

Item Name	M1	Abilities	Tooltip	Notes	Obtainment Method
twilight	<p>1st hit is the same for all birds, an overhead slash from the right that deals 45 damage and inflicts 0.5s Hitstun.</p> <p>2nd hit differs per bird:</p> <p>Big Bird performs an overhead slam, dealing 55 damage and creating a small shockwave that deals 20 damage and inflicts 2s Hitstun, but can be jumped over.</p> <p>Judgement Bird performs a spin slash (like ia justitia's judgement) that deals (35 + (victim kill amount * 0.85)) damage and beheads enemies killed. Walkspeed also increased by 6 when performing the spin.</p> <p>Punishing Bird lunges forward slightly, dealing 48 damage and 6 seconds Bleeding. Deals 2x damage to the most recent player that damaged the user, and 1.5x damage to the most recent player that damaged Big Bird, and 1.5x damage to the most recent player that damaged Judgement Bird.</p> <p>M1 combo has a cooldown of 2 seconds.</p>	<p>PROWL // E: Turn the user's avatar and twilight 90% transparent, hide particle effects on avatar items and increase walkspeed by 8 for 6 seconds. M1 causes the user to lunge 20 studs forward, dealing 65 damage to players hit and inflicting 2s Hitstun, and ending the ability prematurely. If the lunge lands, heal 32.5 HP and increase damage by 0.2x for the next attack. However, cannot use any abilities for the duration of the ability. Cooldown of 12 seconds.</p> <p>SURVEILLANCE // R (BIG BIRD), highlights all non-bird players in yellow for all 3 birds for 10 seconds, and creates a large yellow orb that explodes into 20 smaller yellow orbs that circle around enemies, dealing 5 damage each. If a player gets hit by 3 orbs, they are possessed and nearby orbs will lock onto them for 15 seconds. Cooldown of 25 seconds.</p> <p>ADJUDICATION // R (JUDGEMENT BIRD), manifests a glowing blue gavel and slams it on the ground, creating a large spherical shockwave that locks all players in range and line of sight in chains for 10 seconds. Binded players are dealt (victim kill amount * 0.3) damage every (1 - (victim kill amount * 0.025)) seconds. The user cannot move while the players are binded. Cooldown of 20 seconds.</p> <p>COMEUPPANCE // R (PUNISHING BIRD): Works like allusions' parry. Raise twilight in a defensive stance. If attacked while active, negate the attack, then teleport behind and slash</p>	the beast isn't usually this stealthy but i digress	<p>When a bird up happens, "Through the Dusk and Dawn" will replace the current map theme, and the timer will be extended by 180 seconds. The skybox will turn darker and the sun will set as the birds reach the portal. Map will be shrouded in darkness and all nametags will be hidden when the bird up happens.</p> <p>Birds are immune to ragdoll. Each bird also has a differing amount of health:</p> <ul style="list-style-type: none"> <li>• Big: 1200/600/300</li> <li>• Punishing: 1000/500/250</li> <li>• Judgement: 800/400/200</li> </ul> <p>When a bird dies, Trumpet level decreases by 1 and the other birds' max health will be reduced by 50%, but their damage will be increased by 0.15x.</p> <p>Birds can see each other highlighted in a different color corresponding to each bird:</p> <ul style="list-style-type: none"> <li>• Orange: Big Bird</li> <li>• Cyan: Judgement Bird</li> <li>• Red: Punishing Bird</li> </ul>	<p>When 3 players with Justitia, Beak and Lamp respectively are alive at the same time, an image will appear, starting to tell the tale of the Black Forest. The 3 players will then respawn, visibly holding their respective bird up items. They are invincible, but are unable to attack. A portal will spawn somewhere at the map. Once a bird enters a portal, a picture will appear, telling a part of their role in the tale. The portal will change after each picture. When all the birds have entered the portal, another picture will be shown, showing the "monster", and with a roar, the 3 birds will be respawned with Twilight, along with triggering the Third Trumpet Warning. However, the portal is able to be killed, but it has an extreme amount of health and defense, at 13,000 and 70% defense. If the portal is killed, the event will end early, and the birds will be respawned with a different loadout. If a bird dies to an environmental hazard, they will respawn with the same item, and are able to continue advancing towards the portal.</p>

	<p>the aggressor, and gain 6 walkspeed when in 30 studs of the aggressor and 2.5x damage against the aggressor for 8 seconds (applied after the slash). If a player is caught in hitbox, inflict 1.3s Hitstun and slash the victim. Deals 80 damage, and inflicts Bleeding for 6 seconds. Cooldown of 8 seconds on successful parry, 12 seconds on failed parry.</p>		
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