





Balance adjustments August 2023



Holy Mage



After the recent rework, we've noticed that the Holy Mage overall performed much better than we expected. With all of his strong debuffs and support abilities, it doesn't make sense that he would also have the strongest single-target damage output as well. For that reason, we've decided to reduce his overall damage output while keeping his utility fully intact. We didn't want to nerf his strength in PvP however, so he'll remain largely the same there.

| Type | Name | Previous effect | Changed effect |
|-------|--|----------------------------------|---|
| Skill |  Holy Attack | Cast time: 0.1s | Cast time: 0.2s |
| Buff |  Weak Holy Power | All attacks are increased by 5% | Fairy element is increased by 5 Damage in PvP is increased by 5% |
| Buff |  Awakened Holy Power | All attacks are increased by 10% | Fairy element is increased by 10 Damage in PvP is increased by 10% |
| Buff |  Unleashed Holy Power | All attacks are increased by 20% | Fairy element is increased by 20 Damage in PvP is increased by 20% |



Archmage


The Archmage has been underperforming since our recent balance changes and felt like a much weaker version compared to the Holy mage. We're slightly increasing their attack speed to make his attacks feel much smoother while also increasing the healing from their ultimate ability a bit. While this may not be enough to fully restore him to his full potential, we're also considering to add some small improvements to his "Fast Lane" abilities in a future update, so we don't want to overbuff them for now.

| Type | Name | Previous effect | Changed effect |
|-------|---|---|---|
| Skill |  Light Spell | Cast time: 0.5s | Cast time: 0.4s |
| Buff |  Weak Enlightenment | Every 2 seconds: (Player level/10)% HP is restored. | Every 2 seconds: (Player level/ 7)% HP is restored. |



Seer


Overall we're quite happy with the general direction that Seer is in right now. However, his Mind Sink ability does feel a bit tedious to use, so we're slightly reducing its cooldown to give it more opportunities to be used. We don't want it to dominate the meta for another decade or so though.

| Type | Name | Previous effect | Changed effect |
|-------|--|-----------------|----------------------|
| Skill |  Mind Sink | Cooldown: 15s | Cooldown: 13s |



Dragon Knight



The Dragon Knight seems to be in an alright place. However, his shield ability ended up making him a bit too tanky, so we're reducing the excessive amount of healing that he receives for blocked attacks.

| Type | Name | Previous effect | Changed effect |
|------|--|---|--|
| Buff |  Draconium Shield | Increases HP by 5% of max HP for every attack received (max 2. times) | Increases HP by 3% of max HP for every attack received (max 2. times) |



Assassin







After the recent changes, Assassins have still struggled to keep up with some of the other Specialists. While we believe that his new Cre-up is much healthier now, we want to give him some more power to really stick to his opponents.

| Type | Name | Previous effect | Changed effect |
|-------|--|-----------------------|------------------------------|
| Buff |  Pact of Darkness | Duration: 3s | Duration: 6s |
| Skill |  Slash | Attack Range: 4 cells | Attack Range: 6 cells |



Volcano





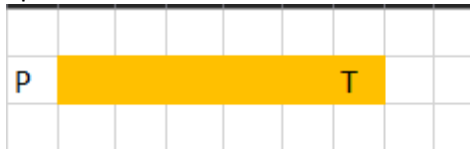



After his rework over a year ago, Volcano still struggled to keep up in both PvP and PvE. This was due to his new resistance reduction being weaker than before (in PvE) while not being significantly stronger even in PvP. We've decided to bring his resistance reduction up on par with similar Specialists (like Voodoo), while also giving him more tools to contribute to raid encounters, as well.

| Type | Name | Previous effect | Changed effect |
|------|--|---|--|
| Buff |  Poisonous Volcanic Gas | Debuff Level 3 Fire resistance is reduced by 3%. | Debuff level 5 Fire resistance is reduced by 5% . |
| Buff |  Lava Swamp | Fire resistance is reduced by 3%. | Fire resistance is reduced by 5% . |
| Buff |  Lava Gush | Fire resistance is reduced by 5%. | Fire resistance is reduced by 10% . |
| Buff |  Large Lava Gush | Fire resistance is reduced by 8%. | Fire resistance is reduced by 15% . |
| Buff |  Bubbling Lava Gush | Fire resistance is reduced by 12%. | Fire resistance is reduced by 20% . |
| Buff |  Burning Lava Gush | Fire resistance is reduced by 15%. | Fire resistance is reduced by 25% . |



Ice Mage




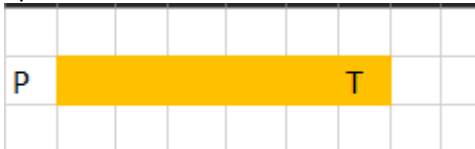





The Ice Mage has been overshadowed by the release of the Gravitas SP and by the rework of the Tide Lord. We're giving him some love to strengthen his uses both in PvE and PvP.


| Type | Name | Previous Effect | New Effect |
|-------|--|---|---|
| Skill |  Ice Shard | Casting time: 0.4s | Casting time: 0.1s |
| Skill |  Freezing Blast | Target: Around Enemy in 1 cell | Target: Around Enemy in 2 cells |
| Skill |  Ice Lance | Target: Around Enemy in 1 cell | Target: Around Enemy in 2 cells |
| Skill |  Ice Chain | Attack Range: 6 cells Cooldown: 36s Special Area:  P = casting player T = selected target Orange area = targets hit | Attack Range: 9 cells Cooldown: 30s Special Area:  P = casting player T = selected target Orange area = targets hit |
| Buff |  Freezing | Debuff Level 3 | Debuff Level 5 Add effect: Magic damage received is increased by 20% . Movement speed is reduced by 5 . Remove effect: No attack possible. |
| Buff |  Frozen Shield | The attacker has a 50% chance of receiving "Slight Freeze" | The attacker has a 100% chance of receiving "Slight Freeze" |



Ninja

Ninja is not in a bad state per sé, but we wanted to modernize some aspects of his kit. He will now have a hitrate buff like most other Swordsman Specialists, and all of his attacks will now have at least 2 attack range. In return, his “Blade Protection” cooldown was increased significantly, as it was very difficult to play around in PvP scenarios. In addition, his damage buff was reduced slightly.


| Type | Name | Previous Effect | New Effect |
|-------|---|--|--|
| Skill |  Basic Slash | Attack Range: 1 cell | Attack Range: 2 cells |
| Skill |  Cross Cutting | Attack Range: 1 cell | Attack Range: 2 cells |
| Skill |  Energy Blade | Attack Range: 6 cells Special Area:  P = casting player T = selected target Orange area = targets hit | Attack Range: 8 cells Special Area:  P = casting player T = selected target Orange area = targets hit |
| Skill |  Chain Attack | Attack Range: 1 cell Cooldown: 30s Target: Around Enemy in 1 cell | Attack Range: 2 cells Cooldown: 24s Around Enemy in 2 cells |
| Skill |  Blade Protection | Cooldown: 5s | Cooldown: 9s |
| Skill |  Lethal Blow | Attack Range: 1 cell Cooldown: 100s | Attack Range: 2 cells Cooldown: 80s |
| Skill |  Sharp Edge | Cooldown: 120s | Cooldown: 60s |

| | | | |
|------|--|--|--|
| Buff |  Sharp Edge | Duration: 120s Attack level is increased by 2. Dodging of ranged attacks is increased by (Player Level*3). | Duration: 180s Attack level is increased by 1 . Remove effect: Dodging of ranged attacks is increased by (Player Level*3). Add effect: Hitrate of all attacks is increased by (Player Level*2). |
|------|--|--|--|



Draconic Fist



After his recent changes, Draconic Fist has been overperforming significantly. To combat this, we ultimately decided to remove some of their “invisible” power, without removing too much from their two unique identities (Haetae stance = crits, Dragon form = elemental damage).

| Type | Name | Previous Effect | New Effect |
|------|--|-----------------|---|
| Buff |  Haetae Energy | - | Remove effect: Attack level is increased by 1. |



Red Mage

Just some small QoL improvements for the red mage. Also +2 speed.

| Type | Name | Previous Effect | New Effect |
|-------|--|-----------------|--|
| Buff |  Mans Transfusion | - | Add effect: Movement speed is increased by 2. |
| Skill |  Fire Blessing | Cooldown: 300s | Cooldown: 60s |

Quest changes for the Valhalla story line:

| Old Task | Updated Task |
|---|---|
| Deliver 10.000.000 Gold to Ragnar | Deliver 2.000.000 Gold to Ragnar |
| Deliver 99 Iron Ore to Teodor Topp | Deliver 20 Iron Ore to Teodor Topp |
| Successfully complete the Chicken Raid 3 times | Successfully complete the Chicken Raid 1 time |
| Successfully complete the Mother Cuby 3 times | Successfully complete the Mother Cuby 1 time |
| Successfully complete the Ginseng Raid 3 times | Successfully complete the Ginseng Raid 1 time |
| Successfully complete the Dark Castra Raid 3 times | Successfully complete the Dark Castra Raid 1 time |
| Sucessfully complete Ibrahim 1 time | Successfully complete Ibrahim 1 time |
| Sucessfully complete Ibrahim 3 times | Successfully complete Ibrahim 2 times |
| Sucessfully complete Ibrahim 10 times | Successfully complete Ibrahim 3 times |
| Successfully complete Greedy Fafnir Raid 3 times | Successfully complete Greedy Fafnir Raid 1 time |
| Successfully complete Massive Slaid Raid 3 times | Successfully complete Massive Slaid Raid 1 times |
| Successfully complete Black Spider Raid 3 times | Successfully complete Black Spider Raid 1 times |
| Successfully complete Greedy Fafnir Raid 3 times | Successfully complete Greedy Fafnir Raid 1 times |
| Deliver 35 Roast and Pork Juice to Ragnar Deliver 33 Fafnir's Fried Dinner to Ragnar | Deliver 3 Roast and Pork Juice to Ragnar Deliver 3 Fafnir's Fried Dinner to Ragnar |
| Successfully complete Greedy Fafnir Raid 5 times | Successfully complete Greedy Fafnir Raid 2 times |
| Deliver 5 Spring Water to Yertirand Deliver 5 Pure Essence of Fire to Yertirand | Deliver 5 Spring Water to Yertirand Deliver 3 Pure Essence of Fire to Yertirand |
| Deliver 15 Flame Crystal Gem to Yertirand. Deliver 15 Water Wave Crystal Gem to Yertirand. Deliver 15 Wind Crystal Gem to Yertirand. | Deliver 3 Flame Crystal Gem to Yertirand. Deliver 3 Water Wave Crystal Gem to Yertirand. Deliver 3 Wind Crystal Gem to Yertirand. |
| Deliver 3 Golden Acorn to Utegarda | Deliver 1 Golden Acorn to Utegarda |
| Deliver 3 Golden Acorn to Utegarda | Deliver 1 Golden Acorn to Utegarda |
| Deliver 3 Golden Acorn to Utegarda | Deliver 1 Golden Acorn to Utegarda |
| Deliver 99 Heat Resistance Potion to Backstreet Alchemist | Deliver 20 Heat Resistance Potion to Backstreet Alchemist |
| Deliver 10 Gold Medal to Wandering Alchemist Deliver 30 Mithril Medal to Wandering Alchemist Deliver 50 Silver Medal to Wandering Alchemist | Deliver 3 Gold Medal to Wandering Alchemist Deliver 10 Mithril Medal to Wandering Alchemist Deliver 15 Silver Medal to Wandering Alchemist |