Around enemies in 3 cell Mana: 0</p> <p>— Attack power increases by 100 — There is a 15% chance of causing  Destroyed Shield</p> <hr/> <p> Destroyed Shield Debuff (Level 5) Duration: 6.0 seconds — All defence is nullified</p> <hr/> <p> Blood Brothers Cooldown: 120.0 seconds Attack Range: Itself Target: Select One Mana: 0</p> <p>— Has a 100% chance of causing [ Blood Brothers]</p> <hr/> <p> Blood Brothers General Buff (Level 3) Duration: 120.0 seconds — Maximum HP is increased by 30% of the user's base amount — Recovers 30% of the user's base HP — Damage caused is decreased by 50%</p>	<p>(Level 3) Duration: 300 seconds</p> <p><b>[NEW]</b> — Melee attack power is increased by 5% <b>[NEW]</b> — Damage in Shadow Tower is increased by 20% — Maximum HP is increased by 6% of the user's base amount</p> <hr/> <p> Russian Roulette Cooldown: 55.0 seconds Attack Range: Itself Target: Around enemies in 3 cell Mana: 0</p> <p><b>[NEW]</b> — All elemental energies increases by 500 — Attack power increases by 300 — There is a 15% chance of causing  Destroyed Shield</p> <hr/> <p> Destroyed Shield Debuff (Level 5) Duration: 6.0 seconds — All defence is nullified</p> <hr/> <p> Blood Brothers Cooldown: 120.0 seconds Attack Range: Itself Target: Select One Mana: 0</p> <p>— Has a 100% chance of causing [ Blood Brothers]</p> <hr/> <p> Blood Brothers General Buff (Level 3) Duration: 120.0 seconds — Maximum HP is increased by 30% of the user's base amount — Recovers 30% of the user's base HP — Damage caused is decreased by 50%</p>
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 Ishtar	<p>Obtention: Expensive craft with Shadow Tower coins</p>	<div data-bbox="651 138 1083 315">  Ishtar's Blessing General Buff (Level 3) Duration: 300 seconds  — Damage in Shadow Tower is increased by 20% </div> <div data-bbox="651 327 1083 562">  Abaddon's Possession Cooldown: 65.0 seconds Attack Range: Itself Target: Around enemies in 4 cell Mana: 0  — Attack power increases by 100 — Has a 15% chance of causing [Shadow] </div> <div data-bbox="651 573 1083 808">  Shadow Debuff (Level 5) Duration: 8.0 seconds  — Shadow resistance is decreased by 15% — When you're attacked with a shadow element skill, there is a 40% chance of triggering [Heart Attack] </div> <div data-bbox="651 819 1083 1055">  Blood Sisters Cooldown: 180.0 seconds Attack Range: Itself Target: Select One Mana: 0  — Has a 100% chance of causing [Blood Sisters] </div> <div data-bbox="651 1066 1083 1243">  Blood Sisters Buff (Level 3) Duration: 5.0 seconds — Never receives damage — Movement impossible — No attack possible </div>	<div data-bbox="1106 138 1474 427">  Ishtar's Blessing General Buff (Level 3) Duration: 300 seconds  [NEW] — Magic attack power is increased by 5% [NEW] — Cooldown of skills is decreased by 6% (max. 20%) — Damage in Shadow Tower is increased by 20% </div> <div data-bbox="1106 439 1474 741">  Abaddon's Possession Cooldown: 65.0 seconds Attack Range: Itself Target: Around enemies in 4 cell Mana: 0  [NEW] — All elemental energies increases by 800 — Attack power increases by 300 — Has a 15% chance of causing [Shadow] </div> <div data-bbox="1106 752 1474 1010">  Shadow Debuff (Level 5) Duration: 8.0 seconds  — Shadow resistance is decreased by 15% — When you're attacked with a shadow element skill, there is a 40% chance of triggering [Heart Attack] </div> <div data-bbox="1106 1021 1474 1256">  Blood Sisters Cooldown: 180.0 seconds Attack Range: Itself Target: Select One Mana: 0  — Has a 100% chance of causing [Blood Sisters] </div> <div data-bbox="1106 1267 1474 1346">  Blood Sisters Buff (Level 3) </div>
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



			<p>Duration: 4.0 seconds</p> <ul style="list-style-type: none"><li>— No HP consumption</li><li>— Movement impossible</li><li>— No attack possible</li></ul>
<div><p>Jennifer</p></div>	Obtention: Jennifer NPC crafting	<div><p>Trap</p><p>Cooldown: 30.0 seconds Attack Range: Itself Target: Around enemies in 6 cell Mana: 10</p><p>— Has a 100% chance of causing [ Trap]</p></div> <div><p>Trap</p><p>Debuff (Level 4) Duration: 5 seconds</p><p>— Enemy's attack power is increased by 10%</p><p>— Casting skill failed</p><p>— Movement speed is decreased by 4</p></div> <div><p>Eagle Eye</p><p>Cooldown: 90.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 0</p><p>— Has a 100% chance of causing [ Eagle Eye]</p></div> <div><p>Eagle Eye</p><p>Buff (Level 4) Duration: 35.0 seconds</p><p>— There's a 50% chance that every attack hits. <b>[REMOVED]</b> — Magic damage is increased by 10%</p></div>	<p><b>[NEW]</b> Jennifer's Blessing General Buff (Level 3) Duration: 300 seconds</p> <p><b>[NEW]</b> — Ranged attack power is increased by 5%</p> <p><b>[NEW]</b> — Chance of inflicting a critical hit is increased by 4%</p> <div><p>Trap</p><p>Cooldown: 30.0 seconds Attack Range: Itself Target: Around enemies in 4 cell Mana: 10</p><p>— Has a 100% chance of causing [ Trap]</p></div> <div><p>Trap</p><p>Debuff (Level 4) Duration: 5 seconds</p><p><b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 10%</p><p>— Casting skill failed</p><p>— Movement speed is decreased by 4</p></div> <div><p>Eagle Eye</p><p>Cooldown: 90.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 0</p><p>— Has a 100% chance of causing [ Eagle Eye]</p></div> <div><p>Eagle Eye</p><p>Buff (Level 4)</p></div>

			Duration: 30.0 seconds [NEW] — Magic attack power is increased by 10% — There's a 90% chance that every attack hits.
 Skull Archer	Obtention: Halloween Event craft	 Skull Blessing General Buff (Level 3) Duration: 300 seconds  [REMOVED] — Damage in general Raids is increased by 5% — Attack power is increased by 100	 Skull Blessing General Buff (Level 3) Duration: 300 seconds  [NEW] — Damage caused is increased by 5% — Attack power is increased by 100

### TIER III: EVENTS

Name	Description	Original	New
 Petal Fairy	Obtention: Expensive craft with Spring Event coins	 Petal Fairy Blessing General Buff (Level 3) Duration: 300 seconds  [REMOVED] — Damage in general Raids is increased by 5% — All elemental resistances are increased by 10   Leaf Storm Cooldown: 70.0 seconds Attack Range: 10 cell Target: Around enemies in 3 cell Mana: 200  — Attack power increases by 300 — All elemental energies increases by 800 — Has a 90% chance of causing [Toxic Thorn] — No penalty for ranged attacks at close range   Toxic Thorn Debuff (Level 1) Duration: 8.0 seconds  — Every 2 seconds: Decreases 198 (Player Level *2) HP	 Petal Fairy Blessing General Buff (Level 3) Duration: 300 seconds  [NEW] — Damage caused is increased by 5% [NEW] — Cooldown of skills is decreased by 5% (max. 20%) — All elemental resistances are increased by 10   Leaf Storm Cooldown: 70.0 seconds Attack Range: 10 cell Target: Around enemies in 3 cell Mana: 200  — Attack power increases by 300 — All elemental energies increases by 800 — There is a 90% chance of causing [Toxic Thorn] — No penalty for ranged attacks at close range   Toxic Thorn Debuff


















		<ul style="list-style-type: none"> <li>— Attack power decreases by 99 (Player Level *1)</li> <li>— Attack power decreases by 10%</li> </ul> <hr/>  Petal Shield Cooldown: 55.0 seconds Attack Range: Itself Target: Select One Mana: 0 <hr/> <ul style="list-style-type: none"> <li>— Has a 100% chance of receiving [ Petal Shield]</li> </ul> <hr/>  Petal Shield Buff (Level 3) Duration: 2.0 seconds <hr/> <ul style="list-style-type: none"> <li>— No HP consumption</li> <li>— Reflects 50% of the damage received (max. 7500 in PvP)</li> <li>— Reflects an opponent's debuffs with a certain chance</li> </ul>	(Level 1) Duration: 8.0 seconds <hr/> <ul style="list-style-type: none"> <li>— Every 2 seconds: Decreases 198 (Player Level *2) HP</li> <li>— Attack power decreases by 99 (Player Level *1)</li> <li>— Attack power is decreased by 10%</li> </ul> <hr/>  Petal Shield Cooldown: 90.0 seconds Attack Range: Itself Target: Select One Mana: 0 <hr/> <ul style="list-style-type: none"> <li>— Has a 100% chance of receiving [ Petal Shield]</li> </ul> <hr/>  Petal Shield Buff (Level 3) Duration: 2.0 seconds <hr/> <ul style="list-style-type: none"> <li>— No HP consumption</li> <li>— Reflects 50% of the damage received (max. 7500 in PvP)</li> <li>— Reflects an opponent's debuffs with a certain chance</li> </ul>
 Leona	Obtention: Summer event token craft	 Leona's Blessing General Buff (Level 3) Duration: 300 seconds <hr/> <p><b>[REMOVED]</b> — [PvE] Damage is increased by 4%</p> <p><b>[REMOVED]</b> — Attack power is increased by 80</p> <ul style="list-style-type: none"> <li>— Hit rate of all attacks is increased by 100</li> </ul> Side effect: after 0.1 seconds <ul style="list-style-type: none"> <li>— [Event] Damage in Pirate Raid Bosses is increased by 5%</li> </ul> <hr/>  Precise Bubble Shooting Cooldown: 35.0 seconds Attack Range: 10 cell Target: Around enemies in 2 cell Mana: 200 <hr/> <ul style="list-style-type: none"> <li>— Attack power is increased by 800</li> </ul>	 Leona's Blessing General Buff (Level 3) Duration: 300 seconds <hr/> <p><b>[NEW]</b> — Damage caused is increased by 5%</p> <p><b>[NEW]</b> — Chance of inflicting critical hits is increased by 5%</p> <ul style="list-style-type: none"> <li>— Hit rate of all attacks is increased by 100</li> </ul> Side effect: after 0.1 seconds <ul style="list-style-type: none"> <li>— [Event] Damage in Pirate Raid Bosses is increased by 5%</li> </ul> <hr/>  Precise Bubble Shooting Cooldown: 35.0 seconds Attack Range: 10 cell Target: Around enemies in 2 cell Mana: 200

	<p>— All elemental energies are increased by 300</p> <p>— Has a 80% chance of causing [Strong Water Bomb]</p> <p>— No penalty for ranged attacks at a close range</p> <hr/> <p> Strong Water Bomb Magic Debuff (Level 4) Duration: 6 seconds</p> <p>— There's a 100% chance of reducing damage caused by 40%</p> <p>— Chance of receiving critical hits is increased by 20%</p> <hr/> <p> Pirate Protection Cooldown: 80 seconds Attack Range: Itself Target: Select One Mana: 500</p> <p>— Removes all debuffs up to level 2</p> <p>— Has a 100% chance of causing [Strong Pirate Protection]</p> <hr/> <p> Strong Pirate Protection Magic Buff (Level 4) Duration: 3 seconds</p> <p>— There's a 20% chance that damage from all attacks is reduced by 30%</p> <p>— Cannot receive negative effects from level 3 or lower</p> <p>Once the effect's duration is over, [Pirate Protection] is received with a chance of 100%</p> <hr/> <p> Pirate Protection Magic Buff (Level 4) Duration: 3 seconds</p> <p>— There's a 10% chance that damage from all attacks is reduced by 20%</p> <p>— Protection against level 2 or lower debuffs is increased by 30%</p>	<p>— Attack power is increased by 500</p> <p>— All elemental energies are increased by 400</p> <p>— Has a 80% chance of causing [Strong Water Bomb]</p> <p>— No penalty for ranged attacks at a close range</p> <hr/> <p> Strong Water Bomb Magic Debuff (Level 4) Duration: 6 seconds</p> <p>— There's a 100% chance of reducing damage caused by 40%</p> <p>— Chance of receiving critical hits is increased by 20%</p> <hr/> <p> Pirate Protection Cooldown: 80 seconds Attack Range: Itself Target: Select One Mana: 500</p> <p>— Removes all debuffs up to level 4</p> <p>— Has a 100% chance of causing [Strong Pirate Protection]</p> <hr/> <p> Strong Pirate Protection Magic Buff (Level 4) Duration: 3 seconds</p> <p>— There's a 20% chance that damage from all attacks is reduced by 30%</p> <p>— Cannot receive negative effects from level 3 or lower</p> <p>Once the effect's duration is over, [Pirate Protection] is received with a chance of 100%</p> <hr/> <p> Pirate Protection Magic Buff (Level 4)</p>
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			<p>Duration: 3 seconds</p> <p>— There's a 10% chance that damage from all attacks is reduced by 20%</p> <p>— Protection against level 2 or lower debuffs is increased by 30%</p>
 Death Lancer	Obtention: Halloween craft	<div>  Death Lancer Blessing            General Buff            (Level 3)            Duration: 300 seconds         </div> <p>[REMOVED] — Damage in general Raids is increased by 5%</p> <p>[REMOVED] — Attack power is increased by 100</p> <hr/> <div>  Death Hand            Cooldown: 70.0 seconds            Attack Range: 10 cell            Target: Around enemies in 2 cell            Mana: 200         </div> <p>[REMOVED] — Fire energies increases by 800</p> <p>— Attack power increases by 300</p> <p>— Has a 60% chance of causing [  Hand of Death ]</p> <hr/> <div>  Hand of Death            Debuff            (Level 3)            Duration: 4.0 seconds           <p>— No attack possible</p> <p>— Movement impossible</p> <p>— Enemy's attack power increases by 15%</p> <p>— Shadow resistance decreases by 10</p> </div> <hr/> <div>  Deadly Hour            Cooldown: 60.0 seconds            Attack Range: Itself            Target: Select One            Mana: 300         </div> <p>— Has a 100% chance of receiving [  Deadly Hour ]</p> <hr/> <div>  Deadly Hour            Buff            (Level 3)            Duration: 10.0 seconds         </div>	<div>  Death Lancer Blessing            General Buff            (Level 3)            Duration: 300 seconds         </div> <p>[NEW] — Damage caused is increased by 5%</p> <p>[NEW] — Damage caused from critical hits is increased by 10%</p> <hr/> <div>  Death Hand            Cooldown: 70.0 seconds            Attack Range: 10 cell            Target: Around enemies in 2 cell            Mana: 200         </div> <p>[NEW] — All elemental energies are increased by 800</p> <p>— Attack power increases by 300</p> <p>— Has a 60% chance of causing [  Hand of Death ]</p> <hr/> <div>  Hand of Death            Debuff            (Level 3)            Duration: 4.0 seconds           <p>— No attack possible</p> <p>— Movement impossible</p> <p>— Enemy's attack power increases by 15%</p> <p>— Shadow resistance decreases by 10</p> </div> <hr/> <div>  Deadly Hour            Cooldown: 60.0 seconds            Attack Range: Itself            Target: Select One            Mana: 300         </div> <p>— Has a 100% chance of receiving [  Deadly Hour ]</p> <hr/> <div>  Deadly Hour            Buff         </div>

		<p><b>[REMOVED]</b> — Decreases cooldown of skills by 20% (max. 90%)  — All enemy's elemental resistances are decreased by 15</p>	<p>(Level 3)  Duration: 10.0 seconds  <b>[NEW]</b> — Decreases cooldown of skills by 20% (max. 30%)  — All enemy's elemental resistances are decreased by 15</p>
 Chief Tator	<p>Obtention: Legacy pack released alongside Act 7 (Can be obtained on Legendary Boxes)</p>	<div>  Chief Tator Blessing  Buff  (Level 3)  Duration: 300.0 seconds </div> <p>— [PvE] Damage caused in Moritius is Increased by 5%  — Increases champion experience received by 10%</p> <hr/> <div>  Tribal Scream  Cooldown: 60.0 seconds  Attack Range: Itself  Target: Around Allies in 5 cell  Mana: 500 </div> <p>— Has a 100% chance of causing  <b>[ Tribal Scream]</b></p> <hr/> <div>  Tribal Scream  General Buff  (Level 3)  Duration: 10 seconds </div> <p>— Defence is increased by 10%  — Attack power is increased by 5%</p> <hr/> <div>  Poison Axes  Cooldown: 40.0 seconds  Attack Range: 5 cell  Target: Around enemies in 1 cell  Mana: 0 </div> <p>— Attack power is increased by 100  — Has a 100% chance of causing  <b>[ Lethal Injury]</b>  — Has a 8% chance of causing  <b>[ Wound in a Sensitive Spot]</b></p> <hr/> <div>  Lethal Injury </div>	<div>  Chief Tator Blessing  Buff  (Level 3)  Duration: 300.0 seconds </div> <p><b>[NEW]</b> — [PvP] Damage received is decreased by 8%  — [PvE] Damage caused in Moritius is Increased by 5%  — Increases champion experience received by 10%</p> <hr/> <div>  Tribal Scream  Cooldown: 60.0 seconds  Attack Range: Itself  Target: Around Allies in 5 cell  Mana: 500 </div> <p>— Has a 100% chance of causing  <b>[ Tribal Scream]</b></p> <hr/> <div>  Tribal Scream  General Buff  (Level 3)  Duration: 10 seconds </div> <p>— Defence is increased by 10%  — Attack power is increased by 5%</p> <hr/> <div>  Poison Axes  Cooldown: 40.0 seconds  Attack Range: 5 cell  Target: Around enemies in 1 cell  Mana: 0 </div> <p><b>[NEW]</b> — All elemental energies are increased by 400  — Attack power is increased by 300  — Has a 100% chance of causing  <b>[ Lethal Injury]</b>  — Has a 8% chance of causing</p>

		<p>General Debuff (Level 3) Duration: 10 seconds</p> <ul style="list-style-type: none"> <li>— Movement speed is decreased by 3</li> <li>— Defence is decreased by 20%</li> <li>— Damage is decreased by 10%</li> </ul> <hr/> <p> Wound in a Sensitive Spot Disease Debuff (Level 4) Duration: 30 seconds</p> <ul style="list-style-type: none"> <li>— Decreases 396 (Player Level * 4) HP</li> <li>— The chance of receiving critical hits is increased by 20%</li> </ul>	<p> Wound in a Sensitive Spot</p> <hr/> <p> Lethal Injury General Debuff (Level 3) Duration: 10 seconds</p> <ul style="list-style-type: none"> <li>— Movement speed is decreased by 3</li> <li>— Defence is decreased by 20%</li> <li>— Damage is decreased by 10%</li> </ul> <hr/> <p> Wound in a Sensitive Spot Disease Debuff (Level 4) Duration: 30 seconds</p> <ul style="list-style-type: none"> <li>— Decreases 396 (Player Level * 4) HP</li> <li>— The chance of receiving critical hits is increased by 20%</li> </ul>
 Ninja	Obtention: Namaju event token craft	<p> Ninja Blessing General Buff (Level 3) Duration: 300 seconds</p> <p><b>[REMOVED]</b> — Defence is increased by 10% <b>[REMOVED]</b> — All elemental resistances are increased by 10% of the user's total</p> <hr/> <p> Red Shuriken Cooldown: 35.0 seconds Attack Range: 10 cell Target: Around enemies in 2 cell Mana: 200</p> <ul style="list-style-type: none"> <li>— Attack power is increased by 800</li> <li>— All elemental energies are increased by 300</li> <li>— Has a 80% chance of causing  Fatal Bleeding]</li> <li>— No penalty for ranged attacks attacks at close range</li> </ul> <hr/> <p> Ninja Speed Cooldown: 100.0 seconds Attack Range: Itself Target: Select One</p>	<p> Ninja Blessing General Buff (Level 3) Duration: 300 seconds</p> <p><b>[NEW]</b> — Damage received is decreased by 5% <b>[NEW]</b> — Maximum HP is increased by 2000 <b>[NEW]</b> — All elemental resistances are increased by 10</p> <hr/> <p> Red Shuriken Cooldown: 35.0 seconds Attack Range: 10 cell Target: Around enemies in 2 cell Mana: 200</p> <ul style="list-style-type: none"> <li>— Attack power is increased by 400</li> <li>— All elemental energies are increased by 300</li> <li>— Has a 80% chance of causing  Fatal Bleeding]</li> <li>— No penalty for ranged attacks attacks at close range</li> </ul>

		<p>Mana: 500</p> <p>— Has a 100% chance of causing [ Ninja Evasion]</p> <hr/> <p> Ninja Evasion Buff (Level 3) Duration: 2 seconds</p> <p>— Sneak in — Movement speed is increased by 2 — A shadowy figure appears</p> <p>Once the effect's duration is over [ Ninja Evasion] is received with a chance of 100%</p> <hr/> <p> Ninja Evasion Buff (Level 3) Duration: 4 seconds</p> <p>— Movement speed is increased by 2 — A shadowy figure appears</p>	<p> Ninja Speed Cooldown: 100.0 seconds Attack Range: Itself Target: Select One Mana: 500</p> <p>— Has a 100% chance of causing [ Ninja Evasion]</p> <hr/> <p> Ninja Evasion Buff (Level 3) Duration: 2 seconds</p> <p>— Sneak in — Movement speed is increased by 2 — A shadowy figure appears</p> <p>Once the effect's duration is over [ Ninja Evasion] is received with a chance of 100%</p> <hr/> <p> Ninja Evasion Buff (Level 3) Duration: 4 seconds</p> <p>— Movement speed is increased by 2 — A shadowy figure appears</p>
 Sakura	Obtention: Namaju event token craft	<p> Sigh Cooldown: 12.0 seconds Attack Range: Itself Target: Around Enemies in 3 cell Mana: 220</p> <p>— Attack power is increased by 800 — All elemental energies are increased by 600 Push your opponent back 2 fields — Has a 50% chance of causing [ Sigh]</p> <hr/> <p> Sigh Magic Debuff (Level 4)</p>	<p>Sakura's Blessing General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Damage received is decreased by 5% [NEW] — Chance of receiving a critical hit is decreased by 3% [NEW] — Damage received from critical hits is decreased by 5%</p> <p>Side effect: after 0.1 seconds [NEW] — All elemental resistances are increased by 10</p>

		<p>Duration: 12 seconds</p> <ul style="list-style-type: none"><li>— Movement speed is decreased by 20%</li><li>— All elemental resistances are decreased by 10</li><li>— Defence is decreased by 198 (PlayerLevel *2)</li></ul> <hr/> <p> Warm Water Cooldown: 60.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 220</p> <p>— Has a 100% chance of causing [ Sigh]</p> <hr/> <p> Warm Water Magic Buff (Level 4) Duration: 30 seconds</p> <ul style="list-style-type: none"><li>— Defence is increased by 50</li><li>— Protection against level 3 or lower debuffs is increased by 10%</li></ul>	<p> Sigh Cooldown: 35.0 seconds Attack Range: Itself Target: Around Enemies in 3 cell Mana: 220</p> <ul style="list-style-type: none"><li>— Attack power is increased by 800</li><li>— All elemental energies are increased by 600</li><li>Push your opponent back 2 fields</li><li>— Has a 50% chance of causing [ Sigh]</li></ul> <hr/> <p> Sigh Magic Debuff (Level 4) Duration: 12 seconds</p> <ul style="list-style-type: none"><li>— Movement speed is decreased by 20%</li><li>— All elemental resistances are decreased by 10</li><li>— Defence is decreased by 198 (PlayerLevel *2)</li></ul> <hr/> <p> Warm Water Cooldown: 60.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 220</p> <p>— Has a 100% chance of causing [ Sigh]</p> <hr/> <p> Warm Water Magic Buff (Level 4) Duration: 30 seconds</p> <ul style="list-style-type: none"><li>— Defence is increased by 50</li><li>— Protection against level 3 or lower debuffs is increased by 10%</li></ul>
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Cupid




Cupid Blessing  
Buff  
(Level 3)  
Duration: 3000 seconds

[REMOVED] — [PvE] Damage is increased by 5%  
— All elemental resistances are decreased by 10% of the opponent's total




Loving Recovery  
Cooldown: 45.0 seconds  
Attack Range: Itself  
Target: Select One  
Mana: 300

— Has a 100% chance of causing [ Loving Recovery]



Loving Recovery  
Magic Buff  
(Level 3)  
Duration: 10 seconds

— Every 2 seconds: Recovers 990 (PlayerLevel\*10)  
— Every 2 seconds: Recovers 792 (PlayerLevel\*8) MP  
— When you're defending, there's a 20% chance of inflicting [ Broken Love Heart] on your opponent



Broken Love Heart  
Magic Debuff  
(Level 3)  
Duration: 10.0 seconds

— Every 2 seconds: Decreases 990 (PlayerLevel\*10)  
— Every 2 seconds: Decreases 792 (PlayerLevel\*8) MP




Love Tornado  
Cooldown: 120s  
Attack Range: 10 cell

Cupid Blessing  
Buff  
(Level 3)  
Duration: 3000 seconds

[NEW] — Damage caused is increased by 5%  
— All elemental resistances are decreased by 10% of the opponent's total




Loving Recovery  
Cooldown: 45.0 seconds  
Attack Range: Itself  
Target: Select One  
Mana: 300

— Has a 100% chance of causing [ Loving Recovery]



Loving Recovery  
Magic Buff  
(Level 3)  
Duration: 10 seconds

— Every 2 seconds: Recovers 990 (PlayerLevel\*10)  
— Every 2 seconds: Recovers 792 (PlayerLevel\*8) MP  
— When you're defending, there's a 20% chance of inflicting [ Broken Love Heart] on your opponent



Broken Love Heart  
Magic Debuff  
(Level 3)  
Duration: 10.0 seconds

— Every 2 seconds: Decreases 990 (PlayerLevel\*10)  
— Every 2 seconds: Decreases 792 (PlayerLevel\*8) MP




Love Tornado  
Cooldown: 120s  
Attack Range: 10 cell  
Target: Around Enemy in 3 cell




		<p>Target: Around Enemy in 3 cell Mana: 500 mp</p> <ul style="list-style-type: none"> <li>— Attack power is increased by 250</li> <li>— All elemental energies are increased by 500</li> <li>— Has a 50% chance of causing [Love Dizzy]</li> <li>— No penalty for ranged attacks at close range</li> </ul> <hr/> <p>[Love Dizzy]</p> <p>General Debuff (Level 5) Duration: 6 seconds</p> <p>You feel dizzy</p> <ul style="list-style-type: none"> <li>— Move in a different direction against the player's will for 6 seconds.</li> <li>— Movement speed is decreased by 25%.</li> <li>— Defence level upgrade is decreased by 2</li> </ul> <p>[Amorousness]</p> <p>Amorousness occurs, in releasing at the probability of 50%</p> <hr/> <p>[Amorousness]</p> <p>Magic Debuff (Level 2) Duration: 3 seconds</p> <ul style="list-style-type: none"> <li>— No attack possible</li> </ul>	<p>Mana: 500 mp</p> <ul style="list-style-type: none"> <li>— Attack power is increased by 250</li> <li>— All elemental energies are increased by 500</li> <li>— Has a 50% chance of causing [Love Dizzy]</li> <li>— No penalty for ranged attacks at close range</li> </ul> <hr/> <p>[Love Dizzy]</p> <p>General Debuff (Level 5) Duration: 6 seconds</p> <p>You feel dizzy</p> <ul style="list-style-type: none"> <li>— Move in a different direction against the player's will for 6 seconds.</li> <li>— Movement speed is decreased by 25%.</li> <li>— Defence level upgrade is decreased by 2</li> </ul> <p>[Amorousness]</p> <p>Amorousness occurs, in releasing at the probability of 50%</p> <hr/> <p>[Amorousness]</p> <p>Magic Debuff (Level 2) Duration: 3 seconds</p> <ul style="list-style-type: none"> <li>— No attack possible</li> </ul>
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

#### TIER IV: SPECIAL EVENT REWARDS

Name	Description	Original	New
 Wintry	Obtention: Winter Pack (4500 PC)	<p>[Wintry's Blessing]</p> <p>General Buff (Level 3) Duration: 300 seconds</p> <ul style="list-style-type: none"> <li>— Damage in general Raids is increased by 8%</li> <li>— Attack power is increased by 100</li> </ul> <hr/> <p>[Crystal Blessing]</p> <p>Crystal Blessing</p>	<p>[Wintry's Blessing]</p> <p>General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Cooldown of skills is decreased by 5% (max. 20%)</p> <ul style="list-style-type: none"> <li>— Damage caused is increased by 5%</li> <li>— Damage in general Raids is increased by 3%</li> </ul>

		<p>Cooldown: 180.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 0</p> <p>— Has a 100% chance of causing [ Crystal Blessing]</p> <hr/> <p> Crystal Blessing Magic Buff (Level 1) Duration: 30 seconds</p> <p>[REMOVED] — There's a 5% chance that damage from all attacks is reduced by 15%</p> <hr/> <p> Ancestral Cure Cooldown: 60.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 0</p> <p>— Has a 100% chance of causing [ Ancestral Cure]</p> <hr/> <p> Ancestral Cure Magic Buff (Level 1) Duration: 16 seconds</p> <p>[REMOVED] — Every 2 seconds: Recovers 990(PlayerLevel*10) HP</p>	<p>— Attack power is increased by 100</p> <hr/> <p> Crystal Block Cooldown: 90.0 seconds Attack Range: Itself Target: Select One Mana: 0</p> <p>— Has a 100% chance of causing [ Crystal Blessing]</p> <hr/> <p> Crystal Blessing Magic Buff (Level 1) Duration: 2 seconds</p> <p>[NEW] — No HP consumption [NEW] — Cannot receive negative effects from any level [NEW] — Resists forced movement with a probability of 100%</p> <hr/> <p> Ancestral Cure Cooldown: 90.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 0</p> <p>— Has a 100% chance of causing [ Ancestral Cure]</p> <hr/> <p> Ancestral Cure Magic Buff (Level 1) Duration: 20 seconds</p> <p>— Every 2 seconds: Recovers 2% HP</p>
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TIER V: BATTLE MEDAL CRAFT

Name	Description	Original	New
 Feron	Obtention: Battle Medal Craft (Required: 1x Legendary Battle Medal 600x Titan Bar of Gold)	 Feron's Blessing General Buff (Level 3) Duration: 300 seconds	 Feron's Blessing General Buff (Level 3) Duration: 300 seconds

	<p>Class: Swordsman</p>	<p>[REMOVED] — [PvE] Damage in general Raids is increased by 4% — Attack power is increased by 100 — Damage caused is increased by 4%</p> <hr/> <p> Blessing of the Creator Cooldown: 120.0 seconds Attack Range: Itself Target: Around Allies in 4 cell Mana: 0</p> <p>— Has a 100% chance of causing [ Blessing of the Creator]</p> <hr/> <p> Blessing of the Creator Magic Buff (Level 4) Duration: 12 seconds</p> <p>[REMOVED] — Defence is increased by 20% [REMOVED] — All elemental energies are increased by 5% — Resists forced movement with a probability of 50%</p> <hr/> <p> Destructive Meteorites Cooldown: 70.0 seconds Attack Range: 4 cell Target: Around enemies in 6 cell Mana: 200</p> <p>— Attack power is increased by 1200 — All elemental energies are increased by 2000 — Has a 90% chance of causing [ Short Blackout] — No penalty for ranged attacks at close range</p>	<p>[NEW] — Damage caused from critical hits is increased by 15% — Damage caused is increased by 8% — Attack power is increased by 100</p> <hr/> <p> Blessing of the Creator Cooldown: 90.0 seconds Attack Range: Itself Target: Select One Mana: 0</p> <p>— Has a 100% chance of causing [ Blessing of the Creator]</p> <hr/> <p> Blessing of the Creator Magic Buff (Level 4) Duration: 2 seconds</p> <p>[NEW] — No HP consumption [NEW] — Cannot receive negative effects of any level — Resists forced movement with a probability of 100%</p> <hr/> <p> Destructive Meteorites Cooldown: 70.0 seconds Attack Range: 4 cell Target: Around enemies in 6 cell Mana: 200</p> <p>— Attack power is increased by 1200 — All elemental energies are increased by 2000 — Has a 80% chance of causing [ Short Blackout] — No penalty for ranged attacks at close range</p>
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Erenia	<p>Obtention: Battle Medal Craft (Required: 1x Legendary Battle Medal 600x Titan Bar of Gold)</p> <p>Class: Magician</p>		<p>Erenia's Blessing General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Cooldown of skills is decreased by 6% (max. 20%) [NEW] — Damage caused is increased by 8% [NEW] — Attack power is increased by 100</p> <hr/> <p>Devilish Kiss Cooldown: 120.0 seconds Attack Range: Select One Target: Around Enemies in 2 cell Mana: 200</p> <p>— Has 100% chance of causing [Devilish Kiss] (ignores debuff protection)</p> <hr/> <p>Devilish Kiss General Debuff (Level 5) Duration: 4 seconds</p> <p>[NEW] — No attack possible [NEW] — Move in a different direction against the player's will for 2 seconds [NEW] — Always receives critical hits</p> <hr/> <p>Thousand Scratches Cooldown: 70.0 seconds Attack Range: Select One Target: Around Enemies in 4 cell Mana: 500</p> <p>— Attack power is increased by 1200 — All elemental energies are increased by 2000 — Has a 80% chance of causing [ Fatal Bleeding] — No penalty for ranged attacks at close range</p>
Zenas	<p>Obtention: Battle Medal Craft (Required: 1x Legendary Battle Medal 600x Titan Bar of Gold)</p> <p>Class: Archer</p>		<p>Zenas' Blessing General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Chance of inflicting critical hits is increased by 8% [NEW] — Damage caused is increased by 8%</p>

			<p>[NEW] — Attack power is increased by 100</p> <hr/> <p>Ancelloan's Protection  Cooldown: 90.0 seconds  Attack Range: Select One  Target: Itself  Mana: 500</p> <p>— Has 100% chance of causing [Ancelloan's Protection]</p> <hr/> <p>Ancelloan's Protection  Magic Buff  (Level 4)  Duration: 8 seconds</p> <p>— Never receives critical hits  — Damage received from magic attacks is decreased by 25%  — Every 2 seconds: Recovers 3% HP</p> <hr/> <p>Heavenly Smite  Cooldown: 70.0 seconds  Attack Range: Select One  Target: Around Enemies in 4 cell  Mana: 500</p> <p>— Attack power is increased by 1200  — All elemental energies are increased by 2000  — Has a 80% chance of causing [  Destroy Shield]  — No penalty for ranged attacks at close range</p>
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






Partner Specialists

TIER I: EASILY OBTAINABLE






Melee

Name	Description	Original	New
 Amon	<p>Obtention: Infernal Amon raidbox prize</p> <p>Melee</p>	 Searing Bolt Cooldown: 7.0s Attack Range: 7 cell Target: Select one Area: None	<p>[NEW] Amon's Blessing (F/E/D/C/B/A/S)  General Buff  (Level 3)  Duration: 300 seconds</p> <p>[NEW] — Melee attack power is increased</p>

		<p>Mana: 60 mp</p> <ul style="list-style-type: none"><li>— Melee damage increases by 275 (2.5 * 110)</li><li>— Shadow energies increases by 275 (2.5 * 110)</li><li>— Has a 8% chance of causing [ Flames of Hell (F/E/D/C/B/A/S)]</li><li>— Push your opponent back 2 fields</li></ul> <hr/> <p> Flames of Hell (S)</p> <p>Debuff</p> <p>(Level 2/2/2/3/3/3/4)</p> <p>Duration: 10.0 seconds</p> <ul style="list-style-type: none"><li>— Movement speed is decreased by 1/1/1/1/1/1/2</li><li>— Defence decreases by 30%</li></ul> <hr/> <p> Colossal Quake</p> <p>Cooldown: 30.0s</p> <p>Target: Select one</p> <p>Range: 7 Fields</p> <p>Area: Around enemies in 3 fields</p> <p>Mana: 99 mp</p> <ul style="list-style-type: none"><li>— Melee attack power increases by 325 (2.5 * 130)</li><li>— Shadow energies increases by 325 (2.5 * 130)</li><li>— Has a 20% chance of causing [ Boiling Over (S)]</li></ul> <hr/> <p> Boiling Over (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 10.0 seconds</p> <ul style="list-style-type: none"><li>— Enemy's HP is decreased by 26% of the damage I have received</li></ul> <hr/> <p> Provocation</p> <p>Cooldown: 25.0s</p> <p>Target: Itself</p> <p>Range: 7 Fields</p> <p>Area: Around enemies</p> <p>Mana: 180 mp</p> <p>[REMOVED] — Has a 100% chance of causing [ Provocation]</p> <ul style="list-style-type: none"><li>— Has a 100% chance of causing [ Spell Tinder (S)]</li><li>— Has a 50% chance of causing [ Atrocity]</li></ul>	<p>by 1/1/2/2/3/4/5%</p> <p>[NEW] — Damage received from critical hits is decreased by 1/1/2/2/3/4/5%</p> <hr/> <p> Searing Bolt</p> <p>Cooldown: 7.0s</p> <p>Attack Range: 7 cell</p> <p>Target: Select one</p> <p>Area: None</p> <p>Mana: 60 mp</p> <ul style="list-style-type: none"><li>— Melee damage increases by 275 (2.5 * 110)</li><li>— Shadow energies increases by 275 (2.5 * 110)</li><li>— Has a 8% chance of causing [ Flames of Hell (F/E/D/C/B/A/S)]</li><li>— Push your opponent back 2 fields</li></ul> <hr/> <p> Flames of Hell (S)</p> <p>Debuff</p> <p>(Level 2/2/2/3/3/3/4)</p> <p>Duration: 10.0 seconds</p> <ul style="list-style-type: none"><li>— Movement speed is decreased by 1/1/1/1/1/1/2</li><li>— Defence decreases by 30%</li></ul> <hr/> <p> Colossal Quake</p> <p>Cooldown: 30.0s</p> <p>Target: Select one</p> <p>Range: 7 Fields</p> <p>Area: Around enemies in 3 fields</p> <p>Mana: 99 mp</p> <ul style="list-style-type: none"><li>— Melee attack power increases by 325 (2.5 * 130)</li><li>— Shadow energies increases by 325 (2.5 * 130)</li><li>— Has a 20% chance of causing [ Boiling Over (S)]</li></ul> <hr/> <p> Provocation</p> <p>Cooldown: 25.0s</p> <p>Target: Itself</p> <p>Range: 7 Fields</p> <p>Area: Around enemies</p> <p>Mana: 180 mp</p> <p>[NEW] — Attracts enemies to 1 fields from</p>
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		 Spell Tinder (S) Debuff (Level 4) Duration: 20.0 seconds — Defence increases by 26% — Protection against 5 level or lower debuffs increases by 15% — Enemy's attack power decreases by 15%	you — Has a 100% chance of causing  Spell Tinder (S)] — Has a 50% chance of causing  Atrocity]
		 Atrocity ] (Debuff Level 4) 10.0s — Increases cooldown of skills by 10% — Only able to carrying out basic attacks	 Spell Tinder (S) Buff (Level 4) Duration: 20.0 seconds — Defence increases by 26% — Protection against 5 level or lower debuffs increases by 15% [NEW] — [PvP] Enemy's attack bonus strength is decreased by 15%
		 Provocation ] (Buff Level 3) 3.0s — Attracts nearby enemies' attention to you	 Atrocity ] (Debuff Level 4) 10.0s — Increases cooldown of skills by 10% — Only able to carrying out basic attacks

### Ranged












Name	Description	Original	New
 Archangel Lucifer	Obtention: Heavenly Archangel raidbox prize  Ranged  Note: Name of God (F/E/D/C/B/A/S) overlaps/is overlapped by Retina Damage (F/E/D/C/B/A/S)	 Light of Judgement Cooldown: 5.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 80 mp — Ranged attack power increases by 250 (2.5 * 100) — Light energies increases by 250 (2.5 * 100)  — There is a 10% chance of causing  Light of Judgement (S)   Light of Judgement (S) Debuff (Level 4) Duration: 20.0 seconds — All elemental energies decreases by 20 — Increases cooldown of skills by 40% — Enemy's attack power increases by 20%	[NEW] Archangel's Blessing (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds  [NEW] — Ranged attack power is increased by 1/1/2/2/3/4/5% [NEW] — Chance of receiving critical hits is decreased by 1/1/1/1/2/2/3% of the enemy's total  Light of Judgement Cooldown: 5.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 80 mp — Ranged attack power increases by 250 (2.5 * 100) — Light energies increases by 250 (2.5 * 100)  — There is a 10% chance of causing 







		<div> Mark of Light Cooldown: 25.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 150 mp — Ranged attack power increases by 300 (2.5 * 120) — Light energies increases by 300 (2.5 * 120) — There is a 8% chance of causing [  Mark of Light (S) ]</div> <div>[  Mark of Light (S) ] Debuff (Level 4) Duration: 5.0 seconds — Defence decreases by 25% — Movement speed is decreased by 4</div> <div> Name of God Cooldown: 40.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 200 mp  — There is a 100% chance of causing </div> <div> Name of God (S) Debuff (Level 4) Duration: 10.0 seconds — All elemental resistances decreases by 15 — No dodge possible — Movement speed is decreased by 3</div>	<div>Light of Judgement (S)</div> <div> Light of Judgement (S) Debuff (Level 4) Duration: 20.0 seconds — All elemental energies decreases by 20 — Increases cooldown of skills by 40% — Enemy's attack power increases by 20%</div> <div> Mark of Light Cooldown: 25.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 150 mp — Ranged attack power increases by 300 (2.5 * 120) — Light energies increases by 300 (2.5 * 120) — There is a 8% chance of causing [  Mark of Light (S) ]</div> <div>[  Mark of Light (S) ] Debuff (Level 4) Duration: 5.0 seconds — Defence decreases by 25% — Movement speed is decreased by 4</div> <div> Name of God Cooldown: 40.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 200 mp — There is a 100% chance of causing </div> <div> Name of God (S)</div> <div> Name of God (S) Debuff (Level 5) Duration: 10.0 seconds — All elemental resistances decreases by 15 — No dodge possible</div>
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			— Movement speed is decreased by 3
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Magic

Name	Description	Original	New
<div>Laurena</div>	<div>Obtention: Witch Laurena raidbox prize</div> <div>Magic</div>	<div><div></div><div>Pulse of Light</div><div>Cooldown: 6.0s</div><div>Target: Select one</div><div>Range: 13 Fields</div><div>Area: Around enemies in 3 fields</div><div>Mana: 80 mp</div><div>— Magic attack power is increased by 325 (2.5 * 130)</div><div>— Shadow energies increases by 225 (2.5 * 90)</div><div>— There is a 30% chance of causing  Pulse of Light (S)</div></div> <div><div></div><div>Pulse of Light (S)</div><div>Debuff</div><div>(Level 4)</div><div>Duration: 5.0 seconds</div><div>— No attack possible</div><div>— Movement impossible</div><div>— Defence decreases by 150 (Player level * 3)</div></div> <div><div></div><div>Thorn Bush</div><div>Cooldown: 15.0s</div><div>Target: Select one</div><div>Range: 13 Fields</div><div>Area: Around enemies in 3 fields</div><div>Mana: 160 mp</div><div>— There is a 40% chance of causing  Thorn Bush (S)</div></div> <div><div></div><div>Thorn Bush (S)</div><div>Debuff</div><div>(Level 4)</div><div>Duration: 15.0 seconds</div><div>— Movement speed is decreased by 3</div><div>— Every 2 seconds: Decreases 500 (Player level * 3)</div></div>	<div><div>[NEW] Laurena's Blessing (F/E/D/C/B/A/S)</div><div>General Buff</div><div>(Level 3)</div><div>Duration: 300 seconds</div><div>[NEW] — Magic attack power is increased by 1/1/2/2/3/4/5%</div><div>[NEW] — Mana consumption is decreased by 1/1/2/2/3/4/5% (max. 80%)</div></div> <div><div></div><div>Pulse of Light</div><div>Cooldown: 6.0s</div><div>Target: Select one</div><div>Range: 13 Fields</div><div>Area: Around enemies in 3 fields</div><div>Mana: 80 mp</div><div>— Magic attack power is increased by 325 (2.5 * 130)</div><div>— Shadow energies increases by 225 (2.5 * 90)</div><div>— There is a 30% chance of causing  Pulse of Light (S)</div></div> <div><div></div><div>Pulse of Light (S)</div><div>Debuff</div><div>(Level 4)</div><div>Duration: 5.0 seconds</div><div>— No attack possible</div><div>— Movement impossible</div><div>— Defence decreases by 297 (Player level * 3)</div></div> <div><div></div><div>Thorn Bush</div><div>Cooldown: 15.0s</div><div>Target: Select one</div><div>Range: 13 Fields</div><div>Area: Around enemies in 3 fields</div><div>Mana: 160 mp</div></div>













		<p>10) HP</p> <hr/>  Scent of Purification Cooldown: 35.0s Target: Itself Range: None Area: None Mana: 250 mp	<p>— There is a 40% chance of causing  Thorn Bush (S)</p> <hr/>  Thorn Bush (S) Debuff (Level 4) Duration: 15.0 seconds — Movement speed is decreased by 3 — Every 2 seconds: Decreases 990 (Player level * 10) HP <hr/>  Scent of Purification Cooldown: 35.0s Target: Itself Range: None Area: None Mana: 250 mp — There is a 100% chance of causing
		<p>— There is a 100% chance of causing  Scent of Purification (S)</p> <hr/>  Scent of Purification (S) Debuff (Level 4) Duration: 8.0 seconds — There is a 100% probability to remove debuffs of level 5 or lower — Recovers 2% HP — Protection against 5 level or lower debuffs increases by 100%	<p> Scent of Purification (S)</p> <hr/>  Scent of Purification (S) Debuff (Level 4) Duration: 8.0 seconds — There is a 100% probability to remove debuffs of level 5 or lower — Recovers 2% HP — Protection against 5 level or lower debuffs increases by 100%

TIER II: ROTATIVE BOXES, EVENTS AND DIFFICULT CRAFTS
















Melee

Name	Description	Original	New
 Frankenstein	Obtention: Halloween Event  Melee	 Crush Cooldown: 15.0s Target: Select one Range: 7 Fields Area: None Mana: 75 mp Melee attack power increases by 1125 (2.5 * 450)	<p>[NEW] Frankenstein's Blessing (F/E/D/C/B/A/S)            General Buff            (Level 3)            Duration: 300 seconds</p> <p>[NEW] — Damage received is decreased by 1/1/2/2/3/4/5%</p>

		<p>Shadow energies increases by 225 (2.5 * 90)</p> <p>— There is a 100% chance of causing </p> <p>Shoulder Charge (S)</p> <p>— There is a 20% chance of causing </p>	<p>[NEW] — Damage received from critical hits is decreased by 1/1/2/3/4/5/7%</p> <hr/> <p>Crush</p> <p>Cooldown: 15.0s</p> <p>Target: Select one</p> <p>Range: 7 Fields</p> <p>Area: None</p> <p>Mana: 75 mp</p> <p>Melee attack power increases by 1125 (2.5 * 450)</p> <p>Shadow energies increases by 225 (2.5 * 90)</p> <p>— There is a 100% chance of causing </p> <p>Shoulder Charge (S)</p> <p>— There is a 20% chance of causing </p> <p>Plague</p>
		<p> Shoulder Charge (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 3.0 seconds</p> <p>— No attack possible</p> <p>— Movement impossible</p> <p>— No dodge possible</p>	<p> Shoulder Charge (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 3.0 seconds</p> <p>— No attack possible</p> <p>— Movement impossible</p> <p>— No dodge possible</p>
		<p> Plague</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 30.0 seconds</p> <p>— Every 2 seconds: Decreases 5 (Player Level *5) HP</p> <p>— Every 2 seconds: Decreases 4 (Player Level *4) MP</p>	<p> Plague</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 30.0 seconds</p> <p>— Every 2 seconds: Decreases 495 (Player Level *5) HP</p> <p>— Every 2 seconds: Decreases 396 (Player Level *4) MP</p>
		<p> Maddening Thirst</p> <p>Cooldown: 80.0s</p> <p>Target: Itself</p> <p>Range: 3 Fields</p> <p>Area: Around enemies</p> <p>Mana: 190 mp</p> <p>— Melee attack power increases by 625 (2.5 * 250)</p> <p>— Shadow energies increases by 1000 (2.5 * 400)</p> <p>— There is a 100% chance of causing </p> <p>Tenacity (S)</p> <p>— There is a 20% chance of causing </p> <p>— There's a 50% chance of leeching 2200 (2.5 * 880) HP from the enemy</p>	<p> Maddening Thirst</p> <p>Cooldown: 80.0s</p> <p>Target: Itself</p> <p>Range: 3 Fields</p> <p>Area: Around enemies</p> <p>Mana: 190 mp</p> <p>— Melee attack power increases by 625 (2.5 * 250)</p> <p>— Shadow energies increases by 1000 (2.5 * 400)</p> <p>— There is a 100% chance of causing</p>
		<p> Tenacity (S)</p> <p>Buff</p> <p>(Level 4) 24.0s</p> <p>— Attack power increases by 15%</p> <p>— Every 8 seconds: Recovers 8% HP</p> <p>— Every 8 seconds: Recovers 4% MP</p>	<p> Tenacity (S)</p>
		<p> Plague</p> <p>Debuff</p>	

		<p>(Level 4) Duration: 30.0 seconds — Every 2 seconds: Decreases 5 (Player Level *5) HP — Every 2 seconds: Decreases 4 (Player Level *4) MP</p> <hr/> <p> Static Shock Cooldown: 35.0s Target: Itself Range: 12 Fields Area: Around enemies Mana: 333 mp — Melee attack power increases by 450 (2.5 * 180) — Shadow energies increases by 425 (2.5 * 170) — There is a 20% chance of causing  Static Shock (S)</p> <hr/> <p> Static Shock (S) Debuff (Level 5) Duration: 5.0 seconds — Shadow resistance decreases by 10 — Defence level upgrade decreases by 2</p>	<p>— There is a 20% chance of causing  Plague — There's a 50% chance of leeching 2200 (2.5 * 880) HP from the enemy</p> <hr/> <p> Tenacity (S) Buff (Level 4) 24.0s — Attack power increases by 15% — Every 8 seconds: Recovers 8% HP — Every 8 seconds: Recovers 4% MP</p> <hr/> <p> Plague Debuff (Level 4) Duration: 30.0 seconds — Every 2 seconds: Decreases 5 (Player Level *5) HP — Every 2 seconds: Decreases 4 (Player Level *4) MP</p> <hr/> <p> Static Shock Cooldown: 35.0s Target: Itself Range: 12 Fields Area: Around enemies Mana: 333 mp — Melee attack power increases by 450 (2.5 * 180) — Shadow energies increases by 425 (2.5 * 170) — There is a 20% chance of causing  Static Shock (S)</p> <hr/> <p> Static Shock (S) Debuff (Level 5) Duration: 5.0 seconds — Shadow resistance decreases by 10 — Defence level upgrade decreases by 2</p>
 Shinobi	Obtention: Namaju Event Melee	<p> Relentless (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds <b>[REMOVED]</b> — Shadow resistance is increased</p>	<p> Relentless (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds <b>[NEW]</b> — Damage caused from melee</p>

		<p>by 10 — Damage caused from melee attacks is increased by 10%</p> <hr/> <p> Knife Thrust Cooldown: 6.0s Target: Select one Range: 5 Fields Area: Around enemies in 6 fields Mana: 60 mp — Melee attack power increases by 125 (2.5 * 50) — Shadow energies increases by 125 (2.5 * 50) — There is a 30% chance of causing  Malice (S)</p> <hr/> <p> Malice (S) Debuff (Level 4) Duration: 10.0 seconds — Movement speed is decreased by 3 — Every 2 seconds: Decreases 1500 HP — The chance of receiving a critical hit is increased by 20%</p> <hr/> <p> Thunderbolt Cooldown: 12.0 seconds Target: Select one Range: 2 Fields Area: Around enemies in 4 fields Mana: 45 mp — Melee attack power increases by 275 (2.5 * 110) — Shadow energies increases by 275 (2.5 * 110) — There is a 4% chance of causing  Electric Shock</p> <hr/> <p> Electric Shock Debuff (Level 3) Duration: 5.0 seconds — Every 2 seconds: Decreases 1000 HP — Defence level upgrade decreases by 3</p> <hr/> <p> Race of Darkness Cooldown: 50.0s Target: Itself Range: None</p>	<p>attacks is increased by 1/1/2/2/3/4/5% <b>[NEW]</b> — Damage caused from critical hits is increased by 1/1/2/3/4/6/9%</p> <hr/> <p> Knife Thrust Cooldown: 6.0s Target: Select one Range: 5 Fields Area: Around enemies in 6 fields Mana: 60 mp — Melee attack power increases by 125 (2.5 * 50) — Shadow energies increases by 125 (2.5 * 50) — There is a 30% chance of causing  Malice (S)</p> <hr/> <p> Malice (S) Debuff (Level 4) Duration: 10.0 seconds — Movement speed is decreased by 3 — Every 2 seconds: Decreases 1500 HP — The chance of receiving a critical hit is increased by 20%</p> <hr/> <p> Thunderbolt Cooldown: 12.0 seconds Target: Select one Range: 2 Fields Area: Around enemies in 4 fields Mana: 45 mp — Melee attack power increases by 275 (2.5 * 110) — Shadow energies increases by 275 (2.5 * 110) — There is a 4% chance of causing  Electric Shock</p> <hr/> <p> Electric Shock Debuff (Level 3) Duration: 5.0 seconds — Every 2 seconds: Decreases 1000 HP — Defence level upgrade decreases by 3</p> <hr/> <p> Race of Darkness</p>
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		<p>Area: None          Mana: 120 mp          — There is a 100% chance of causing  Race of Darkness (S)</p> <hr/> <p> Race of Darkness (S)          Buff          (Level 5)          Duration: 35.0 seconds          — Increases total chance of inflicting critical hits by 20%          — Melee attack power increases by 200          — Shadow energies increases by 600</p>	<p>Cooldown: 50.0s          Target: Itself          Range: None          Area: None          Mana: 120 mp          — There is a 100% chance of causing  Race of Darkness (S)</p> <hr/> <p> Race of Darkness (S)          Buff          (Level 5)          Duration: 35.0 seconds          — Increases total chance of inflicting critical hits by 20%          — Melee attack power increases by 200          — Shadow energies increases by 600</p>
 Akhenaton the Cursed Pharaoh	<p>Obtention: Shadow Tower coin craft          Melee</p>	<p> Akhenaton's Aura  <del>[REMOVED]</del> — Attack increases by 200          — Chance of inflicting critical hits is increased by 5%</p> <hr/> <p> Deathly Whirlwind          Cooldown: 15.0s          Target: Itself          Range: 3 Fields          Area: Around enemies          Mana: 100 mp          — Melee attack power increases by 300 (2.5 * 120)          — Shadow energies increases by 300 (2.5 * 120)          — There is a 50% chance of causing  Lacerations (S)</p> <hr/> <p> Lacerations (S)          Debuff          (Level 2)          Duration: 8.0 seconds          — Enemy's attack power increases by 15%</p> <p>[  Fatal Bleeding ] occurs in releasing at the probability of 100%</p> <hr/> <p>[  Fatal Bleeding ]          Debuff          (Level 4)          Duration: 90.0 seconds          — Attack power decreases by 396 (2.5 * 4)          — Every 6 seconds: Decreases 594 (2.5 * 6) HP</p>	<p> Akhenaton's Aura          General Buff          (Level 3)          Duration: 300 seconds</p> <p>[NEW] — Damage caused from melee attacks is increased by 1/1/2/2/3/4/5%          — Chance of inflicting critical hits is increased by 1/1/2/3/4/5/6%</p> <hr/> <p> Deathly Whirlwind          Cooldown: 15.0s          Target: Itself          Range: 3 Fields          Area: Around enemies          Mana: 100 mp          — Melee attack power increases by 300 (2.5 * 120)          — Shadow energies increases by 300 (2.5 * 120)          — There is a 50% chance of causing  Lacerations (S)</p> <hr/> <p> Lacerations (S)          Debuff          (Level 2)          Duration: 8.0 seconds          — Enemy's attack power increases by 15%</p> <p>[  Fatal Bleeding ] occurs in releasing at the probability of 100%</p>

		<div><p>Spectral Plague</p><p>Cooldown: 40.0s</p><p>Target: Select one</p><p>Range: 4 Fields</p><p>Area: None</p><p>Mana: 150 mp</p><p>— There is a 100% chance of causing  Plague Carrier (S)</p></div> <div><p>Plague Carrier (S)</p><p>Debuff</p><p>(Level 4)</p><p>Duration: 20.0 seconds</p><p>— All elemental resistances decreases by 10%</p><p>— The chance of getting a bad effect of 4 level or lower increases by 10%</p><p>— Every 2 seconds: Around 3 fields inflict [  Spectral plague (S) ] on our team</p></div> <div><p>Spectral plague (S)</p><p>Debuff</p><p>(Level 4)</p><p>Duration: 20.0 seconds</p><p>— All elemental resistances decreases by 10%</p><p>— Movement speed is decreased by 20%</p></div> <div><p>Anubis' Whisper</p><p>Cooldown: 40.0s</p><p>Target: Itself</p><p>Range: 3 Fields</p><p>Area: Around enemies</p><p>Mana: 200 mp</p><p>Melee attack power increases by 250 (2.5 * 100)</p><p>Shadow energies increases by 250 (2.5 * 100)</p><p>There is a 25% chance of causing [  Curse of the Pharaoh (S) ]</p></div> <div>[  Curse of the Pharaoh (S) ] (Debuff Level 5)</div> <div>20.0s</div> <div>— There is a 10% chance that damage from all attacks is increased by 15%</div> <div>— All elemental energies increases by 15%</div>	<div>[  Fatal Bleeding ]</div> <div>Debuff</div> <div>(Level 4)</div> <div>Duration: 90.0 seconds</div> <div>— Attack power decreases by 396 (2.5 * 4)</div> <div>— Every 6 seconds: Decreases 594 (2.5 * 6) HP</div> <div><p>Spectral Plague</p><p>Cooldown: 40.0s</p><p>Target: Select one</p><p>Range: 4 Fields</p><p>Area: None</p><p>Mana: 150 mp</p><p>— There is a 100% chance of causing  Plague Carrier (S)</p></div> <div><p>Plague Carrier (S)</p><p>Debuff</p><p>(Level 4)</p><p>Duration: 20.0 seconds</p><p>— All elemental resistances decreases by 10%</p><p>— The chance of getting a bad effect of 4 level or lower increases by 10%</p><p>— Every 2 seconds: Around 3 fields inflict [  Spectral plague (S) ] on our team</p></div> <div><p>Spectral plague (S)</p><p>Debuff</p><p>(Level 4)</p><p>Duration: 20.0 seconds</p><p>— All elemental resistances decreases by 10%</p><p>— Movement speed is decreased by 20%</p></div> <div><p>Anubis' Whisper</p><p>Cooldown: 40.0s</p><p>Target: Itself</p><p>Range: 3 Fields</p><p>Area: Around enemies</p><p>Mana: 200 mp</p><p>Melee attack power increases by 250 (2.5 * 100)</p><p>Shadow energies increases by 250 (2.5 * 100)</p><p>There is a 25% chance of causing [  Curse of the Pharaoh (S) ]</p></div>
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			<p>[  Curse of the Pharaoh (S) ] (Debuff Level 5) 20.0s</p> <p>— There is a 10% chance that damage from all attacks is increased by 15%</p> <p>— All elemental energies increases by 15%</p>
 Lucy Lovely	<p>Obtention: Easter Event</p> <p>Melee</p>	<p> Slasher</p> <p>Cooldown: 7.0s</p> <p>Target: Itself</p> <p>Range: 2 Fields</p> <p>Area: Around enemies</p> <p>Mana: 60 mp</p> <p>— Melee damage increases by 225 (2.5 * 90)</p> <p>— Fire energies increases by 250 (2.5 * 100)</p> <p>— There is a 5% chance of causing  Itching Grass (S)</p> <hr/> <p> Itching Grass (S)</p> <p>Debuff (Level 4)</p> <p>Duration: 10.0 seconds</p> <p>— Movement speed is decreased by 2</p> <p>— Defence level upgrade decreases by 2</p> <hr/> <p> Stabber</p> <p>Cooldown: 15.0s</p> <p>Target: Select one</p> <p>Range: 7 Fields</p> <p>Area: Around enemies in 4 fields</p> <p>Mana: 99 mp</p> <p>— Melee damage increases by 550 (2.5 * 220)</p> <p>— Fire energies increases by 550 (2.5 * 220)</p> <p>— There is a 10% chance of causing  Carrot Poison (S)</p> <hr/> <p> Carrot Poison (S)</p> <p>Debuff (Level 4)</p> <p>Duration: 9.0 seconds</p> <p>— Provides a 100% chance to reduce damage by 15%</p> <p>— Defence decreases by 15%</p> <p>— The chance of receiving a critical hit is increased by 15%</p>	<p>Lucy's Blessing</p> <p>General Buff (Level 3)</p> <p>Duration: 300 seconds</p> <p>[NEW] — Damage caused from melee attacks is increased by 1/1/1/2/2/3/4%</p> <p>[NEW] — Chance of receiving a critical hit is decreased by 1/1/1/2/2/2/3%</p> <p>[NEW] — Damage received from critical hits is decreased by 1/1/2/3/4/5/6%</p> <hr/> <p> Slasher</p> <p>Cooldown: 7.0s</p> <p>Target: Itself</p> <p>Range: 2 Fields</p> <p>Area: Around enemies</p> <p>Mana: 60 mp</p> <p>— Melee damage increases by 225 (2.5 * 90)</p> <p>— Fire energies increases by 250 (2.5 * 100)</p> <p>— There is a 5% chance of causing  Itching Grass (S)</p> <hr/> <p> Itching Grass (S)</p> <p>Debuff (Level 4)</p> <p>Duration: 10.0 seconds</p> <p>— Movement speed is decreased by 2</p> <p>— Defence level upgrade decreases by 2</p> <hr/> <p> Stabber</p> <p>Cooldown: 15.0s</p> <p>Target: Select one</p> <p>Range: 7 Fields</p> <p>Area: Around enemies in 4 fields</p> <p>Mana: 99 mp</p> <p>— Melee damage increases by 550 (2.5 * 220)</p> <p>— Fire energies increases by 550 (2.5 * 220)</p>



		<div>  <div> <div>Hip Swing</div> <div>Cooldown: 40.0s</div> <div>Target: Itself</div> <div>Range: None</div> <div>Area: None</div> <div>Mana: 180 mp</div> </div> </div> <div> <div>— There is a 100% chance of causing</div> <div></div> <div>Hip Swing (S)</div> </div> <div> <div></div> <div> <div>Hip Swing (S)</div> <div>Debuff (Level 4)</div> <div>Duration: 20.0 seconds</div> <div>— Decreases cooldown of skills by 20% (max. 90%)</div> <div>— Increases total chance of inflicting critical hits by 10%</div> <div>— Movement speed is increased by 2</div> </div> </div>	<div>220)</div> <div> <div>— There is a 10% chance of causing</div> <div></div> <div>Carrot Poison (S)</div> </div> <div> <div></div> <div> <div>Carrot Poison (S)</div> <div>Debuff (Level 4)</div> <div>Duration: 9.0 seconds</div> <div>— Provides a 100% chance to reduce damage by 15%</div> <div>— Defence decreases by 15%</div> <div>— The chance of receiving a critical hit is increased by 15%</div> </div> </div> <div> <div></div> <div> <div>Hip Swing</div> <div>Cooldown: 40.0s</div> <div>Target: Itself</div> <div>Range: None</div> <div>Area: None</div> <div>Mana: 180 mp</div> <div>— There is a 100% chance of causing</div> </div> <div> <div></div> <div>Hip Swing (S)</div> </div> <div> <div></div> <div> <div>Hip Swing (S)</div> <div>Debuff (Level 4)</div> <div>Duration: 20.0 seconds</div> <div>— Decreases cooldown of skills by 20% (max. 90%)</div> <div>— Increases total chance of inflicting critical hits by 10%</div> <div>— Movement speed is increased by 2</div> </div> </div> </div>
<div></div> <div> <div>Bone Warrior</div> <div>Ragnar's Companion</div> </div>	<div>Obtention: Shadow Tower coin craft</div> <div>Melee</div>	<div></div> <div> <div>Spectral Strike</div> <div>Cooldown: 8.0s</div> <div>Target: Select one</div> <div>Range: 2 Fields</div> <div>Area: None</div> <div>Mana: 90 mp</div> <div>— Melee attack power increases by 400 (2.5 * 160)</div> <div>— Shadow energies increases by 275 (2.5 * 110)</div> </div> <div> <div>— There is a 10% chance of causing</div> <div></div> <div>Spectral Strike (S)</div> </div>	<div>Bone Ragnar's Blessing</div> <div>General Buff (Level 3)</div> <div>Duration: 300 seconds</div> <div> <div>[NEW]</div> <div>— Damage received is decreased by 1/1/2/2/3/4/5%</div> <div>[NEW]</div> <div>— Maximum HP is increased by 15% of the user's base stat</div> </div> <div> <div></div> <div> <div>Spectral Strike</div> <div>Cooldown: 8.0s</div> </div> </div>

	<p>— There is a 1% chance of causing  Zombie Infection</p> <hr/> <p> Spectral Strike (S) Debuff (Level 4) Duration: 6.0 seconds — Every 2 seconds: Decreases 13 (Player Level *13) HP — The item cannot be used</p> <hr/> <p> Zombie Infection Debuff (Level 4) Duration: 60.0 seconds — Movement speed is decreased by 5 — Every 16 seconds: gibberish is spoken — Every 16 seconds: Around 5 fields, inflict  Zombie Infection on our team</p> <hr/> <p> Shadowfall Cooldown: 25.0s Target: Select one Range: 2 Fields Area: Around enemies in 5 fields Mana: 190 mp Melee attack power increases by 325 (2.5 * 130) Shadow energies increases by 325 (2.5 * 130)  There is a 60% chance of causing Shadowfall (S) There is a 1% chance of causing  Zombie Infection</p> <hr/> <p> Shadowfall (S) Debuff (Level 4) Duration: 10.0 seconds — Shadow resistance decreases by 11 — Attack power decreases by 3 (Player level *3)</p> <hr/> <p> Zombie Infection Debuff (Level 4) Duration: 60.0 seconds — Movement speed is decreased by 5 — Every 16 seconds: gibberish is spoken</p>	<p>Target: Select one Range: 2 Fields Area: None Mana: 90 mp — Melee attack power increases by 400 (2.5 * 160) — Shadow energies increases by 275 (2.5 * 110)  — There is a 10% chance of causing Spectral Strike (S) — There is a 1% chance of causing  Zombie Infection</p> <hr/> <p> Spectral Strike (S) Debuff (Level 4) Duration: 6.0 seconds — Every 2 seconds: Decreases 1287 (Player Level *13) HP — The item cannot be used</p> <hr/> <p> Zombie Infection Debuff (Level 4) Duration: 60.0 seconds — Movement speed is decreased by 5 — Every 16 seconds: gibberish is spoken — Every 16 seconds: Around 5 fields, inflict  Zombie Infection on our team</p> <hr/> <p> Shadowfall Cooldown: 25.0s Target: Select one Range: 2 Fields Area: Around enemies in 5 fields Mana: 190 mp Melee attack power increases by 325 (2.5 * 130) Shadow energies increases by 325 (2.5 * 130)  There is a 60% chance of causing Shadowfall (S) There is a 1% chance of causing  Zombie Infection</p> <hr/>
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		<p>— Every 16 seconds: Around 5 fields, inflict  Zombie Infection on our team</p> <hr/> <p> Viking Pride Cooldown: 30.0s Target: Itself Range: Around friends in 3 fields Area: None Mana: 225 mp</p> <p>— There is a 100% chance of causing  Viking Pride (S)</p> <hr/> <p> Viking Pride (S) Buff (Level 4) Duration: 12.0 seconds [REMOVED] — Shadow resistance increases by 20 [REMOVED] — Fire resistance increases by 10 — Every 2 seconds: Recovers 900 (Player level *9) HP</p>	<p> Shadowfall (S) Debuff (Level 4) Duration: 10.0 seconds — Shadow resistance decreases by 11 — Attack power decreases by 297 (Player level *3)</p> <hr/> <p> Zombie Infection Debuff (Level 4) Duration: 60.0 seconds — Movement speed is decreased by 5 — Every 16 seconds: gibberish is spoken — Every 16 seconds: Around 5 fields, inflict  Zombie Infection on our team</p> <hr/> <p> Viking Pride Cooldown: 30.0s Target: Itself Range: Around friends in 3 fields Area: None Mana: 225 mp — There is a 100% chance of causing  Viking Pride (S)</p> <hr/> <p> Viking Pride (S) Buff (Level 4) Duration: 10.0 seconds [NEW] — Cannot receive negative effects of level 1/1/2/2/3/4/5 or lower — Every 2 seconds: Recovers 891 (Player level *9) HP</p>
 Foxy		<p> Fine &amp; Foxy Cooldown: 8s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 65 mp</p> <p>— Melee attack power is increased by 8910 (Player Level * 90) — Fire energies are increased by 8910 (Player Level * 90)</p>	<p>Foxy's Blessing General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Damage caused is increased by 1/1/2/2/3/4/5% [NEW] — Cooldown of skills is decreased by 1/1/2/2/3/4/6%</p>

		<div>— Has a 20% chance of causing [ Fall for the Charms (S)]</div> <div> Fall for the Charms (S) General Debuff (Level 4) Duration: 5 seconds</div> <div>— Movement impossible — No attack possible — No dodge possible</div> <div> Nine Tails! Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 80 mp</div> <div>— Melee attack power is increased by 14850 (Player Level * 150) — Fire energies are increased by 14850 (Player Level * 150)</div> <div>— Has a 100% chance of causing [ Fluffy Tail (S)] — There's a 80% chance of leeching 1500 HP from the enemy.</div> <div> Fluffy Tail (S) General Buff (Level 2) Duration: 10 seconds</div> <div>— Every 2 seconds: Recovers 1500 HP — Every 2 seconds: Recovers 1500 MP <b>[REMOVED]</b> — Reflects an opponent's debuffs with a certain chance</div> <div> Piercing Howl Cooldown: 35s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 500 mp</div> <div>— Attracts enemies to 0 fields from you — Has a 100% chance of causing [ Piercing Howl (S)]</div>	<div> Fine &amp; Foxy Cooldown: 8s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 65 mp</div> <div>— Melee attack power is increased by 8910 (Skill Level * 90) — Fire energies are increased by 8910 (Skill Level * 90)</div> <div>— Has a 20% chance of causing [ Fall for the Charms (S)]</div> <div> Fall for the Charms (S) General Debuff (Level 4) Duration: 5 seconds</div> <div>— Movement impossible — No attack possible — No dodge possible</div> <div> Nine Tails! Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 80 mp</div> <div>— Melee attack power is increased by 14850 (Skill Level * 150) — Fire energies are increased by 14850 (Skill Level * 150)</div> <div>— Has a 100% chance of causing [ Fluffy Tail (S)] — There's a 80% chance of leeching 1500 HP from the enemy.</div> <div> Fluffy Tail (S) General Buff (Level 2) Duration: 10 seconds</div> <div>— Every 2 seconds: Recovers 1500 HP — Every 2 seconds: Recovers 1500 MP</div>
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











		<div> Piercing Howl (S)</div> <div>General Buff (Level 2) Duration: 5 seconds</div> <div>[REMOVED] — No HP consumption [REMOVED] — Attracts nearby enemies' attention to you. [REMOVED] — Every 2 seconds: Recovers 20% HP</div> <div>Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.</div>	<div> Piercing Howl</div> <div>Cooldown: 35s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 500 mp</div> <div>— Attracts enemies to 0 fields from you — Has a 100% chance of causing [ Piercing Howl (S)]</div> <div><hr/></div> <div> Piercing Howl (S)</div> <div>General Buff (Level 2) Duration: 20 seconds</div> <div>[NEW] — Cooldown of skills is decreased by 7/9/11/13/15/17/20% (max. 30%) [NEW] — Attack power is increased by 80/100/120/140/160/180/250</div> <div>Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.</div>
<div> Maru</div>		<div> Hi-yah!</div> <div>Cooldown: 8s Attack Range: 7 cell Target: Select One Mana: 65 mp</div> <div>— Melee attack power is increased by 11385 (Player Level * 115) — Water energies are increased by 11385 (Player Level * 115) — Has a 20% chance of causing [ Massive Blood Loss (S)]</div> <div><hr/></div> <div> Massive Blood Loss (S)</div> <div>General Debuff (Level 4) Duration: 8 seconds</div> <div>— Every 2 seconds: Decreases 500 HP — Every 2 seconds: Decreases 250 MP — Movement speed is decreased by 3</div>	<div>Maru's Blessing</div> <div>General Buff (Level 3) Duration: 300 seconds</div> <div>[NEW] — Damage caused is increased by 1/1/2/2/3/4/5% [NEW] — Chance of receiving a critical hit is decreased by 1/1/1/2/2/2/3%</div> <div><hr/></div> <div> Hi-yah!</div> <div>Cooldown: 8s Attack Range: 7 cell Target: Select One Mana: 65 mp</div> <div>— Melee attack power is increased by 11385 (Skill Level * 115) — Water energies are increased by 11385 (Skill Level * 115) — Has a 20% chance of causing [ Massive Blood Loss (S)]</div> <div><hr/></div>







		<div><div>Spin Up</div><div>Cooldown: 28s</div><div>Attack Range: 0 cell</div><div>Target: Around Enemy in 12 cell</div><div>Mana: 80 mp</div><div>— Melee attack power is increased by 19800 (Player Level * 200)</div><div>— Water energies are increased by 19800 (Player Level * 200)</div><div>— Has a 15% chance of causing  Colossal Gale (S)]</div><div>— Has a 8% chance of causing  Short Blackout]</div></div> <div><div>Colossal Gale (S)</div><div>General Debuff (Level 4)</div><div>Duration: 15 seconds</div><div>— HP is reduced by 2% of the damage inflicted with a probability of 60%.</div></div> <div><div>Tiger Power</div><div>Cooldown: 80s</div><div>Attack Range: 0 cell</div><div>Target: EastMate</div><div>Mana: 180 mp</div><div>— Has a 100% chance of causing  Tiger Power (S)]</div></div> <div><div>Tiger Power (S)</div><div>General Buff (Level 4)</div><div>Duration: 20 seconds</div><div><div>[REMOVED]</div> — Dodge non-magic attacks with a probability of 45%</div><div><div>[REMOVED]</div> — Ignore magic damage with a probability 40%</div><div>— Cooldown of skills is decreased by 10% (max. 90%)</div></div>
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			<p>General Buff (Level 4) Duration: 15 seconds</p> <p>[NEW] — There's a 5/10/15/20/25/30/40% chance of reducing damage received by 10/20/30/40/50/60/70% — Cooldown of skills is decreased by 10% (max. 90%)</p>
 <p>Little Princess Venus</p>		<p> Umbrella Slice Cooldown: 8s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 100 mp</p> <p>— Melee attack power is increased by 21780 (Player Level * 220) — Light energies are increased by 21780 (Player Level * 220) — Has a 30% chance of causing [ Sword Trail (S)]</p> <hr/> <p> Sword Trail (S) General Debuff (Level 4) Duration: 6 seconds</p> <p>— Every 2 seconds: Decreases 990 (Player Level * 10) HP — Defence level upgrade is decreased by 2</p> <hr/> <p> Blossom Blast Cooldown: 14s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 180 mp</p> <p>— Melee attack power is increased by 25740 (Player Level * 260) — Light energies are increased by 25740 (Player Level * 260) — Has a 60% chance of causing [ Blunder (S)]</p> <hr/> <p> Blunder (S) General Debuff</p>	<p>Venus' Blessing General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Damage caused from melee attacks is increased by 1/1/1/2/2/3/4% [NEW] — Damage received is decreased by 1/1/1/2/2/3/4%</p> <hr/> <p> Umbrella Slice Cooldown: 8s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 100 mp</p> <p>— Melee attack power is increased by 21780 (Player Level * 220) — Light energies are increased by 21780 (Player Level * 220) — Has a 30% chance of causing [ Sword Trail (S)]</p> <hr/> <p> Sword Trail (S) General Debuff (Level 4) Duration: 6 seconds</p> <p>— Every 2 seconds: Decreases 990 (Skill Level * 10) HP — Defence level upgrade is decreased by 2</p> <hr/> <p> Blossom Blast Cooldown: 14s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 180 mp</p> <p>— Melee attack power is increased by</p>



		<p>(Level 4) Duration: 6 seconds</p> <p>— There's a 20% chance that damage from all attacks is increased by 25%. — Enemy's attack power is increased by 15%</p> <hr/> <p> Umbrella Shield Cooldown: 12s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 220 mp</p> <p>— Has a 100% chance of causing [  Flower Reflector (S)]</p> <hr/> <p> Flower Reflector (S)</p> <p>General Buff (Level 4) Duration: 4 seconds</p> <p>— Reflects the maximum received damage from 1000. — Attack power is increased by 20% — Reflects an opponent's debuffs with a certain chance</p>	<p>25740 (Skill Level * 260) — Light energies are increased by 25740 (Skill Level * 260) — Has a 60% chance of causing [  Blunder (S)]</p> <hr/> <p> Blunder (S)</p> <p>General Debuff (Level 4) Duration: 6 seconds</p> <p>— There's a 20% chance that damage from all attacks is increased by 25%. — Enemy's attack power is increased by 15%</p> <hr/> <p> Umbrella Shield Cooldown: 12s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 220 mp</p> <p>— Has a 100% chance of causing [  Flower Reflector (S)]</p> <hr/> <p> Flower Reflector (S)</p> <p>General Buff (Level 4) Duration: 4 seconds</p> <p>— Reflects the maximum received damage from 1000. — Attack power is increased by 20% — Reflects an opponent's debuffs with a certain chance</p>
 Palina Puppet Master		<p> Teddy Hit Cooldown: 11s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>— Melee attack power is increased by 29700 (Player Level * 300) — Shadow energies are increased by 29700</p>	<p>[NEW] Palina's Blessing (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Damage received is decreased by 1/1/2/2/3/4/5% [NEW] — Chance of inflicting critical hits is increased by 1/1/2/3/4/5/6%</p>






















		<p>(Player Level * 300)</p> <p>— Has a 60% chance of causing [ Concussion (S)]</p> <hr/> <p> Concussion (S)</p> <p>General Debuff (Level 3) Duration: 10 seconds</p> <p>— Move in a different direction against the player's will for 5 seconds. — Cooldown of skills is increased by 20% — The item cannot be used.</p> <hr/> <p> Running Attack Cooldown: 22s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>— Melee attack power is increased by 11880 (Player Level * 120) — Shadow energies are increased by 11880 (Player Level * 120) — Has a 50% chance of causing [ Puppet Mastery (S)]</p> <hr/> <p> Puppet Mastery (S)</p> <p>General Debuff (Level 5) Duration: 5 seconds</p> <p>— If the target is a monster, the attack power received is increased by 20%. Otherwise the player is forced to transform into the Toxi Dander — No attack possible — Upon receiving 3 attacks, this debuff disappears (excludes the attack that caused this effect)</p> <p>Side Effect: after 0.2 seconds — Movement speed is decreased by 5</p> <hr/> <p> Giantism</p>	<p> Teddy Hit Cooldown: 11s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>— Melee attack power is increased by 29700 (Skill Level * 300) — Shadow energies are increased by 29700 (Skill Level * 300) — Has a 60% chance of causing [ Concussion (S)]</p> <hr/> <p> Concussion (S)</p> <p>General Debuff (Level 3) Duration: 10 seconds</p> <p>— Move in a different direction against the player's will for 5 seconds. — Cooldown of skills is increased by 20% — The item cannot be used.</p> <hr/> <p> Running Attack Cooldown: 22s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>— Melee attack power is increased by 11880 (Skill Level * 120) — Shadow energies are increased by 11880 (Skill Level * 120) — Has a 50% chance of causing [ Puppet Mastery (S)]</p> <hr/> <p> Puppet Mastery (S)</p> <p>General Debuff (Level 5) Duration: 5 seconds</p> <p>— If the target is a monster, the attack power received is increased by 20%. Otherwise the player is forced to transform</p>
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









		<p>Cooldown: 60s  Attack Range: 0 cell  Target: Around Enemy in 3 cell  Mana: 200 mp</p> <p>— Melee attack power is increased by 89100 (Player Level * 900)  — Shadow energies are increased by 89100 (Player Level * 900)</p> <p>— Has a 100% chance of causing [  Teddy Defence (S)]</p> <p>— Has a 100% chance of causing [  Giantism]</p> <hr/> <p> Teddy Defence (S)</p> <p>General Buff  (Level 8)  Duration: 30 seconds</p> <p>— Defence is increased by 200  — Damage received from critical hits is decreased by 20%  — Protection against level 5 or lower debuffs is increased by 10%</p> <p>Side Effect: after 0.1 seconds  — Movement speed is increased by 2</p>	<p>into the Toxi Dander  — No attack possible  — Upon receiving 3 attacks, this debuff disappears (excludes the attack that caused this effect)</p> <p>Side Effect: after 0.2 seconds  — Movement speed is decreased by 5</p> <hr/> <p> Giantism</p> <p>Cooldown: 60s  Attack Range: 0 cell  Target: Around Enemy in 3 cell  Mana: 200 mp</p> <p>— Melee attack power is increased by 89100 (Skill Level * 900)  — Shadow energies are increased by 89100 (Skill Level * 900)</p> <p>— Has a 100% chance of causing [  Teddy Defence (S)]</p> <p>— Has a 100% chance of causing [  Giantism]</p> <hr/> <p> Teddy Defence (S)</p> <p>General Buff  (Level 8)  Duration: 30 seconds</p> <p>— Defence is increased by 200  — Damage received from critical hits is decreased by 20%  — Protection against level 5 or lower debuffs is increased by 10%</p> <p>Side Effect: after 0.1 seconds  — Movement speed is increased by 2</p>
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Ranged













Name	Description	Original	New
 Cupid Princess	Obtention: Easter Box (2000 PC) and Valentine's Token Craft	 Cupid Princess' Companion General Buff (Level 10)	 Cupid Princess' Companion General Buff (Level 10)

	Ranged	<p>Duration: 300 seconds</p> <p>[REMOVED] — Experience gain is increased by 15%</p> <p>[REMOVED] — Defence increases by 200</p> <hr/> <p> Heart Arrow</p> <p>Cooldown: 20.0s</p> <p>Target: Select one</p> <p>Range: 12 Fields</p> <p>Area: None</p> <p>Mana: 100 MP</p> <p>— Ranged attack power increases by 375 (2.5 * 150)</p> <p>— Light energies increases by 300 (2.5 * 120)</p> <p>— There is a 30% chance of causing  Lethargy (S)</p> <hr/> <p> Lethargy (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 6.0 seconds</p> <p>— Provides a 100% chance to reduce damage by 30%</p> <p>— Movement speed is decreased by 2</p> <p>— No dodge possible</p> <hr/> <p> Archery Master</p> <p>Cooldown: 60.0s</p> <p>Target: Itself</p> <p>Range: 2 Fields</p> <p>Area: 1 Field around target</p> <p>Mana: 0 mp</p> <p>— There is a 100% chance of causing  Archery Master (S)</p> <hr/> <p> Archery Master (S)</p> <p>Debuff</p> <p>(Level 2)</p> <p>Duration: 30.0 seconds</p> <p>— Hit rate of all attacks increases by 100</p> <p>— Increases total chance of inflicting critical hits by 10%</p> <hr/> <p> Triple Arrow</p> <p>Cooldown: 30.0s</p> <p>Target: Select one</p>	<p>Duration: 300 seconds</p> <p>[NEW] — Damage received is decreased by 1/1/2/2/3/4/5%</p> <p>[NEW] — Damage caused from critical hits is increased by 1/2/3/4/5/7/10%</p> <hr/> <p> Heart Arrow</p> <p>Cooldown: 20.0s</p> <p>Target: Select one</p> <p>Range: 12 Fields</p> <p>Area: None</p> <p>Mana: 100 MP</p> <p>— Ranged attack power increases by 375 (2.5 * 150)</p> <p>— Light energies increases by 300 (2.5 * 120)</p> <p>— There is a 30% chance of causing  Lethargy (S)</p> <hr/> <p> Lethargy (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 6.0 seconds</p> <p>— Provides a 100% chance to reduce damage by 30%</p> <p>— Movement speed is decreased by 2</p> <p>— No dodge possible</p> <hr/> <p> Archery Master</p> <p>Cooldown: 60.0s</p> <p>Target: Itself</p> <p>Range: 2 Fields</p> <p>Area: 1 Field around target</p> <p>Mana: 0 mp</p> <p>— There is a 100% chance of causing  Archery Master (S)</p> <hr/> <p> Archery Master (S)</p> <p>Debuff</p> <p>(Level 2)</p> <p>Duration: 30.0 seconds</p> <p>— Hit rate of all attacks increases by 100</p> <p>— Increases total chance of inflicting critical hits by 10%</p> <hr/> <p> Triple Arrow</p> <p>Cooldown: 30.0s</p> <p>Target: Select one</p>
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		<p>Range: 12 Fields  Area: Around enemies in 4 fields  Mana: 200 mp  Ranged attack power increases by 325 (2.5 * 130)  Light energies increases by 325 (2.5 * 130)  There is a 10% chance of causing  Heartache (S)</p> <hr/> <p> Heartache (S)  Debuff  (Level 4)  Duration: 10.0 seconds  — No HP recovery  — Damage caused from critical hits is increased by 35%</p>	<p>Cooldown: 30.0s  Target: Select one  Range: 12 Fields  Area: Around enemies in 4 fields  Mana: 200 mp  Ranged attack power increases by 325 (2.5 * 130)  Light energies increases by 325 (2.5 * 130)  There is a 10% chance of causing  Heartache (S)</p> <hr/> <p> Heartache (S)  Debuff  (Level 4)  Duration: 10.0 seconds  — No HP recovery  — Damage caused from critical hits is increased by 35%</p>
 Lotus	<p>Obtention: Namaju Event</p> <p>Ranged</p>	<p> Charm  General Buff  (Level 10)  Duration: 300 seconds</p> <p>[REMOVED] — Shadow resistance is increased by 10  — Ranged damage increases by 10%</p> <hr/> <p> Throwing Dagger  Cooldown: 10.0s  Target: Select one  Range: 10 Fields  Area: Around enemies in 3 fields  Mana: 90 mp  — Ranged attack power increases by 200 (2.5 * 80)  — Shadow energies increases by 200 (2.5 * 80)  — There is a 4% chance of causing  Wound in a Sensitive Spot</p> <hr/> <p> Wound in a Sensitive Spot  Debuff  (Level 4)  Duration: 8.0 seconds  — Every 2 seconds: Decreases 495 (Player level * 5) HP  — The chance of receiving a critical hit is increased by 20%</p>	<p> Charm  General Buff  (Level 10)  Duration: 300 seconds</p> <p>[NEW] — Chance of inflicting critical hits is increased by 1/1/1/2/2/2/3%  — Damage caused from ranged attacks is increased by 1/1/2/2/3/4/5%</p> <hr/> <p> Throwing Dagger  Cooldown: 10.0s  Target: Select one  Range: 10 Fields  Area: Around enemies in 3 fields  Mana: 90 mp  — Ranged attack power increases by 200 (2.5 * 80)  — Shadow energies increases by 200 (2.5 * 80)  — There is a 4% chance of causing  Wound in a Sensitive Spot</p> <hr/> <p> Wound in a Sensitive Spot  Debuff  (Level 4)  Duration: 8.0 seconds  — Every 2 seconds: Decreases 495 (Player level * 5) HP</p>

		 Dance of the Flames Cooldown: 9.0s Target: Select one Range: 2 Fields Area: Around enemies in 4 fields Mana: 100 mp — Ranged attack power increases by 500 (2.5 * 200) — Shadow energies increases by 500 (2.5 * 200) — There is a 20% chance of causing  Dance of the Flames (S)	— The chance of receiving a critical hit is increased by 20% <hr/>  Dance of the Flames Cooldown: 9.0s Target: Select one Range: 2 Fields Area: Around enemies in 4 fields Mana: 100 mp — Ranged attack power increases by 500 (2.5 * 200) — Shadow energies increases by 500 (2.5 * 200) — There is a 20% chance of causing  Dance of the Flames (S)
		 Dance of the Flames (S) Debuff (Level 3) Duration: 5.0 seconds — Fire resistance decreases by 20 — Shadow resistance decreases by 20 — No attack possible	 Dance of the Flames (S) Debuff (Level 3) Duration: 5.0 seconds — Fire resistance decreases by 20 — Shadow resistance decreases by 20 — No attack possible
		 Fascination Cooldown: 50.0s Target: Itself Range: None Area: None Mana: 130 mp — There is a 30% chance of causing  Fascination (S)	 Fascination Cooldown: 50.0s Target: Itself Range: None Area: None Mana: 130 mp — There is a 30% chance of causing  Fascination (S)
		 Fascination (S) Buff (Level 4) Duration: 35.0 seconds — Ranged attack power increases by 200 — Shadow energies increases by 500 — Increases damage from critical hits by 10%	 Fascination (S) Buff (Level 4) Duration: 35.0 seconds — Ranged attack power increases by 200 — Shadow energies increases by 500 — Damage caused from critical hits is increased by 10%
 Pirate Captain	Obtention: Summer Event Ranged	 Flashing Slice Cooldown: 5.0s Target: Select one Range: 11 Fields Area: None Mana: 70 mp	Pirate's Blessing General Buff (Level 10) Duration: 300 seconds  [NEW] — Damage caused is increased by 1/1/2/2/3/4/5%

		<div><div>— Ranged attack power increases by 300 (2.5 * 120)</div><div>— Shadow energies increases by 300 (2.5 * 120)</div></div> <div><div>— There is a 30% chance of causing Vicious Wound (S)</div></div> <div><div> Vicious Wound (S)</div><div>Debuff (Level 3) Duration: 6.0 seconds</div><div><div>— Movement speed is decreased by 2</div><div>— Every 2 seconds: Decreases 1000 HP</div><div>— The chance of receiving a critical hit is increased by 30%</div></div></div> <div><div> Ghost Ship</div><div>Cooldown: 47.0s Target: Select one Range: 11 Fields Area: Around enemies in 4 fields Mana: 110 mp</div><div><div>— Ranged attack power increases by 325 (2.5 * 130)</div><div>— Shadow energies increases by 325 (2.5 * 130)</div></div><div><div>— There is a 30% chance of causing Spooked (S)</div><div>— There is a 80% chance of pushing the enemy away 2 fields</div></div><div><div> Spooked (S)</div><div>Debuff (Level 4) Duration: 6.0 seconds</div><div><div>— HP is decreased by 40% of damage given</div></div></div><div><div> Thunderous Anchor</div><div>Cooldown: 45.0s Target: Itself Range: 5 Fields Area: Around enemies Mana: 0 mp</div><div><div>— Ranged attack power increases by 375 (2.5 * 150)</div><div>— Fire energies increases by 375 (2.5 * 150)</div></div></div></div>	<div><div>[NEW] — Gold earned increases by 10%</div></div> <div><div> Flashing Slice</div><div>Cooldown: 5.0s Target: Select one Range: 11 Fields Area: None Mana: 70 mp</div><div><div>— Ranged attack power increases by 300 (2.5 * 120)</div><div>— Shadow energies increases by 300 (2.5 * 120)</div></div><div><div>— There is a 30% chance of causing Vicious Wound (S)</div></div><div><div> Vicious Wound (S)</div><div>Debuff (Level 3) Duration: 6.0 seconds</div><div><div>— Movement speed is decreased by 2</div><div>— Every 2 seconds: Decreases 1000 HP</div><div>— The chance of receiving a critical hit is increased by 30%</div></div></div><div><div> Ghost Ship</div><div>Cooldown: 47.0s Target: Select one Range: 11 Fields Area: Around enemies in 4 fields Mana: 110 mp</div><div><div>— Ranged attack power increases by 325 (2.5 * 130)</div><div>— Shadow energies increases by 325 (2.5 * 130)</div></div><div><div>— There is a 30% chance of causing Spooked (S)</div><div>— There is a 80% chance of pushing the enemy away 2 fields</div></div><div><div> Spooked (S)</div><div>Debuff (Level 4) Duration: 6.0 seconds</div><div><div>— HP is decreased by 40% of damage given</div></div></div></div></div>
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		<div>— There is a 100% chance of causing </div> <div> Plunder (S) Buff (Level 3) Duration: 30.0 seconds — Gold earned increases by 40% — Decreases cooldown of skills by 40% (max. 90%)</div>	<div> Thunderous Anchor Cooldown: 45.0s Target: Itself Range: 5 Fields Area: Around enemies Mana: 0 mp — Ranged attack power increases by 375 (2.5 * 150) — Fire energies increases by 375 (2.5 * 150) — There is a 100% chance of causing </div> <div> Plunder (S) Buff (Level 3) Duration: 30.0 seconds — Gold earned increases by 30% (max. 100%) — Decreases cooldown of skills by 30% (max. 30%)</div>
<div> Neliah Nymph</div>	Obtention: Spring Event	<div> Natural Flow Cooldown: 8.0s Target: Select one Range: 12 Fields Area: Around enemies in 2 fields Mana: 180 mp — Magic attack power increases by 250 (2.5 * 100) — Water energies increases by 250 (2.5 * 100)</div> <div>— There is a 30% chance of causing </div> <div> Nature Attack (S) Debuff (Level 4) Duration: 6.0 seconds — Never inflicts critical hits — Enemy's attack power increases by 15%</div> <div> Root Cooldown: 15.0s</div>	<div>Nymph's Blessing General Buff (Level 10) Duration: 300 seconds  [NEW] — Damage received is decreased by 1/1/2/2/3/4/5% [NEW] — Every 20 seconds: Recovers 1485 (PlayerLevel*15 HP)</div> <div> Natural Flow Cooldown: 8.0s Target: Select one Range: 12 Fields Area: Around enemies in 2 fields Mana: 180 mp — Magic attack power increases by 250 (2.5 * 100) — Water energies increases by 250 (2.5 * 100)</div> <div>— There is a 30% chance of causing  Nature Attack (S)</div>

		<p>Target: Select one Range: 15 Fields Area: Around enemies in 5 fields Mana: 80 mp</p> <p>— There is a 100% chance of causing  Root Prison (S)</p> <hr/> <p> Root Prison (S) Debuff (Level 4) 5.0s — Movement impossible — All elemental resistances decreases by 10</p> <hr/> <p> Nature's Forces Cooldown: 45.0s Target: Itself Range: None Area: None Mana: 260 mp</p> <p>— There is a 100% chance of causing  Nature Attack (S)</p> <hr/> <p> Nature Attack (S) Debuff (Level 4) Duration: 15.0 seconds — Attack power increases by 15% — All elemental energies increases by 15% — Increases damage from critical hits by 10% Side effect: after 5.0 seconds — Movement speed is increased by 3 — A shadowy figure appears</p>	<p> Nature Attack (S) Debuff (Level 4) Duration: 6.0 seconds — Never inflicts critical hits — Enemy's attack power increases by 15%</p> <hr/> <p> Root Cooldown: 15.0s Target: Select one Range: 15 Fields Area: Around enemies in 5 fields Mana: 80 mp — There is a 100% chance of causing  Root Prison (S)</p> <hr/> <p> Root Prison (S) Debuff (Level 4) 5.0s — Movement impossible — All elemental resistances decreases by 10</p> <hr/> <p> Nature's Forces Cooldown: 45.0s Target: Itself Range: None Area: None Mana: 260 mp — There is a 100% chance of causing  Nature Attack (S)</p> <hr/> <p> Nature Attack (S) Buff (Level 4) Duration: 15.0 seconds — Attack power increases by 15% — All elemental energies increases by 15% — Damage caused from critical hits is increased by 10% Side effect: after 5.0 seconds — Movement speed is increased by 3 — A shadowy figure appears</p>
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Mad March Hare



Crazy Egg Bomb

Cooldown: 8s  
Attack Range: 12 cell  
Target: Around Enemy in 4 cell  
Mana: 200 mp

- Ranged attack power is increased by 14850 (Player Level \* 150)
- Shadow energies are increased by 11880 (Player Level \* 120)
- Has a 5% chance of causing [Clouded Mind (S)]



Clouded Mind (S)

Magic Debuff  
(Level 3)  
Duration: 5 seconds

- All elemental resistances are decreased by 10
- The attack fails if you miss the target. (Excluding magic attacks.)
- Magic attacks are not allowed.



Rotten Egg Bomb

Cooldown: 14s  
Attack Range: 12 cell  
Target: Around Enemy in 4 cell  
Mana: 200 mp

- Ranged attack power is increased by 5940 (Player Level \* 60)
- Shadow energies are increased by 5940 (Player Level \* 60)
- Has a 80% chance of causing [Nausea (S)]



Nausea (S)

Magic Debuff  
(Level 2)  
Duration: 24 seconds

- Every 2 seconds: Decreases 396 (Player Level \* 4) HP
- Movement speed is decreased by 2



Steely Resolve

Mad March Hare  
Blessing  
General Buff  
(Level 10)  
Duration: 300 seconds

- [NEW] — Damage received is decreased by 1/1/2/2/3/4/5%
- [NEW] — Chance of receiving a critical hit is decreased by 1/1/1/2/2/3/3%



Crazy Egg Bomb

Cooldown: 8s  
Attack Range: 12 cell  
Target: Around Enemy in 4 cell  
Mana: 200 mp

- Ranged attack power is increased by 14850 (Skill Level \* 150)
- Shadow energies are increased by 11880 (Skill Level \* 120)
- Has a 5% chance of causing [Clouded Mind (S)]



Clouded Mind (S)

Magic Debuff  
(Level 3)  
Duration: 5 seconds







- All elemental resistances are decreased by 10
- The attack fails if you miss the target. (Excluding magic attacks.)
- Magic attacks are not allowed.






Rotten Egg Bomb

Cooldown: 14s  
Attack Range: 12 cell  
Target: Around Enemy in 4 cell  
Mana: 200 mp





- Ranged attack power is increased by 5940 (Skill Level \* 60)
- Shadow energies are increased by 5940 (Skill Level \* 60)
- Has a 80% chance of causing [Nausea (S)]

		<p>Cooldown: 60s Attack Range: 0 cell Target: EastMate Mana: 250 mp</p> <p>— Has a 100% chance of causing [ Steely Resolve (S)]</p> <hr/> <p> Steely Resolve (S)</p> <p>Magic Buff (Level 3) Duration: 30 seconds</p> <p>— Magic attack power is increased by 297 (Player Level * 3) — MP consumption for using skills is reduced by 60% (max. 80%) — All elemental energies are increased by 396 (Player Level * 4)</p> <p>Side Effect: after 0.1 seconds — Movement speed is increased by 2</p>	<p> Nausea (S)</p> <p>Magic Debuff (Level 2) Duration: 24 seconds</p> <p>— Every 2 seconds: Decreases 396 (Player Level * 4) HP — Movement speed is decreased by 2</p> <hr/> <p> Steely Resolve Cooldown: 60s Attack Range: 0 cell Target: EastMate Mana: 250 mp</p> <p>— Has a 100% chance of causing [ Steely Resolve (S)]</p> <hr/> <p> Steely Resolve (S)</p> <p>Magic Buff (Level 3) Duration: 20 seconds — Magic attack power is increased by 297 (Player Level * 3) — MP consumption for using skills is reduced by 60% (max. 80%) — All elemental energies are increased by 396 (Player Level * 4)</p> <p>Side Effect: after 0.1 seconds — Movement speed is increased by 2</p>
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Magic








Name	Description	Original	New
 Hongbi	Obtention: Halloween Event	<p> Dance of the Imps Cooldown: 6.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 80 mp — Melee attack power increases by 300 (2.5 * 120) — Shadow energies increases by 300 (2.5 * 120) — There is a 15% chance of causing  Horned</p>	<p>Imp Blessing (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Damage caused is increased by 1/1/2/2/3/4/5%</p> <p>[NEW] — Protection against level 1/1/2/2/3/3/4 or lower debuffs is increased by 1/2/3/4/5/7/10%</p>

		<div>Club (S)</div> <div> Horned Club (S) Debuff (Level 4) Duration: 12.0 seconds — Every 2 seconds: Decreases 500 HP — Movement speed is decreased by 1  Minor Bleeding occurs in releasing at the probability of 70%</div> <div> Minor Bleeding Debuff (Level 1) Duration: 10.0 seconds — Every 2 seconds: Decreases 99 (Player level * 1) HP</div> <div> Imp Clone Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 150 mp  — There is a 100% chance of causing [  Imp Clone (S) ]</div> <div> Imp Clone (S) ] (Buff Level 4) 2.0s — Movement speed is increased by 2</div> <div> Imp Hat Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 200 mp  — There is a 100% chance of causing  Imp Hat (S)</div> <div> Imp Hat (S) Buff (Level 1) Duration: 15.0 seconds</div>	<div> Dance of the Imps Cooldown: 6.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 80 mp — Magic attack power increases by 300 (2.5 * 120) — Shadow energies increases by 300 (2.5 * 120)  — There is a 15% chance of causing  Horned Club (S)</div> <div> Horned Club (S) Debuff (Level 4) Duration: 12.0 seconds — Every 2 seconds: Decreases 500 HP — Movement speed is decreased by 1  Minor Bleeding occurs in releasing at the probability of 70%</div> <div> Minor Bleeding Debuff (Level 1) Duration: 10.0 seconds — Every 2 seconds: Decreases 99 (Player level * 1) HP</div> <div> Imp Clone Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 150 mp — There is a 100% chance of causing [  Imp Clone (S) ]</div> <div>[  Imp Clone (S) ] (Buff Level 4) 2.0s — Movement speed is increased by 2</div> <div> Imp Hat Cooldown: 30.0s Target: Itself</div>
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		<ul style="list-style-type: none"> <li>— Sneak in</li> <li>— Increases damage with a probability of 60% by 10%</li> </ul>	Range: None Area: None Mana: 200 mp — There is a 100% chance of causing  Imp Hat (S) <hr/>  Imp Hat (S) Buff (Level 1) Duration: 15.0 seconds — Sneak in — There's a 60% chance of increasing damage caused by 10%
 Cheongbi	Obtention: Halloween Event	 Dance of the Imps Cooldown: 6.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 80 mp — Melee attack power increases by 300 (2.5 * 120) — Shadow energies increases by 300 (2.5 * 120) — There is a 15% chance of causing  Horned Club (S) <hr/>  Horned Club (S) Debuff (Level 4) Duration: 12.0 seconds — Every 2 seconds: Decreases 500 HP — Movement speed is decreased by 1  Minor Bleeding occurs in releasing at the probability of 70% <hr/>  Minor Bleeding Debuff (Level 1) Duration: 10.0 seconds — Every 2 seconds: Decreases 99 (Player level * 1) HP <hr/>  Imp Clone Cooldown: 30.0s Target: Itself	Imp Blessing (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds  [NEW] — Damage caused is increased by 1/1/2/2/3/4/5% [NEW] — Protection against level 1/1/2/2/3/3/4 or lower debuffs is increased by 1/2/3/4/5/7/10% <hr/>  Dance of the Imps Cooldown: 6.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 80 mp — Melee attack power increases by 300 (2.5 * 120) — Shadow energies increases by 300 (2.5 * 120) — There is a 15% chance of causing  Horned Club (S) <hr/>  Horned Club (S) Debuff (Level 4) Duration: 12.0 seconds — Every 2 seconds: Decreases 500 HP — Movement speed is decreased by 1  Minor Bleeding occurs in releasing at the probability of 70%

		<p>Range: None Area: None Mana: 150 mp</p> <p>— There is a 100% chance of causing [  Imp Clone (S) ]</p> <hr/> <p>[  Imp Clone (S) ] (Buff Level 4) 2.0s — Movement speed is increased by 2</p> <hr/> <p> Imp Hat Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 200 mp</p> <p>— There is a 100% chance of causing  Imp Hat (S)</p> <hr/> <p> Imp Hat (S) Buff (Level 1) Duration: 15.0 seconds — Sneak in — Increases damage with a probability of 60% by 10%</p>	<p> Minor Bleeding Debuff (Level 1) Duration: 10.0 seconds — Every 2 seconds: Decreases 99 (Player level * 1) HP</p> <hr/> <p> Imp Clone Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 150 mp — There is a 100% chance of causing [  Imp Clone (S) ]</p> <hr/> <p>[  Imp Clone (S) ] (Buff Level 4) 2.0s — Movement speed is increased by 2</p> <hr/> <p> Imp Hat Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 200 mp — There is a 100% chance of causing  Imp Hat (S)</p> <hr/> <p> Imp Hat (S) Buff (Level 1) Duration: 15.0 seconds — Sneak in — There's a 60% chance of increasing damage caused by 10%</p>
 Jinn	Obtention: Winter Event	<p> Frost Tips Cooldown: 9.0s Target: Select one Range: 11 Fields Area: Around enemies in 3 fields Mana: 110 mp — Magic attack power increases by 250 (2.5 *</p>	<p>[NEW] Djin's Blessing (F/E/D/C/B/A/S) General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — Damage caused is increased by 1/1/2/2/3/4/5%</p> <p>[NEW] — Movement speed is increased by 1</p>

		<p>100)</p> <p>— Water energies increases by 250 (2.5 * 100)</p> <p>— There is a 15% chance of causing  Absolute Zero (S)</p> <hr/> <p> Absolute Zero (S)</p> <p>Debuff</p> <p>(Level 2)</p> <p>Duration: 5.0 seconds</p> <p>— Movement impossible</p> <p>— Every 2 seconds: Decreases 1000 MP</p> <hr/> <p> Bubble Blast</p> <p>Cooldown: 20.0s</p> <p>Target: Select one</p> <p>Range: 11 Fields</p> <p>Area: Around enemies in 4 fields</p> <p>Mana: 200 mp</p> <p>— Magic attack power increases by 450 (2.5 * 180)</p> <p>— Water energies increases by 450 (2.5 * 180)</p> <p>— There is a 25% chance of causing  Bubble Blast (S)</p> <p>— There is a 80% chance of pushing the enemy away 2 fields</p> <hr/> <p> Bubble Blast (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 8.0 seconds</p> <p>— Every 2 seconds: Decreases 1000 HP</p> <p>— Damage from critical hits is increased by 50%</p> <hr/> <p> Flash Freeze</p> <p>Cooldown: 60.0s</p> <p>Target: Select one</p> <p>Range: 12 Fields</p> <p>Area: Around enemies in 3 fields</p> <p>Mana: 300 mp</p> <p>— Draws enemies to 3 fields away from you</p> <p>— There is a 90% chance of causing  Flash Freeze (S)</p>	<hr/> <p> Frost Tips</p> <p>Cooldown: 9.0s</p> <p>Target: Select one</p> <p>Range: 11 Fields</p> <p>Area: Around enemies in 3 fields</p> <p>Mana: 110 mp</p> <p>— Magic attack power increases by 250 (2.5 * 100)</p> <p>— Water energies increases by 250 (2.5 * 100)</p> <p>— There is a 15% chance of causing  Absolute Zero (S)</p> <hr/> <p> Absolute Zero (S)</p> <p>Debuff</p> <p>(Level 2)</p> <p>Duration: 5.0 seconds</p> <p>— Movement impossible</p> <p>— Every 2 seconds: Decreases 1000 MP</p> <hr/> <p> Bubble Blast</p> <p>Cooldown: 20.0s</p> <p>Target: Select one</p> <p>Range: 11 Fields</p> <p>Area: Around enemies in 4 fields</p> <p>Mana: 200 mp</p> <p>— Magic attack power increases by 450 (2.5 * 180)</p> <p>— Water energies increases by 450 (2.5 * 180)</p> <p>— There is a 25% chance of causing  Bubble Blast (S)</p> <p>— There is a 80% chance of pushing the enemy away 2 fields</p> <hr/> <p> Bubble Blast (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 8.0 seconds</p> <p>— Every 2 seconds: Decreases 1000 HP</p> <p>— Damage from critical hits is increased by 50%</p>
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		 Flash Freeze (S) Debuff (Level 4) Duration: 5.0 seconds — No attack possible — No dodge possible	 Flash Freeze Cooldown: 60.0s Target: Select one Range: 12 Fields Area: Around enemies in 3 fields Mana: 300 mp — Draws enemies to 3 fields away from you  — There is a 90% chance of causing  Flash Freeze (S) <hr/>  Flash Freeze (S) Debuff (Level 4) Duration: 5.0 seconds — No attack possible — No dodge possible
 Ice Princess Eliza	Obtention: Winter Event	 Eliza's Companion General Buff (Level 3) Duration: 300 seconds  [REMOVED] — There is a 10% chance that damage from all attacks is reduced by 15% — All elemental resistances are increased by 10 <hr/>  Frost Bound  Cooldown: 15.0s Target: Select one Range: 11 Fields Area: None Mana: 110 mp — Magic attack power increases by 275 (2.5 * 110) — Water energies increases by 275 (2.5 * 110)  — There is a 20% chance of causing  Frost Fog (S) <hr/>  Frost Fog (S) Debuff (Level 3) Duration: 5.0 seconds	 Eliza's Companion General Buff (Level 3) Duration: 300 seconds  [NEW] — Damage received is decreased by 1/1/2/2/3/4/5% — All elemental resistances are increased by 10 <hr/>  Frost Bound  Cooldown: 15.0s Target: Select one Range: 11 Fields Area: None Mana: 110 mp — Magic attack power increases by 275 (2.5 * 110) — Water energies increases by 275 (2.5 * 110)  — There is a 20% chance of causing  Frost Fog (S) <hr/>  Frost Fog (S) Debuff

		<div><div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div><div>— Never inflicts critical hits</div><div>— Enemy's attack power increases by 15%</div></div></div></div> <div><div><div></div><div>Sleet</div></div><div>Cooldown: 40.0s</div><div>Target: Select one</div><div>Range: 11 Fields</div><div>Area: Around enemies in 5 fields</div><div>Mana: 200 mp</div><div>Magic attack power increases by 200 (2.5 * 80)</div><div>Water energies increases by 200 (2.5 * 80)</div></div> <div><div>There is a 50% chance of causing  Frostbite (S)</div></div> <div><div><div></div><div>Frostbite (S)</div></div><div>Debuff</div><div>(Level 4)</div><div>Duration: 8.0 seconds</div><div><div>— No dodge possible</div><div>— All elemental resistances decreases by 15</div></div></div> <div><div><div></div><div>Ice Sheen</div></div><div>Cooldown: 50.0s</div><div>Target: Itself</div><div>Range: None</div><div>Area: None</div><div>Mana: 220 mp</div></div> <div><div>— There is a 100% chance of causing  Ice Sheen (S)</div></div> <div><div><div></div><div>Ice Sheen (S)</div></div><div>Buff</div><div>(Level 3)</div><div>Duration: 15.0 seconds</div><div><div>[REMOVED] — Decreases cooldown of skills by 30% (max. 90%)</div><div>— Protection against 4 level or lower debuffs increases by 60%</div></div></div>
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Sleet

Cooldown: 40.0s

Target: Select one

Range: 11 Fields

Area: Around enemies in 5 fields

Mana: 200 mp

Magic attack power increases by 200 (2.5 \* 80)

Water energies increases by 200 (2.5 \* 80)

There is a 50% chance of causing  Frostbite (S)



Frostbite (S)

Debuff

(Level 4)

Duration: 8.0 seconds

— No dodge possible

— All elemental resistances decreases by 15



Ice Sheen

Cooldown: 50.0s

Target: Itself

Range: None

Area: None

Mana: 220 mp

— There is a 100% chance of causing  Ice Sheen (S)



Ice Sheen (S)

Buff


(Level 3)

Duration: 15.0 seconds

[NEW] — Cooldown of skills is decreased by 30% (max. 30%)

— Protection against 4 level or lower debuffs increases by 60%















	Magic	<p>General Buff (Level 3) Duration: 300 seconds</p> <p>[REMOVED] — Shadow resistances increases by 10 — Magic damage increases by 10%</p> <hr/> <p> Lightning Storm Cooldown: 10.0s Target: Select one Range: 10 Fields Area: Around enemies in 5 fields Mana: 100 mp — Melee attack power increases by 212 (2.5 * 85) — Shadow energies increases by 212 (2.5 * 85) — There is a 10% chance of causing  Slight Paralysis</p> <hr/> <p> Slight Paralysis Debuff (Level 1) Duration: 2.0 seconds — Movement speed is decreased by 5</p> <hr/> <p> Marked Cooldown: 20.0s Target: Select one Range: 4 Fields Area: Around enemies in 6 fields Mana: 120 mp — Melee attack power increases by 300 (2.5 * 120) — Shadow energies increases by 300 (2.5 * 120) — There is a 15% chance of causing  Marked (S)</p> <hr/> <p> Marked (S) Debuff (Level 3) Duration: 7.0 seconds — No attack possible — Enemy's attack power increases by 10%</p> <hr/> <p> Power of Darkness Cooldown: 55.0s Target: Itself</p>	<p>General Buff (Level 3) Duration: 300 seconds</p> <p>— Damage caused from magic attacks is increased by 1/1/2/2/3/4/5% [NEW] — Cooldown of skills is decreased by 1/2/3/4/5/6/8% (max. 20%)</p> <hr/> <p> Lightning Storm Cooldown: 10.0s Target: Select one Range: 10 Fields Area: Around enemies in 5 fields Mana: 100 mp — Melee attack power increases by 212 (2.5 * 85) — Shadow energies increases by 212 (2.5 * 85) — There is a 10% chance of causing  Slight Paralysis</p> <hr/> <p> Slight Paralysis Debuff (Level 1) Duration: 2.0 seconds — Movement speed is decreased by 5</p> <hr/> <p> Marked Cooldown: 20.0s Target: Select one Range: 4 Fields Area: Around enemies in 6 fields Mana: 120 mp — Melee attack power increases by 300 (2.5 * 120) — Shadow energies increases by 300 (2.5 * 120) — There is a 15% chance of causing  Marked (S)</p> <hr/> <p> Marked (S) Debuff (Level 3) Duration: 7.0 seconds — No attack possible — Enemy's attack power increases by 10%</p> <hr/>
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		<p>Range: None Area: None Mana: 150 mp</p> <p>— There is a 100% chance of causing [  Power of Darkness (S) ]</p> <hr/> <p>[  Power of Darkness (S) ] (Buff Level 4) 40.0s</p> <p>— Magic attack power increases by 300</p> <p>— Shadow energies increases by 600</p> <p>— Every 4 seconds: Recovers 1500 HP</p>	<p> Power of Darkness</p> <p>Cooldown: 55.0s</p> <p>Target: Itself</p> <p>Range: None</p> <p>Area: None</p> <p>Mana: 150 mp</p> <p>— There is a 100% chance of causing [  Power of Darkness (S) ]</p> <hr/> <p>[  Power of Darkness (S) ] (Buff Level 4) 40.0s</p> <p>— Magic attack power increases by 300</p> <p>— Shadow energies increases by 600</p> <p>— Every 4 seconds: Recovers 1500 HP</p>
 Harlequin	<p>Obtention: Halloween Event or PC Box</p> <p>Magic</p>	<p> Jester Mastery</p> <p>General Buff</p> <p>(Level 3)</p> <p>Duration: 300 seconds</p> <p><b>[REMOVED]</b> — Increases fame received by 5%</p> <p>— Increases gold earned by 20%</p> <hr/> <p> Dark Circus</p> <p>Cooldown: 11.0s</p> <p>Target: Itself</p> <p>Range: 5 Fields</p> <p>Area: Around enemies</p> <p>Mana: 100 mp</p> <p>— Magic attack power increases by 250 (2.5 * 100)</p> <p>— Fire energies increases by 250 (2.5 * 100)</p> <p>— There is a 15% chance of causing [  Russian Roulette (S) ]</p> <p>— There is a 30% chance of causing [  Fatal Bleeding ]</p> <hr/> <p> Russian Roulette (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 4.0 seconds</p> <p>— HP is decreased by 100% of damage given</p> <p>— The chance of receiving a critical hit is increased by 20%</p>	<p> Jester Mastery</p> <p>General Buff</p> <p>(Level 3)</p> <p>Duration: 300 seconds</p> <p><b>[NEW]</b> — Damage caused is increased by 1/1/2/2/3/4/5%</p> <p>— Increases gold earned by 20%</p> <hr/> <p> Dark Circus</p> <p>Cooldown: 11.0s</p> <p>Target: Itself</p> <p>Range: 5 Fields</p> <p>Area: Around enemies</p> <p>Mana: 100 mp</p> <p>— Magic attack power increases by 250 (2.5 * 100)</p> <p>— Fire energies increases by 250 (2.5 * 100)</p> <p>— There is a 15% chance of causing [  Russian Roulette (S) ]</p> <p>— There is a 30% chance of causing [  Fatal Bleeding ]</p> <hr/> <p> Russian Roulette (S)</p> <p>Debuff</p> <p>(Level 4)</p> <p>Duration: 4.0 seconds</p> <p>— HP is decreased by 100% of damage</p>

		<div> Fatal Bleeding Debuff (Level 4) Duration: 8.0 seconds — Never inflicts critical hits — Every 2 seconds: Decreases 495 (Player level * 5) HP</div> <div> Magic Tricks Cooldown: 22.0s Target: Select one Range: 15 Fields Area: Around enemies in 2 fields Mana: 150 mp — Magic attack power increases by 300 (2.5 * 120) — Fire energies increases by 300 (2.5 * 120)  — There is a 20% chance of causing  Harlequin's Spell (S)</div> <div> Harlequin's Spell (S) Debuff (Level 4) Duration: 20.0 seconds — There is a 40% chance that every attack hits — Probability of causing a critical hit is reduced by 10%</div> <div> Mystifying Cooldown: 43.0s Target: Select one Range: 15 Fields Area: Around enemies in 3 fields Mana: 200 mp  — There is a 100% chance of causing  Mystifying (S)</div> <div> Mystifying (S) Debuff (Level 4) Duration: 20.0 seconds — Cannot attack for 3 sec. — There is a 30% chance that damage from</div>	<div>given — The chance of receiving a critical hit is increased by 20%</div> <div> Fatal Bleeding Debuff (Level 4) Duration: 8.0 seconds — Never inflicts critical hits — Every 2 seconds: Decreases 495 (Player level * 5) HP</div> <div> Magic Tricks Cooldown: 22.0s Target: Select one Range: 15 Fields Area: Around enemies in 2 fields Mana: 150 mp — Magic attack power increases by 300 (2.5 * 120) — Fire energies increases by 300 (2.5 * 120)  — There is a 20% chance of causing  Harlequin's Spell (S)</div> <div> Harlequin's Spell (S) Debuff (Level 4) Duration: 20.0 seconds — There is a 40% chance that every attack hits — Chance of inflicting critical hits is decreased by 10%</div> <div> Mystifying Cooldown: 43.0s Target: Select one Range: 15 Fields Area: Around enemies in 3 fields Mana: 200 mp — There is a 100% chance of causing  Mystifying (S)</div> <div> Mystifying (S)</div>
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		<p>magic attacks is increased by 30%</p> <p>— Movement speed is decreased by 30%</p>	<p>Debuff (Level 4) Duration: 20.0 seconds</p> <p>— Cannot attack for 3 sec.</p> <p>— There is a 30% chance that damage from magic attacks is increased by 30%</p> <p>— Movement speed is decreased by 30%</p>
 Magic Student Yuna		<p> Magic Student Yuna's Companion (S) General Buff (Level 10) Duration: 300 seconds</p> <p>[REMOVED] — [PvE] Damage is increased by 1/2/3/4/5/6/7%</p> <p>— All enemy's elemental resistances are increased by 1/2/3/4/5/6/7%</p> <hr/> <p> Magic Light Circle Cooldown: 8s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 160 mp</p> <p>— Magic attack power is increased by 25740 (Player Level * 260)</p> <p>— Light energies are increased by 25740 (Player Level * 260)</p> <p>— Has a 25% chance of causing  Retina Damage (S)]</p> <hr/> <p> Retina Damage (S)</p> <p>General Debuff (Level 5) Duration: 5 seconds</p> <p>— All elemental resistances are decreased by 15</p> <p>— No dodge possible</p> <p>— Chance of receiving critical hits is increased by 10%</p> <hr/> <p> Cat Paws Cooldown: 14s Attack Range: 12 cell Target: Around Enemy in 4 cell Mana: 200 mp</p>	<p> Magic Student Yuna's Companion (S) General Buff (Level 10) Duration: 300 seconds</p> <p>[NEW] — Damage caused is increased by 1/1/2/2/3/4/5%</p> <p>— All enemy's elemental resistances are decreased by 1/2/3/4/5/6/7% of the user's total</p> <hr/> <p> Magic Light Circle Cooldown: 8s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 160 mp</p> <p>— Magic attack power is increased by 650 (Skill Level * 260)</p> <p>— Light energies are increased by 650 (Skill Level * 260)</p> <p>— Has a 25% chance of causing  Retina Damage (S)]</p> <hr/> <p> Retina Damage (S)</p> <p>General Debuff (Level 4) Duration: 5 seconds</p> <p>— All elemental resistances are decreased by 15</p> <p>— No dodge possible</p> <p>— Chance of receiving critical hits is increased by 10%</p> <hr/> <p> Cat Paws Cooldown: 14s Attack Range: 12 cell</p>



		<p>Magic attack power is increased by 29700 (Player Level * 300) Light energies are increased by 29700 (Player Level * 300) Has a 40% chance of causing [ Claw Wound (S)]</p> <hr/> <p> Claw Wound (S) — General Debuff (Level 4) Duration: 11 seconds — Every 2 seconds: Decreases 1089 (Player Level * 11) HP — Enemy's attack power is increased by 20% — Has a 20% chance of causing [ Shivering Frost]</p> <hr/> <p> Loving Heart Cooldown: 50s Attack Range: 0 cell Target: EastMate Mana: 300 mp — Has a 100% chance of causing [ Heart Pound (S)]</p> <hr/> <p> Heart Pound (S) General Buff (Level 4) Duration: 20 seconds — Every 4 seconds: Recovers 5% HP — Every 4 seconds: Recovers 3% MP Side Effect: after 0.1 seconds — Attack power is increased by 15% — All elemental energies are increased by 15%</p>	<p>Target: Around Enemy in 4 cell Mana: 200 mp Magic attack power is increased by 750 (Skill Level * 300) Light energies are increased by 750 (Skill Level * 300) Has a 40% chance of causing [ Claw Wound (S)]</p> <hr/> <p> Claw Wound (S) — General Debuff (Level 4) Duration: 11 seconds — Every 2 seconds: Decreases 1089 (Player Level * 11) HP — Enemy's attack power is increased by 20% — Has a 20% chance of causing [ Shivering Frost]</p> <hr/> <p> Loving Heart Cooldown: 60s Attack Range: 0 cell Target: EastMate Mana: 300 mp — Has a 100% chance of causing [ Heart Pound (S)]</p> <hr/> <p> Heart Pound (S) General Buff (Level 4) Duration: 20 seconds — Every 4 seconds: Recovers 5% HP — Every 4 seconds: Recovers 3% MP Side Effect: after 0.1 seconds — Attack power is increased by 15% — All elemental energies are increased by 15%</p>
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# TIER III: BATTLE MEDAL CRAFTS

Melee

Name	Description	Original	New
 One-Winged Perti		<div>  One-Winged Perti's Aura (S)           </div> <div>             General Buff              (Level 10)              Duration: 300 seconds           </div> <div> <p>[REMOVED] — Increases champion experience received by 20%.</p> <p>[REMOVED] — There's a 30% chance that damage from all attacks is reduced by 5%.</p> </div> <hr/> <div>  Flame Attack           </div> <div>             Cooldown: 10s              Attack Range: 2 cell              Target: Select One              Mana: 100 mp           </div> <div> <p>— Melee attack power is increased by 14850 (Player Level * 150)</p> <p>— Fire energies are increased by 14850 (Player Level * 150)</p> <p>Has a 5% chance of causing [  Cursed Flame (S)]</p> </div> <hr/> <div>  Cursed Flame (S)           </div> <div>             General Debuff              (Level 3)              Duration: 20 seconds           </div> <div> <p>— Every 2 seconds: Decreases 891 (Player Level * 9) HP</p> <p>— Decreases 100 MP</p> <p>— Fire resistance is decreased by 15% of the user's total</p> </div> <hr/> <div>  Fiery Breath           </div> <div>             Cooldown: 20s              Attack Range: 2 cell              Target: Select One              Mana: 120 mp           </div>	<div>  One-Winged Perti's Aura (S)           </div> <div>             General Buff              (Level 10)              Duration: 300 seconds           </div> <div> <p>[NEW] — Damage received is decreased by 1/1/2/2/3/4/6%</p> <p>[NEW] — Damage caused is increased by 1/1/2/2/3/4/6%</p> </div> <hr/> <div>  Flame Attack           </div> <div>             Cooldown: 10s              Attack Range: 2 cell              Target: Select One              Mana: 100 mp           </div> <div> <p>— Melee attack power is increased by 14850 (Skill Level * 150)</p> <p>— Fire energies are increased by 14850 (Skill Level * 150)</p> <p>Has a 5% chance of causing [  Cursed Flame (S)]</p> </div> <hr/> <div>  Cursed Flame (S)           </div> <div>             General Debuff              (Level 3)              Duration: 20 seconds           </div> <div> <p>— Every 2 seconds: Decreases 891 (Player Level * 9) HP</p> <p>— Decreases 100 MP</p> <p>— Fire resistance is decreased by 15% of the user's total</p> </div> <hr/> <div>  Fiery Breath           </div> <div>             Cooldown: 20s              Attack Range: 2 cell              Target: Select One              Mana: 120 mp           </div>

	<p>— Melee attack power is increased by 9900 (Player Level * 100)          — Fire energies are increased by 19800 (Player Level * 200)          — Has a 5% chance of causing [🔥] Blazing Armour (S)]</p> <hr/> <p> Blazing Armour (S)</p> <p>General Debuff          (Level 2)          Duration: 10 seconds</p> <p>— Every 2 seconds: Decreases 792 (Player Level * 8) HP          — With a 100% probability fire attack damage is increased by 15%          — Movement speed is decreased by 1</p> <p>Once the effect's duration is over,  Melting Armour (S) is received with a chance of 100%</p> <p> Melting Armour (S)</p> <p>General Debuff          (Level 4)          Duration: 15 seconds          Defence is decreased by 15%          Movement speed is decreased by 2          There's a 5% chance that damage from all attacks is increased by 50%</p> <hr/> <p> Flaming Armour</p> <p>Cooldown: 65s          Attack Range: 0 cell          Target: EastMate          Mana: 150 mp</p> <p>— Has a 100% chance of causing [🔥] Flaming Armour (S)]</p> <hr/> <p> Flaming Armour (S)</p> <p>Magic Buff          (Level 3)          Duration: 30 seconds</p> <p>[REMOVED] — With a 100% probability fire attack damage is reduced by 15%.</p>	<p>— Melee attack power is increased by 9900 (Skill Level * 100)          — Fire energies are increased by 19800 (Skill Level * 200)          — Has a 5% chance of causing [🔥] Blazing Armour (S)]</p> <hr/> <p> Blazing Armour (S)</p> <p>General Debuff          (Level 2)          Duration: 10 seconds</p> <p>— Every 2 seconds: Decreases 792 (Player Level * 8) HP          — With a 100% probability fire attack damage is increased by 15%          — Movement speed is decreased by 1</p> <p>Once the effect's duration is over,  Melting Armour (S) is received with a chance of 100%</p> <p> Melting Armour (S)</p> <p>General Debuff          (Level 4)          Duration: 15 seconds          Defence is decreased by 15%          Movement speed is decreased by 2          There's a 5% chance that damage from all attacks is increased by 50%</p> <hr/> <p> Flaming Armour</p> <p>Cooldown: 65s          Attack Range: 0 cell          Target: EastMate          Mana: 150 mp</p> <p>— Has a 100% chance of causing [🔥] Flaming Armour (S)]</p> <hr/> <p> Flaming Armour (S)</p> <p>Magic Buff          (Level 3)          Duration: 30 seconds</p> <p>[NEW] — There's a 1/2/3/4/6/8/10% chance</p>
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		<p>— The attacker has a 10% chance of receiving  Fatal Burn]</p>	<p>of reflecting 1/2/3/4/6/8/10% of the damage received (max. 7500)          — When you're defending, there's a 1/2/3/4/6/8/10% chance of causing  Fatal Burn]</p>
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Ranged

Name	Description	Original	New
 Cowgirl Chloe		<div>  Big Bang            Cooldown: 5s            Attack Range: 11 cell            Target: Select One            Mana: 110 mp         </div> <div>           — Ranged attack power is increased by 7920 (Player Level * 80)            — Water energies are increased by 7920 (Player Level * 80)            — Has a 5% chance of causing  Targeting (S)]            — There's a 60% chance of pushing your opponent back 2 field(s)         </div> <div>  Targeting (S)            General Debuff            (Level 4)            Duration: 10 seconds            [REMOVED] — Damage caused from critical hits is increased by 50%            — Chance of receiving critical hits is increased by 20%            — Enemy's ranged attack power is increased by 20%         </div> <div>  A shot into the heavens.            Cooldown: 50s            Attack Range: 15 cell            Target: Select One            Mana: 200 mp            — Ranged attack power is increased by 24750 (Player Level * 250)            — Water energies are increased by 24750 (Player         </div>	<div>           Cowgirl Chloe's companionship            General Buff            (Level 10)            Duration: 300 seconds            [NEW] — Damage received is decreased by 1/1/2/2/3/4/6%            [NEW] — Damage caused is increased by 1/1/2/2/3/4/6%         </div> <div>  Big Bang            Cooldown: 5s            Attack Range: 11 cell            Target: Select One            Mana: 110 mp            — Ranged attack power is increased by 7920 (Skill Level * 80)            — Water energies are increased by 7920 (Skill Level * 80)            — Has a 5% chance of causing  Targeting (S)]            — There's a 60% chance of pushing your opponent back 2 field(s)         </div> <div>  Targeting (S)            General Debuff            (Level 4)            Duration: 10 seconds            [NEW] — Damage received from critical hits is increased by 50%            — Chance of receiving critical hits is increased by 20%            — Enemy's ranged attack power is         </div>




		<div>Level * 250)</div> <div>— Has a 10% chance of causing [Snare (S)]</div> <div><div>Snare (S)</div><div>General Debuff (Level 3) Duration: 10 seconds</div><div>— Movement impossible — No dodge possible — Ranged attacks are not allowed.</div></div> <div><div>Supporting Fire</div><div>Cooldown: 25s Attack Range: 11 cell Target: Select One Mana: 150 mp</div><div>— Ranged attack power is increased by 10890 (Player Level * 110) — Water energies are increased by 10890 (Player Level * 110) — Has a 100% chance of causing [Supporting Fire (S)]</div></div> <div><div>Supporting Fire (S)</div><div>General Buff (Level 2) Duration: 18 seconds</div><div>— There's a 100% chance of increasing damage caused by 20% — There's a 40% chance to ignore 35% of the target's defence. — Movement speed is increased by 2</div></div>	<div>increased by 20%</div> <div><div>A shot into the heavens.</div><div>Cooldown: 50s Attack Range: 15 cell Target: Select One Mana: 200 mp</div><div>— Ranged attack power is increased by 24750 (Skill Level * 250) — Water energies are increased by 24750 (Skill Level * 250) — Has a 10% chance of causing [Snare (S)]</div></div> <div><div>Snare (S)</div><div>General Debuff (Level 3) Duration: 10 seconds</div><div>[REMOVED] — Ranged attacks are not allowed. — Movement impossible — No dodge possible</div></div> <div><div>Supporting Fire</div><div>Cooldown: 60s Attack Range: 0 cell Target: EastMate Mana: 150 mp</div><div>[REMOVED] — Ranged attack power is increased by 10890 (Player Level * 110) [REMOVED] — Water energies are increased by 10890 (Player Level * 110) — Has a 100% chance of causing [Supporting Fire (S)]</div></div> <div><div>Supporting Fire (S)</div><div>General Buff (Level 2) Duration: 18 seconds</div><div>— There's a 100% chance of increasing damage caused by 20%</div></div>
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			— There's a 40% chance to ignore 35% of the target's defence. — Movement speed is increased by 2
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## External buffs

### SCROLL OF THE HIGH PRIEST


Name	Description	Original	New
 High Priest's Blessing		<b>[REMOVED]</b> — Enemy's attack power is decreased by 10% — Attack power is increased by 10%	<b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 25% — Attack power is increased by 10%

### RUNES



#### Normal

Name	Description	Original	New
 Mother Nature's Fire Rune		<b>[REMOVED]</b> — Attack power is increased by 60 — Attack power is increased by 5% — Movement speed is increased by 1	<b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 15% — Attack power is increased by 5% — Movement speed is increased by 1
 Fire Rune		<b>[REMOVED]</b> — Enemy's attack power is decreased by 8% — Attack power is increased by 80 — Attack power is increased by 8%	<b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 20% — Attack power is increased by 80 — Attack power is increased by 8%
 Wave Rune		<b>[REMOVED]</b> — [PvP] Enemy's attack power is decreased by 12% — Movement speed is increased by 1 — Maximum HP is increased by 1500 — Maximum MP is increased by 1500	<b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 35% — Movement speed is increased by 1 — Maximum HP is increased by 1500 — Maximum MP is increased by 1500

#### Rare

Name	Description	Original	New
 Mother Nature's Fire Rune (Rare)		<b>[REMOVED]</b> — Decreases the enemy's attack power by 10% — Attack power is increased by 120 — Attack power is increased by 10% — Movement speed is increased by 1	<b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 25% — Attack power is increased by 120 — Attack power is increased by 10% — Movement speed is increased by 1

## CAPSULES

Name	Description	Original	New
 Attack Capsule		<b>[REMOVED]</b> — Attack power is increased by 100 — Attack power is increased by 15% — Hit rate of all attacks is increased by 150	<b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 25% — Attack power is increased by 15% — Hit rate of all attacks is increased by 150
 Defence Capsule > Dexterity Capsule		<b>[REMOVED]</b> — Enemy's attack power is decreased by 20% <b>[REMOVED]</b> — Defence is increased by 100 <b>[REMOVED]</b> — All elemental resistances are increased by 10 — Dodge is decreased by 80	<b>[NEW]</b> — Chance of inflicting critical hits is increased by 10% <b>[NEW]</b> — Cooldown of magic skills is decreased by 15% <b>[NEW]</b> — [PvP] Enemy's attack bonus strength is decreased by 35% — Dodge is decreased by 150