






Demon Hunter



- Skills

Name	Previous effect	Changed effect
 Vengeful Spirit Pendulum 1	Target: Around enemy in 2 cell	Target: Around enemy in 3 cell
 Vengeful Spirit Pendulum 2	Target: Around enemy in 2 cell	Target: Around enemy in 3 cell
 Vengeful Spirit Pendulum 3	Target: Around enemy in 2 cell	Target: Around enemy in 3 cell





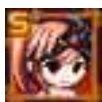
Death Reaper

- Skills

Name	Previous effect	Changed effect
 Death Approaches	Cooldown: 20s	Cooldown: 0.3s
 Time Twister	Cool Down: 20s	Cool Down: 18s



- Buffs / Debuffs

Name	Previous effect	Changed effect
 Death Mark	Damage by Spirit Splitter: x 1.5	Damage by Spirit Splitter: x 1.75
 Weak Death Mark	Damage by Spirit Splitter: x 1.5	Damage by Spirit Splitter: x 1.75



Destroyer


- Skills

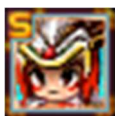
Name	Previous effect	Changed effect
 Miraculous Healing	Cooldown: 180s	Cooldown: 60s
 Hell Drop	Area: Enemies around 2 cells	Area: Enemies around 4 cells



Archmage


- Skills

Name	Previous effect	Changed effect
 Sacred Mist	Cooldown: 300s	Cooldown: 60s



Wild Keeper



- Skills

Name	Previous effect	Changed effect
 Elemental Shining	Cooldown: 300s	Cooldown: 120s




Dark Gunner

- Skills

Name	Previous effect	Changed effect
 Evil Potion	Casttime: 1s	Casttime: 0.6s
 Requiem	Casttime: 0.8s	Casttime: 0.6s






- Buffs / Debuffs

Name	Previous effect	Changed effect
 Evil Potion	Side Effect: after 19.8 seconds: There is a 100% chance that buffs below Lv. 4 will be removed	Side Effect: after 10 seconds: There is a 100% chance that buffs below Lv. 4 will be removed



Ice Mage




- Skills

Name	Previous effect	Changed effect
 Ice Chain	Cooldown: 45s	Cooldown: 36s
 Glacier	Cooldown: 40s There is a 15% chance of causing Fear	Cooldown: 32s There is a 60% chance of causing Fear
 Blessing of Water	Cooldown: 300s	Cooldown: 60s
 Heavy Hail	Cooldown: 65s	Cooldown: 50s
 Intense Cold	Cooldown: 80s	Cooldown: 60s



Seer

- Skills

 Blade Changer	Max. total combo (repeated uses): 10 (Individual skill activation: 1x)	Max. total combo (repeated uses): 8 (Individual skill activation: 1x)
 Blade Changer	Max. total combo (repeated uses): 10 (Individual skill activation: 5x)	Max. total combo (repeated uses): 8 (Individual skill activation: 4x)
 Blade Changer	Max. total combo (repeated uses): 10 (Individual skill activation: 4x)	Max. total combo (repeated uses): 8 (Individual skill activation: 3x)