



PATCH NOTES



AION Classic Europe 4.0

~ Light of Atreia ~

Patch Notes





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* All times in this document refer to server time.

** Information within this document may vary from final game version.

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Characters

1. Added the new Orchestrator and Luminess classes.



A Daeva who died in another timeline in the brutal battles against the Balaur, she received a second chance in the infinite depth of space-time, opening her eyes once again in the Atreia of today. Born into a new life, in a new time, she can still remember everything about her past. To escape destiny and save a world in ruins from the deathly darkness, she is returned as a mage of light – Luminess!

- Luminess is a powerful assailant who weaves together an array of magic skills to place debuffs on her enemies.
 - The new class uses her own unique weapon, the Rapier, and wears cloth armour.
 - Luminess is an exclusively female character. The gender cannot be changed.
2. The character level cap has been increased to 70.
 3. When creating your character, you can make various changes via newly added widgets.
 4. Added a system for special hair dyes.
 - Added premium hair dyes.
 - Dyeing hair can be performed under the Hair entry in the Wardrobe → Dye Appearance menu.
 - Premium hair dye can only be used on certain hairstyles. Upon use the skin and dye have a certain chance to be used.
 5. Fixed: The Elysian Revenant hairstyle preview was not properly displayed in the character creation window.
 6. Fixed: The female Brawler standard attack moves are now displayed correctly.
 7. Fixed: The character's appearance while transformed into Lady Lumiel is now displayed correctly.



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8. Fixed: When cancelling a transformation in flight, the appearance is now displayed correctly.
9. Fixed: Master Ninja Wait movement is displayed correctly.
10. Fixed: When male Chanter characters used the Split Strike I skill with a staff, the movement was not displayed.

Battlefield Instances

1. Increased the maximum entry level for the Chantra Dredgion, Tiarkh Testing Lab and Dranium Battlefield to level 70.
 - Battlefields can be entered by players from level 61 to 70.
2. Coinciding with the increase in the character level cap to level 70, the battlefield monster/chest items have been increased to level 65.
3. The Tiarkh Testing Lab and Dranium Battlefield can be entered between 7 PM and 9 PM.
4. Changes to the Dranium Battlefield:
 - The Dranium Battlefield is now a 4 vs. 4 battlefield, allowing you to make faster progress.
 - You can't receive any points for killing monsters/players or occupying Winding Towers, but only by fighting the Dranium Battle General. The battle is decided when the General is defeated.
 - There are now 30 seconds of waiting time, and 10 minutes of play time.
 - The Hidden Mine battle has been removed.
 - Lunatic Alashane and Vascaron appear at the start of the battle. They do not reappear after being defeated.
 - Each team's Dranium Battle General appears 5 minutes after the start of the battle.
 - The type of reward for the Dranium Battlefield has been changed to direct AP rewards.
 - AP rewards for victory/loss/draw have been removed. You earn AP by defeating certain monsters and individuals on the battlefield.

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- Added a drop so you can get Mithril Medal Pieces from the Dranium Chest on the Dranium Battlefield.

Instances

1. Added the Iron Citadel instance.



The fortress was the Reians' best defence against the Balaur. Daevas who arrive there must attempt to neutralise the command centre. While more Reians fall victim to the Balaur onslaught, the Daevas must decide whether to accept the Reian losses and attack the Brigade General defending the headquarters directly, or help the Reians by thinning the Balaur forces, even if it costs them time.

Max. Players	Entry Level	Entries	Resets
6 people	From level 60	Once per day	Daily at 9 AM

- Can be entered by the Iron Citadel Entrance in Tiamaranta.
- The final boss' attack time changes depending on the number of mini-bosses killed.
- If you skip mini-bosses to confront the final boss, you'll receive all the mini-boss rewards if you successfully complete the time attack challenge.
 - You can travel to the final boss in the command centre directly via the Shugo Buronerk.
- Upon entering the Iron Citadel, a permanent buff is activated which greatly increases Physical Attack and Crit Strike.

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2. Added the Labyrinth of Echoes instance.



Mighty Balaurs creatures who once plagued the Daevas have been discovered in the rifts of space and time throughout Atréia and the Abyss.

The Daevas must face these demonic manifestations from the past and defeat them once more.

Max. Players	Entry Level	Entries	Resets
6 people	From level 60	Once per day	Daily at 9 AM

- The instance can be accessed via the Abyss rift on each faction's airship in Tiamaranta Mesa.
- The Labyrinth of Echoes must be entered by at least 4 people to be able to receive all rewards.
- The damage from creatures in the Labyrinth of Echoes is determined by players' Combat Talent.
- After killing a named monster, you can use the portal which takes you to the next named monster.
- The Labyrinth of Echoes currently has three levels: the battle against Tahabata Pyrelord, the battle against Commander Bakarma and the battle against Angry Kromede Vision.
 - You can attempt to defeat Angry Kromede Vision up to three times.
 - Treasure chests appear depending on Angry Kromede Vision's health.
 - Fragments of the Wandering Adventurer III title can be found in the lesser, normal and greater chests, plus a Rare Manastone Bundle which all group members can receive. It is also possible to acquire the complete Wandering Adventurer III title. The higher the level of the chest, the more likely it will contain the complete title.
 - The major and fine chests also contain Sunayaka's Hair Jewellery in addition to the above rewards.

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- Added the Wandering Adventurer's Fragment Bundle to the Labyrinth of Echoes reward.
 - Combine 50 fragments to receive the [Title Card] Wandering Adventurer II.
- 3. Added the Cradle of Doom instance.



In the Cradle of Doom, Elyos and Asmodians battle against the other faction's Agents Veille and Mastarius.

Max. Players	Entry Level	Entries	Resets
3 Elyos, 3 Asmodians	From level 60	Once per day between 11 AM–11:30 AM and 9 PM–9:30 PM	Daily at 9 AM

- Entry is granted once the 'Entry request' button is activated in the bottom right of the screen.
- After entering there is 2 minutes of waiting time. If you manage to kill the enemy agent, a portal to the rewards room will spawn. The reward room contains an Old Treasure Chest and a Treasure Chest.
- Inside the Old Treasure Chest you can loot Moreth items, Book of Legends painting fragments and stigmas. The chest can be opened with a key which you receive upon entering.
- The Treasure Chest contains the new Doomsayer's Wings of War/Magic and Doomsayer's Wings Fragments. If you combine these, you receive the Prismatic Doomsayer's Wings of War/Magic.
- When attacking Agent Veille and Agent Mastarius in the Cradle of Doom, there's a certain chance a Surprise Bomb will spawn which reduces the agents' health.
 - Use the Surprise Bomb to reduce the target agent's health.
- Upon entering the Cradle of Doom, all previously applied buffs will be removed.
- 4. The Sunken Telos instance has been removed.



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- Quests which must be completed in Sunken Telos are no longer available.
- Current Sunken Telos quests accepted before the update will be deleted after the update.
- 5. The Padmarashka's Cave instance has been removed.
 - Quests which must be completed in Padmarashka's Cave are no longer available.
 - Current Padmarashka's Cave quests accepted before the update will be deleted after the update.
- 6. Increased the maximum entry level for certain instances to level 70 (previously level 60).
 - Coinciding with the increase in the character level cap to level 70, some instance monsters/chest items have been increased to level 65.
- 7. Enchantment stones and equipment items have been added as rewards for defeating named monsters in Wall of Lament, Phaestos' Disc and Dokkaebi Realm.
- 8. The entry NPC for the Burning Blood Fortress and Dokkaebi Realm has been moved to the airships in Tiamaranta.
- 9. Upon entering the instance, artefact and fortress effects are lifted.
- 10. Changes to Burning Blood Fortress:
 - Added a [Supply] Enchantment Stone (Level 95) in reward for storming the Burning Blood Fortress.
 - The number of enchantment stones available depends on rank.
 - Fixed: If your character and Ancient Yaksha die at the same time in the Burning Blood Fortress, the instance ends correctly.
- 11. Changes to the Dokkaebi Realm:
 - Increased XP earned for defeating named monsters and bosses.
 - Added drops which allow you to loot Aeon Temple Guard's (Protective) Cloth Armour.
 - Removed Immortal weapons from the Enraged Gangcheol drop reward.
 - Immortal weapons can now be looted in rewards for the Hexad raid.
 - If you talk to Sundeok, your character receives Buckwheat Jelly if you're wearing the Aeon Temple Guard's Coat.
 - Changed the Red Bean Paste so it can be received by all party members.
 - The items from the Dokkaebi Hat, Shining Mirror and Terrified Man/Woman have been changed so that the person doing the interaction gets them.
 - Changed the Mirror Gwisin's movement speed.
 - The Roof Tile Gwisin no longer appears multiple times.



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12. Changes to Phaestos' Disc:

- The limit to the number of attempts has been removed.
- Reduced the difficulty of Phaestos' movement patterns.

13. Changes to Wall of Lament:

- The limit to the number of attempts has been removed.
- Doomed Samael's movement patterns have been simplified.
- Wall of Lament can now be entered by 6 players.
- Doomed Samael now has an additional reward pattern.
 - When attacking Doomed Samael, 6 treasure chests are generated which disappear in succession after a certain amount of time.
 - A regular treasure chest contains 1x [Supply] Manastone Bundle (Manastone: +14 Resist Magic) and a noble treasure chest contains 1x [Supply] Rare Manastone Bag.
- An additional drop ensures that you can get Doomed Legion Commander's Protective Cloth Armour.

14. Changes to Tartarus:

- The requirements for Paruam Sealguard to appear have been removed.
- When the battle against Unstable Phaestos starts, additional rewards chests are generated which disappear after a certain amount of time.
 - Regular treasure chests contain relics.
 - Noble treasure chests contain relics, and high-level skill fragments for Revenants and Brawlers.
- Fixed: Gatekeeper Melkennis now drops the correct number of treasure chest keys.

15. Fixed: Certain gear is now guaranteed to drop from the bosses in Theobomos Lab, Adma Stronghold and Draupnir Cave.

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Tiamaranta Mesa



1. Added the new Tiamaranta Mesa region.

Tiamat stared in bewilderment at the future playing out in Siel's Relic; her defeat was imminent. But never one to give in to her fate, she dispatched a huge force to Tiamaranta to nip destiny in the bud. After a series of blood-soaked battles, she succeeded in driving out the Reians. That left only to wait for the Daevas. To hold back their invasion, she set up Watching Eyes throughout the area. Her tyrannical exploitation of blood drana enabled her to raise the very earth itself and create a series of floating islands. This was the foundation for Tiamaranta Mesa, a place which served her will and her benefit alone. These are torturous developments for the Daevas. Time is of the essence; Tiamat's power seems to be without limit. With all the strength at their disposal, they must manage to push on into Tiamaranta Mesa. But will they be able to foil Tiamat's plans?

Faction	NPCs	NPC Location	Entry Requirement
Elyos	Somnium Aerolink	Eos in Laphsaran Inggison	From level 60
Asmodian	Nornir Aerolink	Minox in Laphsaran Gelkmaros	From level 60

- Tiamaranta Mesa comprises an area on the ground and several floating islands inhabited by level 65 monsters.
- Tiamaranta Mesa itself is divided into three large areas. One region has been conquered by the Elyos, one by the Asmodians and the remaining one is Balaur territory.
 - The individual factions' conquered zones are safe neutral zones where PvP is not permitted.



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- Flying is possible in the upper areas of the individual factions' conquered zones. It is not possible in the Balaur territory.
 - A landing site teleporter makes it possible to travel to the occupied region directly from the airship at the landing site.
 - The Tiamaranta Mesa Skies can be reached from the ground in various ways. This zone is a combat zone with lots of rewards when the Balaurea Chronicle Chests appear or Operation Dredgion is taking place.
 - If a player dies in this combat zone, they can select a respawn location.
 - Flight is unlimited in Tiamaranta Meta Skies.
 - Alliances and leagues cannot be used in Tiamaranta Mesa.
 - A certain amount of Kinah is required to enter Tiamaranta Mesa.
 - For a certain amount of Kinah, you can travel into the skies via the Black Cloud Merchants located in various places.
 - A path has been added to each individual faction's Landing Site Teleport Statue which leads to a camp when the Sunayaka raid takes place in the Basilika Cavern and Operation Dredgion takes place in the skies.
 - When you enter Fissure, Gravity, Wrath, Petrification and Garrison zones, you automatically receive an Urgent Order PvP quest which can be repeated twice per week.
 - If you destroy the Fruit of Fissure, Wrath, Gravity or Petrification in Tiamaranta, you have a chance to receive a buff skill.
 - You can only have 1 item per fruit which lasts for 10 minutes.
 - Items from fruit can only be used in Tiamaranta Mesa and not in the Dredgion, Sunayaka or Arch Tatar raids.
 - Many locations now have a peaceful platform upon which Elyos and Asmodians cannot fight each other.
 - Elyos and Asmodians also cannot fight one another in the Black Cloud Camp or the Reian Refugee Camp at the Petro Outpost.
2. Added the Watching Eye battle.
- The Greater/Medium/Lesser Watching Eyes found in Tiamaranta Mesa can be captured by defeating the Watching Eye on the first level.
 - The Watching Eyes in the individual conquest regions are fully under the control of the respective faction, so the quest can be completed without conquering the eye.



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- The Watching Eyes in the Balaur territory can be occupied by both Elyos and Asmodians.
 - After being conquered, Greater Watching Eyes cannot be conquered again for 15 minutes, Medium Watching Eyes for 10 minutes and Lesser Watching Eyes for 5 minutes.
 - Watching Eyes already occupied by your faction cannot be conquered again.
 - When a Watching Eye can be captured again, any players in the eye are removed from the Watching Eye area.
 - When they are removed, any Kisks set up in the Watching Eye area are cancelled.
 - When a Watching Eye can be captured, the Watching Eye area becomes a combat zone, and attacks can be made irrespective of faction.
 - If a player dies in the Watching Eye area, they can select a respawn location.
 - If a capturable Watching Eye that was previously occupied by the Elyos or Asmodians remains uncaptured for 30 minutes, the Balaur retake it.
 - The way to the tower in the Balaur territory is activated when the Watching Eye has been captured by a faction.
 - In the Watching Eye areas, factions who haven't captured the Watching Eye cannot set up Kisks, and any Kisks set up in the area are removed if another faction captures the Watching Eye.
 - When a Watching Eye is captured, you can use a teleport statue to travel to an allied Watching Eye belonging to the same faction.
 - When capturing a Greater Watching Eye there's a certain chance for an archaeologist NPC to appear.
 - Akunerker appears at the Balaur Watching Eye.
 - Mercatonerker appears at the 1st Greater Watching Eye.
 - You can craft Tiamaranta Essence via legion crafting and purchase Ancient Summoning Scroll Bundles from the archaeologist NPCs.
 - At the Greater Watching Eye, you can use an updraught to quickly reach the floating islands.
 - Added the 1st Greater Watching Eye Special Order I.
 - This can be accepted if you have the Gold Order item found in the Black Cloud Order Bundle.
3. Added the new Balic Treasury.



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- You can enter the Balic Treasury for free in the Tiamaranta garrison. In order to enter the Balic Treasury via the passages found via each faction's airship, you must pay a certain amount of Kinah.
- The Balic Treasury is home to an Ordnance Quartermaster, Food Quartermaster, Medicine Quartermaster and Abyss Consumables Merchant.
- The Balaurlord Treasure Bundle has been added to the main reward.
 - The Balaurlord Treasure Bundle comes in levels Lesser to Major. If you collect the rewards of the lower levels, you can upgrade them to an improved bundle. (Via the Balic Treasury Exchanger found at the starting location of the individual factions in the Balic Treasury.)
 - Higher-level bundles contain more valuable items and the chance increases that they can be added to the Auction House.
- You can receive rewards by using the keys gleaned from monsters on the field to open the randomly appearing Protectorate chests (Protectorate's Treasure Chest, Protectorate's Treasure Crate and Protectorate Golden Treasure Chest). (The Golden Protectorate Keys are globally tradeable.)
 - The main reward in the Protectorate chests is the Balaurlord Treasure Bundle.
- By defeating certain monsters in the Balic Treasury, there is a certain chance to get Noble Magic Stone Fragments.
- The Balaurlord's Sealed Safe appears in the Balaurlord's Treasure Chamber randomly between 10 AM and 1 AM. Gather 1, 3 or 6 player and start a conversation with the safe to start the unsealing. Guardians will then appear who must be stopped, before the unsealing completes and you can get the reward.
 - When the unsealing begins, the door to the treasure chamber closes and the area becomes a combat zone.
 - The treasure chest can contain Balaurlord Treasure Bundle or a Greater Balaurea Chronicle Chest amongst others.
- When you enter the field, you can receive a PvP Urgent Order. After completing the Urgent Order, you can receive the next Urgent Order after a certain time.
 - You cannot interrupt the Urgent Order for the Balic Treasury.
 - The main reward for an Urgent Order is XP.
- A while after the Balaurlord's Sealed Safe has appeared, you can receive a Surprise Mission.



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- Surprise Missions have a time limit and are automatically abandoned when you leave the field or log out.
 - The main reward for Surprise Missions is XP and the Balaur Lord Treasure Bundle.
4. Added the Incarnate Conquest.
- The Incarnate Conquest starts for 15 minutes after 9:30 PM every day at the individual Hearts in Tiamaranta.
 - At 8 PM, you can purchase Incarnate Conquest Warrant Selection Boxes from the Incarnate Conquest Commander on the individual airships.
 - When you have a warrant, exclusive Conquest Teleporters appear when it starts which take you to the Heart.
 - One minute after the Conquest starts, the gates in the Hearts are destroyed, allowing access.
 - If you fail to defeat the Incarnations within 15 minutes, they will disappear and your performance up to this point will be calculated and you receive a reward.
 - The areas in the Hearts are neutral zones and flight is not possible. It is only possible to reach each Heart via a teleporter.
5. Added the new Teva Dimensional Rift Battle.
- It starts every Saturday, Sunday and Monday at 8 PM.
 - It takes place in the garrison in the centre and the Basilika Cavern in Tiamaranta Mesa, and on the Gallery of Fear in the Balic Treasury.
 - When the Teva Dimensional Rift Battle starts, the area becomes a PvP zone, but members of the same legion count as allies. Only parties of the same legion remain unchanged.
 - Two minutes after starting, a Rift/Great Rift will appear, and upon attacking them there's a certain chance for monsters to appear. Rifts also have a chance to transform into a Raging Rift.
 - On killing monsters, you can receive the following items in reward: Blood Drana Products, Pacification armour, Skill Book Bundles, Balaur Lord Treasure Bundle, Bloodthirster Clothing Chest, Legion Quality Marks and Abyss Rift Particles.
 - Abyss Rift Particles can be used as legion crafting material. You can use these to craft the Dimensional Treasure Chest, containing godstones and manastones, and the Dimensional Experience Serum Chest, containing Experience Serums.



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- Added a quest which can be completed during the Teva Dimensional Rift Battle. You can complete it by defeating the rift monsters or giant rift monsters or the blood drana transport units which appear separately.
 - If you complete the quest successfully, you earn lots of XP and Balaur Lord Treasure Bundles.
- 6. Elyos can receive 3 orders for daily quests every day from the NPC Ancanus, Asmodians can get them from NPC Skafir.
 - If your faction conquers the Watching Eye with the respective order, you can accept a quest at this Watching Eye.
 - You can also receive additional Order Bundles from the Black Cloud Merchants on each faction's airship.
- 7. Markers have been added to the combat zones on the maps of Tiamaranta Mesa and Tiamaranta Mesa Skies.
- 8. Added the Radiant Ops and Blood Crusade quests for the Tiamaranta field and an Ascension Assistance quest.
- 9. Monster Summoning Scrolls can be used in Tiamaranta, but they can no longer be used in Laphsaran.
- 10. The relic exchange NPC has been moved from Laphsaran to Tiamaranta.
- 11. The five dragon king altars have been moved from Laphsaran to Tiamaranta.
- 12. Laphsaran RvR content has been moved to Tiamaranta.
- 13. The world campaign and [Event] Defeat Elyos/Asmodian in Laphsaran quest which were obtained when entering Laphsaran have been changed so they are received in Tiamaranta.
 - Previously accepted quests remain, but completed quests cannot be accepted again.
 - The name of the quest has been changed to [Event] Eliminate the Asmodians/Elyos in Tiamaranta Mesa.
- 14. When you collect Blood Drana Products, you can receive XP after handing them to the NPC for gathering products.
 - Black Cloud Merchants appear for each of the factions who offer high-value products in exchange for Blood Drana Products.
 - You can purchase Instance Entry Scrolls from the Black Cloud Merchants for Kinah. Depending on development level, they also offer other items.



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- You can purchase 1 scroll per person, though each server has a total sale limit.
- 15. A fruit has been added in the competitive area of Tiamaranta.
- 16. The NPC Odanerk provides the quest Tiamaranta Mesa Special Orders.
 - This is generated during the Gold Order quest and in reward you receive a Heroic Godstone Selection Box.
- 17. Added the temporary anchorage of the Runar.
 - This is located in the neutral zone. The quest can be accepted from Researcher Runanerk.

Laphsaran

1. Laphsaran is no longer located on the battlefield server but on the main server (Tiamat).
2. As a result of opening up Tiamaranta Mesa, some content found in Laphsaran has been removed.
 - The Dropped Supply Chests have been removed.
 - Laphsaran supplies have been removed.
 - Mutant named monster have been removed.
 - The Arch Dyad and Subterra raids have been removed.
 - Signal Flare content has been removed.
 - Lawless zone content has been removed.
 - Treasure hunt content has been removed.
 - The Krall and Mau bosses have been removed.
 - Dyad Stormtroopers' Ambush content has been removed.
 - The rewards for the removed content has been transferred to other content in Tiamaranta.
3. As a result of opening up Tiamaranta Mesa, some quest found in Laphsaran has been changed.
 - Active quests accepted before the update will be deleted after the update.
 - The daily Laphsaran quest is now a weekly quest.
 - The Laphsaran quest reward has been changed.
 - Laphsaran legion missions are now Tiamaranta missions.



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Apheta Beluslan

1. The Fortress Battle now takes place on Wednesdays at 10 PM.
2. Added a new reward for the Balaur Guardian General.
 - For defeating the Balaur Guardian General, the player who landed the first hit, the player who landed the last hit, and a random player who took part in the battle, will receive an additional reward.

RvR

1. RvR and Fortress Battle schedules have been partially changed.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
10:00 PM		Dredgion Raid	Apheta Beluslan Fortress Battle	Hexad Raid		Balaurea Fortress Battle	Hexad Raid
10:30 PM					Arch Haettoda/Arch Tatar Raid		
11:00 PM						Sunayaka Raid	

2. Location and time of the Arch Haettoda/Arch Tatar raids has been changed.
 - It now starts every second Friday at 10:30 PM in the destroyed Rancora Fortress.
 - On 31st October (Friday), the newly added Arch Tatar raid starts. Afterwards it takes place every second Friday, alternating with the Arch Haettoda raid.
 - A new Arch skill has been added available from Arch Tatar.
 - In order to allow melee classes to engage the enemy more fluidly, the distance from which players can attack Arch Haettoda has been adjusted.
3. Added the Hexad raid.
 - It starts every Thursday/Sunday at 10 PM in the Basilika Cavern in Tiamaranta Mesa.
 - Contribution in the Hexad raid is calculated individually for the left arm, right arm and upper body.
 - Each time a piece is destroyed, you receive a reward by post.
1. Added the Dredgion raid.



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- It takes place every Tuesday at 10 PM in the Tiamaranta Mesa Skies.
- 2. Added the Governor Sunayaka raid.
 - It starts every Saturday at 11 PM in the Basilika Cavern in Tiamaranta Mesa.
 - He has tougher stats and better rewards than Brigade General Sunayaka.
- 4. The Nuzanta/Zantra raids have been removed.
 - The Incarnate Conquest takes place during the existing Nuzanta/Zantra raid times.
- 5. Spiritmasters can no longer use the Summon Group Member skill in the Haettoda/Tatar and Sunayaka raid areas.
- 6. Sunayaka, Arch Tatar and Arch Haettoda drop Forgotten Weapon Fragments in reward.
- 7. More experience points are available for defeating monsters in world raids (Arch Haettoda, Arch Tatar, Governor Sunayaka, Dredgion).
- 8. Changed the method for obtaining contribution points.

Fortress Battles

1. The level of some monsters in the Apheta Beluslan/Inggison/Gelkmaros Fortress Battles has been increased to 65.
2. In order to allow melee classes to engage the enemy more fluidly in the Apheta Beluslan Fortress Battle, the distance from which players can attack the Balaar Guardian General has been adjusted.
3. The Focus Arrow II and Power Blast II skill books have been added to the Apheta Beluslan Reward Chest/Participation Bonus Bundle (Rank 1).
4. The Hit Mantra III and Whirling Blow VIII stigmas have been added to the Apheta Beluslan Reward Chest/Participation Bonus Bundle (Rank 1).
5. The Celestial Image II skill has been added to the Apheta Beluslan Fortress Battle Reward Chest (Rank 1).



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NPCs

1. Trader NPCs now also sell Luminess weapons.
2. Automatically obtained skill books have been removed from sales lists.
3. Removed scrolls have been removed from sales lists.
4. The Naeda Egg has been removed from the respective Radiant Ops rewards sales list.
5. The Heal Holy Soul function has been added to the Soul Healer.
 - You can regenerate HP/MP for a fee.
6. The NPCs Erzera and Kroulos have been repositioned.
7. The Godstone Socketer and Manastone Remover NPCs have been removed.
8. The titles of the NPCs Raphael and Belzep have been changed.
9. Abyss Consumables Merchant sales lists now include items used in demolition with Siel's Hammer.
10. The Enchanted Elite Commodore's Chest Armour Prototype Chest can now be purchased from the <Prototype Weapon/Skin Merchant> NPC.
11. A Black Market Shugo has been added to the airships in Tiamaranta Mesa.
 - Balaurea Chronicle Material Bundles can be purchased with Kinah. Balaurea Chronicles can be used to craft the new weapons of bygone Balaur Lords.
 - Bundles containing relics and Mithril Medal Fragments can be purchased with Kinah.

Items

1. Added exclusive items for Luminess.
 - The loot items and chances from monsters have been changed.
 - Items in bundles and their chances have been changed.
 - Reward items from battlefields and instances and their chances have been changed.
 - Added crafting designs for the Rapier.
 - Added Protective Cloth armour.
2. Added the Oblivion weapons.



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- These are PvE weapons with a special ability which you can gain with field contents.
- 3. Added Ariel's Apostle Ring.
 - Ariel's Apostle Ring has a chance to drop in the Hexad raid.
- 4. Added the Battle-Seasoned and Battle-Scarred weapons.
 - These can be obtained by trying to level up an Admiral's or Burning Salvation weapon with 20 Balaurea Chronicle Covers or 1 Balaurea Chronicle Bookmark after reaching level 15.
 - We will later update the Battle-Seasoned weapons so that they can be converted into the Balaurea Chronicle Covers or Balaurea Chronicle Bookmarks as upgrade materials.
 - Upon upgrading Battle-Seasoned weapons, you receive a Battle-Scarred Weapon Upgrade Materials Chest.
 - The Battle-Scarred Weapon Upgrade Materials Chest contains either a +15 Admiral's Weapon Chest or a +15 Burning Salvation Weapon Chest. You also have a chance to receive a Balaurea Chronicle Cover and Balaurea Chronicle Bookmark.
- 5. Added new heroic manastones.

Manastone: HP +115
Manastone: MP +115
Manastone: Accuracy +31
Manastone: Evasion +21
Manastone: Magic Boost +31
Manastone: Parry +31
Manastone: Block +31
Manastone: Crit Strike +21
Manastone: Max. Flight Time +9
Manastone: Magical Accuracy +18
Manastone: Resist Magic +18
Manastone: Healing Boost +5
Manastone: Magic Suppression +21
Manastone: Attack +7
- 6. Added new fabled godstones and the effects of existing fabled godstones have been changed.
 - Fabled godstones have a higher hit rate.



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Godstone	Effect
Meslamtaeda's Greed	Stuns the target for 5 seconds with 7% probability.
Ereshkigal's Honour	Paralyses the target for 6 seconds with 3% probability.
Nezekan's Advance	Roots the target for 12 seconds with 6% probability.
Beritra's Plan	Silences the target for 10 seconds with 6% probability.
Fregion's Trick	Blinds the target for 10 seconds with 10% probability.
Lumiel's Intervention	Reduces attack speed by 50% for 12 seconds with a 6% probability.
Kaisinel's Fantasy	Reduces movement speed by 50% for 12 seconds with a 6% probability.
Zikel's Arrogance	Inflicts 140 bleeding damage every 2 seconds for 10 seconds with 10% probability.
Fregion's Stratagem	Inflicts 100 poison damage every 2 seconds for 20 seconds with 10% probability.
Tiamat's Counterattack	Inflicts 752 fire damage with a 10% probability.
Marchutan's Neutrality	Inflicts 376 water damage with a 20% probability.
Yustiel's Generosity	Inflicts 752 earth damage with a 10% probability.
Beritra's Selfishness	Inflicts 376 wind damage with a 20% probability.
Tiamat's Fury	Inflicts 7,520 fire damage with a 1% probability.
Triniel's Rationality	Inflicts 3,760 water damage with a 2% probability.
Vaizel's Vow	Inflicts 7,520 earth damage with a 1% probability.
Meslamtaeda's Regret	Inflicts 3,760 wind damage with a 2% probability.
Andre's Binding	Binds the target for 8 seconds with 6% probability.
Kasika's Shackles	Binds the target in Aether's Hold for 5 seconds with 6% probability.

7. You can use godstones in your inventory to socket them on weapons.
 - If you have already socketed a godstone, the existing one will be removed and replaced with the new godstone.



PATCH NOTES

- The cost of socketing godstones has been increased.
- 8. Added the Noble Gem of Eternity, Glowing Gem of Eternity and Noble Fine Gem of Eternity.
 - Demolishing them with Siel's Hammer gives you Holy Seals of Eternity, Seals of Eternity and Seal of Eternity Fragments. These are sold by the Abyss Consumable Merchants in the fortresses of Inggison and Gelkmaros.
- 9. Added the Divine item rank.
- 10. Commodore's gear has been renamed Elite Commodore's gear.
 - The PvP Defence stat has been increased.
- 11. It is now possible to reassign skills on Admiral's gear.
- 12. The minimum level for equipping [Supply] Padmarashka's weapons and [Supply] Stormwing's Sweet armour have been reduced.
- 13. [Supply] Stormwing's armour can no longer be extracted.
- 14. The descriptor 'Sour' has been added to the Asmodian version of faction-specific items with the same name.
 - Crestlich Salad → Sour Crestlich Salad
- 15. [Event] has been changed to [Supply] for various items.
- 16. Scrolls have been unified at the highest level. Sources for lower-level scrolls have been removed. Only Major Crit Spell Scrolls, Major Crit Strike Scrolls, Greater Sprinting Scrolls, Greater Courage Scrolls, Greater Raging Wind Scrolls and Fine Anti-Shock Scrolls and Fine Elemental Defence Scrolls remain available.
- 17. Crafting designs for the removed scrolls can no longer be used.
- 18. Crafting formulae for removed scrolls have been deleted.
 - If you have any such crafting formulae, you will receive Kinah in compensation.
- 19. Added Kisk Return Scrolls for levels 70 and below.
- 20. Added the Tiamaranta Scroll.
- 21. The Laphsaran Return Scroll can now be used irrespective of location.
- 22. Unknown Tiamaranta Painting Fragment Bundles can now be stacked in your inventory.
- 23. The Signal Flare Bundle has been removed from the corps medal supplies reward.
- 24. Certain godstone items now have an impact on Combat Talent depending on rank and level.
- 25. Added an Experience Serum which grants players experience points upon use.
 - Defeat creatures on the floating islands of Tiamaranta Mesa Skies and in the Tiamaranta garrison to acquire it.
- 26. Added the new Protective Cloth items to the [Event] Admiral's Armour Selection Box.



PATCH NOTES

27. Changed the number of Moreth points for certain stigmas.
28. Some lesser items have been removed from bundles and sales lists.
- Lesser to Fine Odella Powder
 - Lesser to Fine Kisk Return Scrolls
 - Surkana Crystals
 - Lesser to Greater Divine Life Serums/Divine Mana Serums/Divine Wind Serums
 - Archon/Guardian Squad Leader's/Centurio's Godstones
29. The description of some event items has been changed.

Before	After
Premium Kisk Return Scroll	Kisk Return Scroll
Major Divine Life Serum	Divine Life Serum
Major Divine Mana Serum	Divine Mana Serum
Major Divine Wind Serum	Divine Wind Serum
Premium Odella Powder	Odella Powder

- Odella Powder
 - Quests which used or rewarded Lesser to Fine Odella Powder have been changed to Odella Powder instead.
 - Odella Powder is now required for Herb Treatment and Mana Treatment.
30. Added tooltips to the Quick Glide I and Quick Glide II skill books.
31. Removed the Kisks sold by General Traders and replaced them with Kisk Bags.
32. Increased the maximum number of stacks for certain items.
33. Changed the locations where skill books/stigmas drop as rewards.
- Skill Book Selection Box (Level 58–60): Available as rewards for the monsters on the Islands of Wrath, Petrification, Gravity and Fissure and named monsters on the Tiamaranta field.
 - Stigma Chest (Level 54–55): Reward for Cradle of Doom and Burning Blood Fortress.
 - Stigma Chest (Level 58–60): Reward for Incarnate Conquest (Rank 1–5) and Lesser Balaurea Chronicle Chest.
 - Stigma Chest (Level 62): Reward for the Incarnate Conquest (Rank 1–3) and in the Greater Hidden Safe.
34. Protectorate Coins are no longer tradeable, cannot be stored in the account warehouse and cannot be stored in the legion warehouse. Kinah costs when selling in shops have been increased.



PATCH NOTES

35. Some of the accessories which can be purchased for Fighting Spirit Agate can no longer be dismantled.
 - Malekor's Star Corundum Ring, Malekor's Star Turquoise Ring, Sukana's Noble Corundum Earring and Sukana's Noble Turquoise Earring.
36. Added/changed the Combat Talent from Reboot stigmas, growth stigmas and certain manastones and godstones.
37. Fixed an issue where the highest level was not displayed correctly for certain Brawler stigmas.
38. Improvements have been made to the Hip & Fit Look appearance.
39. Fixed an issue so that everything is displayed correctly when using Monster Summoning Scrolls.
40. Fixed an issue so the tooltip for dyeing is now displayed correctly for dyed premium items.
41. Fixed an issue so that all elemental defence tooltips are displayed correctly.
42. Fixed an issue where locked two-handed weapons could not be equipped correctly.

Quests

1. You now receive the daily quest automatically upon entering the Tiarkh Testing Lab.
2. Campaigns up to level 60 have been simplified.
 - Warriors, Scouts, Mages, Priests and Orchestrators can ascend to Daeva at level 5.
 - The campaign has been simplified and items and experience available in reward have been changed.
 - The level for receiving campaigns has been changed.
 - If a deleted campaign has been accepted before the update, the campaign will be deleted after the update.
3. The level for accepting battlefield quests has been changed. Some quests have been deleted.
 - Active quests accepted before the update will be deleted after the update.
4. Added the Rapier to the quest reward list.
5. In the campaign Disappearing Aether, you can now use the search feature.



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6. The respawn time for monsters in certain campaigns has been changed.
7. The quest rewards in the Balaurea and Laphsaran regions have been changed.
8. As a result of the reorganisation of the Dranium Battlefield, associated quests can no longer be accepted. If you have already accepted such quests or they are in progress, they will be deleted after the update.
9. The Sunstorm Dragon's Rapier has been added to the reward for the quest Weapons and Altars.
10. The maximum number of times Weapons and Altars can be completed has been increased to 2.
11. Added the Tiamaranta quest Wings and Altars.
 - In reward for this quest, you receive the Sunstorm Dragon's Wings.
12. Added the Tiamaranta Mesa campaign.
 - You receive this automatically when you reach level 60.
 - Added a new Tiamaranta campaign. Complete it to receive a new title.
13. Added a Secret Order quest in Tiamaranta.
 - Once you have the secret order from the Black Cloud Order Bundle II and III, Elyos receive the 3rd Greater Watching Eye Secret Order V and Asmodians get the 2nd Greater Watching Eye Secret Order V.
 - There is a certain chance for the Noble Quartermaster's Kinah Bundle and Noble Quartermaster's Balaurea Chronicle Bundle to contain Skill Book Page Chests and Stigma Fragment Chests.
14. Added the Golden Wind quest.
 - Added the Tiamaranta Golden Wind quest which can be completed once five quests have been completed which are available daily in Tiamaranta.
15. Added a daily quest which can be completed in Tiamaranta Mesa Skies.
 - Elyos can get it from Erzera on the Somnium and Asmodians from Kroulos on the Nornir.
 - In reward for the quest you receive a Kinah Bundle and Balaurea Chronicle Bundle.
16. Added the Altered Secret Order quest.
 - You can receive the Altered Secret Order in reward from the Hexad raid.
17. Added Balic Treasury quests.
 - Added a daily quest which can be obtained at the Asmodian/Elyos Entrance to the Balic Treasury.



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- Added an Urgent Orders quest to the Balic Treasury which is automatically accepted.
 - Added Surprise Mission quests which are automatically accepted after a certain amount of time has elapsed since the Sealed Balaurea Chronicle Chest has appeared.
 - Added an order which can be completed in the Balic Treasury. Elyos receive the order from the Balic Treasury after completing the [Daily] Ancanus' Orders in Tiamaranta Mesa. Asmodians must complete the [Daily] Skafir's Orders mission in Tiamaranta Mesa.
18. Added 2 new quests for the Teva Dimensional Rift Battle.
 - The quests can be obtained from Researcher Runanerk in Tiamaranta Mesa.
 19. Added a new quest in the Labyrinth of Echoes.
 - The quest is given by Israphel's Apostle/Siel's Apostle on the airship in Tiamaranta Mesa.
 - After attacking Kromede, the 3rd named monster in Labyrinth of Echoes, at 10% health or lower, Kromede's chest appears. You can complete the quest if the chest contains a Wandering Adventurer's Fragment III. In reward for the quest, you receive 3 Wandering Adventurer's Fragments III.
 20. It is now possible to accept the Speaking Balaur quest.
 21. It is now possible to get direct access to the Fate Rift via an NPC (even after leaving the quest location when completing the campaigns An Important Choice and To Face the Future).
 22. The meta stigma quest is not available for the Luminess class.
 23. Quests for the Steel Rake and Draupnir Cave are only available up to level 65.
 24. Radiant Ops, Blood Crusade and Protectorate quests are only available up to level 70.
 25. Work missions are available up to level 70.
 26. Some quests are no longer available.
 27. The number of quest items required for the How to Use Stigma and A Booklet on Stigma quests has been reduced.
 28. As the Manastone Remover has been removed, manastone exchange quests can no longer be completed.
 29. Fixed an issue where the stigma quest could not be completed by Revenant characters.



PATCH NOTES

Legions

1. Legion campaign tips have been expanded.
2. Added the new Dimensional Treasure Chest and Dimensional Experience Serum Chest items.
 - You can acquire the crafting material Abyss Rift Particles by participating in the Teva Dimensional Rift Battle.

Monsters

1. In the event that no items are available after defeating the monsters, the killed monsters will now disappear.
2. As skills are automatically acquired, some skill books no longer drop.

Moreth, Chronicle of Time

1. Increased the effect of the skill Moreth: Promise.
 - It is now activated when attacking Drakans, Dracos, Nagas and Arch enemies.
 - Additional hit damage increases depending on the skill level.

Book of Legends

1. Added new ancient artworks Tiamaranta Painting and Balic Treasury Painting.



PATCH NOTES

Combat Talent

1. Changed the formula for calculating the Combat Talent.
 - There was a large discrepancy with existing classes, and it was difficult to accurately reflect the actual combat ability. This has been fixed.
 - Before: Calculation based on physical/magic stats
 - After: Equipment score (rank/level/honour) + enchantment score (manstones/godstone/enchantment stone) + class Storm attack skill score + gear skill points + Moreth level score
 - Power Shards are no longer considered in calculating Combat Talent.
2. It is possible that your Combat Talent value will drop following the new calculation.
 - The previously achievement maximum Combat Talent remains unchanged.
 - If you have already received a reward, this remains unchanged.
 - If you have not yet accepted the reward, you can still accept it.
3. The Combat Talent stats of certain gear and skills has been added and adjusted.
4. The Combat Talent stats for some enchantment levels has been changed.
5. The Combat Talent Ranks have been adjusted.
 - You can check a player's gear in the rankings by clicking on Details from the Combat Talent rankings menu.
 - Players can present themselves in the rankings via the Details.
 - Using Kinah you can receive the buffs of the top ranked player for all classes and for the class rankings.
 - When the Combat Talent rankings are updated, the player who made the buffs available receive Kinah via post.
 - The Combat Talent rankings are updated daily at 9 AM.
 - Combat Talent rankings will not however be displayed on the day of the update.
6. Added new Combat Talent Trophies.
 - Upon reaching 21,000, you receive the new skill book Vital Instinct I.
 - The effect of Vital Instinct I combines Herb Treatment and Mana Treatment. At level 1 it works as follows: Use 5 Premium Odella Powder, removes 1 abnormal physical condition, immediately restores 827 HP and 555 MP, then restores 81 HP/MP every 3 seconds for 10 seconds (can be used while flying).



PATCH NOTES

Global Auction House/Trade Broker

1. The sanctification of gear can now be seen in the Global Auction House.

Enchantment Effects

1. Added a +85 enchantment effect.
 - PvE/PvP effects have been changed as follows:

Enchantment Level	PvP/PvE
+30	PvE Attack: +2%
+45	PvE Attack: +5%
+60	Received Godstone Elemental Damage: -50% Drop Rate: +10%
+65	Status duration: -15% PvE Defence: +5% PvE Attack: +10%
+75	Status duration: -25% PvE Attack vs Bosses: +10%
+80	Status duration: -35% Drop Rate: +20%
+85 (new)	Status duration: -40% PvE Attack: +15% PvP Attack: +5%
+90	Status duration: -50% Drop Rate: +50% Abyss Points Earned: +5%

- The highest value is used for identical stats.
 - Applied status effects: stun, silence, blind, and paralysis.
2. Fixed: At enchantment +60, the Drop Rate: +10% effect and at enchantment +80, the Drop Rate: +20% effect were not applied.



PATCH NOTES

Siel's Hammer & Siel's Anvil

1. Added Siel's Hammer.
 - You can dismantle certain items in a special manner to retrieve materials.
 - Open the menu by selecting Siel's Hammer at the bottom of your inventory.
2. Added Siel's Anvil.
 - Using the seals obtained from Siel's Hammer and other materials you can craft various items.
 - Open the menu by selecting Siel's Anvil from the game menu.

Altar of Transcendence

1. Added the Altar of Transcendence feature.
 - If you use 4 or more manastones/godstones, you have a certain chance to get a valuable result.
 - If you use level 50 manastones, you have a certain chance to get level-60 manastones of the same type.
 - If you use level 60 manastones, you have a certain chance to get manastones of a better type (simple → rare, rare → heroic). If the upgrade fails, you receive manastones of the same type.
 - If you use godstones as material, you have a certain chance to get godstones of a better type (rare → heroic, heroic → fabled). If the upgrade fails, you receive godstones of the same type.
 - With a critical success you receive double the amount of items.
 - If you use 2 or more heroic manastones or fabled godstones as material, you can also get equal-value manastones and godstones with other stats. (It is possible to receive the same result.)
 - The Altar of Transcendence feature can be found in the game menu.



PATCH NOTES

Manastone/Godstone Removal

1. A feature to remove manastones has been added.
 - Heroic manastones equipped to gear will be restored to your inventory, while normal and rare manastones can be removed but are destroyed in the process. In both instances, Kinah is consumed, and the costs depend on the rank.
 - The feature is available via the Manastone/Godstone Removal option in the game menu,
2. A feature to remove godstones has been added.
 - Fabled godstones equipped to gear will be restored to your inventory, while godstones up to the rank of heroic can be removed but are destroyed in the process. In both instances, Kinah is consumed, and the costs depend on the rank.
 - The feature is available via the Manastone/Godstone Removal option in the game menu.

System

1. The system for equipping two-handed weapons has been changed. Main and secondary weapons can be separately equipped in the right/left hand and the fusion effect is applied simply by equipping them.
 - When carrying a weapon in each hand, the weapon tooltip shows info for both weapons.
 - It is possible that the equipment set setting is incorrect. If you remove all used weapons and save after re-equipping them, it should work again.
 - In the equipment set settings, the fusion info for the weapons in both hands will not be displayed. It only displays information about the weapons equipped in each individual slot.
 - Through the change to the system, all currently fused two-hand weapons will be split, including all stored and equipped items, and they will be placed in your inventory.



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- When secondary weapons are split, you receive the manastones, but the enchantment levels of the weapons will be reset.
- Kinah spent when fusing secondary weapons will not be reimbursed.
- 2. When a character gets up, they stand up immediately without using their hands to support them.
- 3. When changing to flight while moving, wings no longer spread out.

Daeva Pass

1. The Novice Pass and Progression Pass can no longer be activated.
 - Novice Passes and Progression Passes already activated will remain valid for the specified duration.

Skills

1. The following changes have been made to how skills are acquired:
 - Basic skills are now learned automatically upon levelling up.
 - Skills which are not learned automatically can still be acquired and learned via skill books.
2. All classes receive the new Forte skill.
 - This can be used when you receive the buff from Luminess' Mezzo Forte skill while in a party.
 - Forte skills differ depending on class. Your existing skills have (Forte) added to the name.
 - You receive Forte skills automatically upon logging in.
 - Some Forte skills can be stacked with previous skills (the cooldown is not shared).
3. Added a repeatable paralysis resistance effect.



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- If an individual target is paralysed at least 3 times in succession within a certain time, the duration is reduced. After expiring, the effect returns to its regular duration.

4. Added new skills.

Class	Skill	Effect
Gladiator/Templar	Unwavering Devotion II	Increases your resistance to Stun, Knockback, Stumble, Spin, Aether's Hold, Immobilisation and Slowing by 2,000 for 1 minute.
	Unwavering Devotion II (Forte)	Increases your resistance to Stun, Knockback, Stumble, Spin, Aether's Hold, Immobilisation and Slowing by 2,000 and Sleep and Fear by 500 for 1 minute.
Templar	Blunting Severe Blow IV	Reduces accuracy and evasion by 300 and physical defence by 600 for 12 seconds.
	Righteous Punishment II	Absorbs HP equal to 150% of the damage and inflicts Stun for 2 seconds.
Ranger	Focus Arrow II	Inflicts physical damage on the target. Cooldown: 0 sec.
	Focused Shots II	Increases physical attack skill effectiveness 7 times by 30% for 3 minutes. Increases attack by 10% during this time.
	Bestial Fury II	Increases bow attacks by 70%, attack speed by 20%, and accuracy, magical accuracy and evasion by 200. Passive Skill
Spiritmaster	Fear Shriek II	Transforms a target within 25m and up to 6 enemies within 15m radius of them into Fire Spirits, places them in a state of fear and reduces their movement speed. If the target is a player, the duration is reduced. Casting time: 1.5 sec.
	Fear Shriek II (Forte)	Transforms a target within 25m and up to 6 enemies within 15m radius of them into



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		Fire Spirits, places them in a state of fear and reduces their movement speed. If the target is a player, the duration is reduced. Casting time: 1 sec.
Chanter	Hit Mantra III	Increases Crit Strike by 130, Crit Spell, Strike Resist and Spell Resist by 60, Attack by 35, Magic Boost by 140 and Magical Accuracy by 170 for you and your group members within 20m. Active Skill
Revenant	Electric Descent II	[Can be used while moving.] Deals wind damage to a target within 9m and up to 8 enemies within 7m of them and silences them for 4 seconds. The silence cannot be lifted.
Brawler	Whirling Blow VIII	Deals physical damage to the target, cancels the target's Evasion and Resistance, and reduces recovery effects by 40% for 7 seconds. This debuff cannot be removed. Can be used with the Astral Blessing and Eclipse Strike skills.
Cleric	Power Blast II	Earth damage, paralysis for 1 second.
	Noble Grace II	Increases party members' recovery, restores 3,000 HP when HP falls below 50%.
Assassin	Surprise Attack VII	Deals physical damage to a target. Causes additional physical damage if the target is attacked from behind. No cooldown.
Sorcerer	Wind Robes II	Increases magic suppression by 200, movement speed by 7%, magic boost by 150, magical accuracy by 100, natural mana treatment by 90 and all elemental defences by 100 for 30 minutes.
Luminess	Celestial Image II	Removes all debuffs from you and group members within a 20m radius.



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5. When you receive a higher level skill, the lower level skill will no longer be displayed in the skill list.
6. When you receive certain higher level skills, the combined skill will no longer be displayed in the skill list.

Class	Skill Learned	Combined Skills
Templar	Blunting Severe Blow IV	Major Blow
	Righteous Punishment II	Holy Punishment
Cleric	Light of Rejuvenation I	Light of Renewal IV
	Cleanse I	Resolution Cure Mind
Chanter	Word of Revival I	Light of Renewal IV
	Hit Mantra III	Victory Mantra Intensity Mantra Magic Mantra
Ranger	Focused Shots II	Strengthening Eye
	Bestial Fury II	Dodging Aiming
Sorcerer	Wind Robes II	Robe of Nature Flame Robes
Spiritmaster	Chain of Earth I	Ice Chain

7. Added new Growth Stigmas.
 - Three varieties have been added, depending on type: Destruction Incarnate, Abyssal Oath and Guardian's Will.
 - These can be purchased/developed in Inggison/Gelkmaros from the NPCs Raphael (Elyos) and Belzep (Asmodians). The initial purchase can be made with Kinah.
 - Upon each development attempt, the stigma grows by 1 level up to a maximum of level 10.
 - For each development attempt you need the previous level stigma and Holy Seals of Eternity, Seals of Eternity and Seal of Eternity Fragments.
 - The amount of materials required and the chance of development vary depending on the type.
8. Changed some skill effects.
 - More information can be found in the Skills: Information and Balancing Changes document.



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9. It is now possible to resist Storm attack skills.
10. The maximum range of Storm attack skills is now 25 metres.
11. The level of creature summoned by the Summon Noble Energy III skill has been increased.
12. Upon receiving the Vital Instinct skill, the Herb Treatment V and Mana Treatment V skills are hidden.
13. Class-specific flight skills previously available from a skill book are now automatically available.
14. Added tooltips to the Quick Glide I and Quick Glide II skills.
15. Each class has a new skill available as a result of the expansion to level 70.
16. Each class has a new stigma skill available as a result of the expansion to level 70.
17. Existing class skills have been expanded/adjusted as a result of the changed level.
18. Passive skills acquired via reassignment are now stackable.
19. Fixed typos in the Break Limit skill tooltip.
20. Fixed typos in the Noble Grace II skill tooltip.
21. Clerics no longer automatically receive the Flashbolt I skill.
22. Fixed: The Cleric's Flashbolt I skill is now received as designed.
23. Fixed: The Templar's Air Change I skill now displays the correct effect chance.
24. Fixed: The Elysian Magma Spirit II and Asmodian Tempest Spirit II skills now apply the correct spirit level.
25. Fixed: The Lightburst and Shadowburst skill cooldowns are now displayed again.
26. Fixed: The Gladiator's Righteous Cleave III movement is now applied correctly again.
27. Fixed: The Assassin's Crashing Wind Strike III symbol is now applied correctly again.
28. Fixed: The Spiritmaster's Spirit Preserve I effect is now applied correctly again.
29. Fixed: The Cleric's Summon Noble Energy III, Summon Healing Servant III and Summon Holy Servant V skill tooltip stats are now displayed correctly.
30. Fixed: The NPC Imoog in Dokkaebi Realm did not reset the Time Lapse I skill.
31. Fixed: Certain equipment skills were not displayed in the skill list.
32. Fixed: When using the same skill on the same spot, the movement was not displayed.
33. Fixed: Activating Godstone: Agnar's Blood and Godstone: Hyperion's Wrath did not display the symbol correctly.
34. Fixed: The effective area of Command: Detonation Claw Earth/Wind is now displayed in the tooltip correctly again.



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35. Fixed: It was not possible to change the priority of chain skills in the chain skill info in the skill window.
36. Fixed: The Gladiator's Reboot skill was displayed in the skill list.
37. Fixed: The Prayer of Destruction I skill when added to the quickbar was changed to the Hand of Concentration I skill.
38. Fixed: The cooldowns for the Darkwing Arrow/Arrow of Virago I skills were not displayed.

UI

1. In the pop-up displaying chances when reassigning skills, the individual skill symbols have been added. Hovering over them with the mouse displays the skills' effects.
2. In PvP zones where the character name is hidden, the player name is now displayed when actively engaged in PvP, irrespective of the display settings for player names of the same/enemy faction in the settings.
3. Certain macro/chat features made character numbers illegible in PvP zones.
4. Messages relating to the Guardian General transformation, Tiamaranta's Watching Eye and for conquering the Laphsaran garrison are now only displayed in the chat window.
5. Quest Journal features have been improved.
 - The feature for hiding quest categories in the quest window can now be saved.
 - Accepting a quest now automatically adds the quest to the quest indicator. A maximum of 30 quests can be added to the quest indicator.
6. Changes to the Register button:
 - On the Send Offer screen, the button is now pre-selected.
 - On the Apply screen, the button is now pre-selected.
7. Fixed an issue where attempting to equip two-handed weapons requiring a soulbind would display an incorrect message.
8. Fixed an issue where map (M) display elements were not working properly.
9. Fixed: The 'Show on Map' feature now works again.
10. Fixed: The 'Accept' button is now active for all Combat Talent Trophies.
11. Fixed an issue where the game was not displayed correctly at certain resolutions.



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12. Fixed an issue where switching from Window Full Screen to Windowed mode would result in a black screen.
13. Fixed an issue where your character's hair colour was displayed in the preview when viewing undyed hairstyle items.
14. Fixed: The Rank Points in the Rank/Competition tab are now displayed correctly.

Other

1. The client logout text has been changed as part of the update.
2. When the Fruit of Wrath buff expires, remaining MP no longer drops to 0.
3. Added Poeta for the Elyos and Ishalgen for the Asmodians to the list of bind points.
4. Stealth mode is deactivated for chance looting.
5. If you hold down a key for a skill in the quickbar, it will now be repeatedly triggered.
6. The order in which skills are used can now be changed in the chain skill window.
7. Added a feature to select and check items which can be specially dismantled at the Trade Broker and Auction House.
8. Fixed: The pet auto-loot feature no longer displays erroneous messages.
9. Fixed: If a player has an abnormal state when using a windstream, they can now continue flying without issue again.
10. Fixed: The flight button now works without issue.
11. Fixed: When removing a fused secondary weapon, the inventory movement sound no longer plays.
12. Fixed an issue where part of Octanu's Lair in Morheim could not be entered.



PATCH NOTES

Classic Europe Specifics

1. Registering for the Dranium Battlefield and Tiarkh Testing Lab battlefields can still be done in group sizes of max. 4/6 players.
2. The HP of fortress objects in Apheta Beluslan and the Elyos Guardian General in the Inggison and Gelkmaros Fortresses have been further reduced.
3. The HP of the raid bosses Arch Haettoda, Arch Tatar, Governor Sunayaka, Hexad (body, left arm, right arm) and the Storm Dredgion have been reduced.
4. The Tower of Illusion event instance remains available.
 - It can be entered by level 58–70 characters.
5. The following items can now be received from instance bosses:

Instance	Boss	Item	Amount
Phaestos' Disc	Phaestos	Monumental Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1
Tartarus	Unstable Phaestos	Excellent Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1
Wall of Lament	Doomed Samael	Monumental Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1
Dokkaebi Realm	Gangcheol	Excellent Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1
	Enraged Gangcheol	Monumental Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1
Iron Citadel	Tarotran, Captain Xastra, Zantaraz, Kuhara's Treasure Box	Special Greater Fluxex (quality: normal-fabled)	1
	Brigade General Vasharti	Monumental Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1



PATCH NOTES

6. The Enchantment Chest (Level 91–105) can be obtained from the following instance bosses with a certain chance:

Instance	Boss	Amount
Phaestos' Disc	Phaestos	1-3
Tartarus	Unstable Phaestos	1
Wall of Lament	Doomed Samael	1-3
Dokkaebi Realm	Gangcheol	1
	Enraged Gangcheol	1-3
Iron Citadel	Tarotran, Captain Xastra, Zantaraz, Kuhara's Treasure Box	1-3
	Brigade General Vasharti	1-3

- Phaestos, Unstable Phaestos, Doomed Samael, Enraged Gangcheol and Brigade General Vasharti are guaranteed to drop 1x Enchantment Chest (Level 91–105).
7. In addition to the Unknown Laphsaran Painting Fragment Bundle and 5x Mithril Medals, completing the weekly Laphsaran quests for the 1st/2nd Laphsaran Garrison can also reward 200,000 to 100,000,000 Kinah and 2x [Event] Rare Manastone Bags (Level 60).
8. The open world drop in Laphsaran was removed.
9. There's a better chance to loot Heroic-level gear in the following instances:
- Phaestos' Disc
 - Wall of Lament
 - Dokkaebi Realm
 - Burning Blood Fortress
 - Iron Citadel
10. Drop chance for the burning subterranean weapons in Dokkaebi Realm and the Burning Blood Fortress has been increased.
11. The following items can be received as additional instance loot with a certain chance:

Instance	Potential Loot
Phaestos' Disc	[Event] Eternal Accessory Random Box II
	[Event] Handy Design Chest
	Enraged Agent's Armour Chest
	Enraged Agent's Weapon Chest
Wall of Lament	[Event] Handy Design Chest
	Enraged Agent's Prismatic Weapons
Dokkaebi Realm	[Event] Handy Design Chest
	Enraged Agent's Prismatic Weapons



PATCH NOTES

Burning Blood Fortress	[Event] Handy Design Chest
	Enraged Agent's Prismatic Weapons
Iron Citadel	[Event] Handy Design Chest
	Enraged Agent's Prismatic Weapons

12. Kinah has been added as guaranteed loot in the form of Diamonds to the following instances:
 - Tartarus (Unstable Phaestos)
 - Phaestos' Disc (Phaestos)
 - Wall of Lament (Doomed Samael)
 - Dokkaebi Realm (Murmuring Gwisin, Gwangsang, Mirror Gwisin, Bhulrasan Treasure Chest, Haettoda, Roof Tile Gwisin, Gangcheol, Enraged Gangcheol)
 - Iron Citadel (Brigade General Vasharti)
13. Doomed Legion Commander's Armour Fragments can still be obtained from Doomed Samael in the Wall of Lament.
 - Twenty armour fragments can be fused into a Doomed Legion Commander's Armour Selection Box.
14. Arenas have been reworked.
 - The Arena of Chaos and Arena of Discipline are available.
 - The arenas can be entered 7 times per week each.
They are open every Thursday–Sunday from 6 PM to midnight.
 - Entries are reset every Wednesday at 9 AM.
 - The Arena of Cooperation has been removed.
 - In reward for participation in the arenas you can earn Abyss points and Crucible Insignias.
 - Crucible Insignias can be traded for rewards from the NPCs Danian (Elyos) and Aeyren (Asmodian).
 - > The available rewards have been overhauled.
 - Crucible Insignias earned before the arena changes have been removed from the game.
 - Seasonal rewards for arena rankings have been added.
 - Each arena season normally lasts 2 weeks.
 - Manastones and enchantment stones can be earned in reward.
15. The experience points required for levels 61 to 70 have been adjusted.