



PATCH NOTES



AION Classic Europe 4.0

~ Light of Atreia ~

Skills: Information and Balancing Changes





PATCH NOTES

Contents

Skills: Information and Balancing Changes	3
1. Gladiator	3
2. Templar	7
3. Assassin	12
4. Ranger	19
5. Sorcerer	24
6. Spiritmaster	30
7. Cleric	34
8. Chanter	37
9. Revenant	43
10. Brawler	49
11. General Skill Adjustments	53

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



PATCH NOTES

Skills: Information and Balancing Changes

1. **Gladiator: Evolution into a Combat Expert and Frontline Brawler!**

The Gladiator is the most representative damage-dealing class in Aion. They can use various weapons and skills in any situation to turn the tide in battle and can literally be called a master of weapons and combat.

We've recognised that Daevas playing as Gladiators have a high level of understanding of the class, its skills and combat situations, and don't shy away from making significant investments in equipment and customisation.

However, AION's combat patterns have markedly changed recently due to the expansion of flight zones and faster combat. We think that this has made it more difficult to demonstrate the strengths of the Gladiator's combat expertise or the elements they use.

That's why the most important thing for us in adjusting the class was for Gladiators to 'get their old strength back'.

Changes for Consistent Strength and Taking Charge on the Battlefield

We came to the conclusion that a change to the Gladiator's main skill was necessary in order to restore their formidable form and maintain their professional combat style.

Not only that, but we considered it important to avoid the cooldowns of certain chain skills from getting tangled up during combat, leading to damage loss or players becoming discouraged by not having any skills available to use.

With that in mind, we're planning to change the existing primary and chain skills so that Gladiators always have a role to play.

Changes to the Fundamental Skills Body Smash and Body Combo

The skills Body Smash and Body Combo will get a reduced cooldown so that they can be used like normal skill attacks.

*For the Body Combo skill, it's more important to keep an eye on your MP than to use the skill indiscriminately, as it consumes a lot of MP. This skill has an **effect that increases damage relative to the enchantment level of the gear you have equipped**.*

Skill	Previous Effects	New Effects
Body Smash	Inflicts physical damage on the target. Cooldown 12 sec.	Inflicts physical damage on the target. Cooldown: 0 sec.



PATCH NOTES

		Bonus effect that increases damage relative to enchantment level.
Body Combo	Inflicts physical damage on the target. Multicast 2 times MP cost approx. 77 Cooldown: 8 sec.	Inflicts physical damage on the target. Multicast 2 times Massively increased MP consumption Cooldown: 0 sec. Bonus effect that increases damage relative to enchantment level.

Changes to Two-Part Chain Skills

Chain skills were originally divided into two parts. Combining them has improved their user-friendliness.

- **Aion's Strength** only used to increase physical attack, and **Slaughter** increased damage when a PC was attacked. These two skills are now combined.
- **Fury Absorption and Seismic Wave** have been combined and modified so that they are now a regular skill instead of stigma skills.

We've altered the chain skill to reduce the burden of having to arrange and learn skills, and to provide two effects simultaneously so that the focus lies on a volley of swift and powerful attacks in true Gladiator style.

Skill	Previous Effects	New Effects
Aion's Strength	Increases your phys. attack by 15% and you inflict additional damage when attacking other players.	Increases your physical attack by 35% and your magical accuracy by 300 , as well as dealing additional damage to other players.
Slaughter	Deals an additional 15% damage when attacking a player. Also increases magical accuracy by 300.	Other skills receive additional skill effects. This skill remains unchanged.
Fury Absorption	Deals physical damage to nearby enemies and absorbs 50% of the damage as HP. Stigma skill	Deals physical damage to nearby enemies and absorbs 50% of the damage as HP and MP . You receive the skill automatically.



PATCH NOTES

Seismic Wave IV	Inflicts physical damage to enemies within 7m.	Other skills receive additional skill effects. This skill remains unchanged.
Seismic Billow	Deals physical damage to nearby targets and causes them to stumble. Trigger chance Cooldown: 8 sec.	Deals physical damage to nearby targets and causes them to stumble. Always triggers Cooldown: 24 sec.
Pressure Wave	Deals physical damage to enemies close to you.	Will be deleted once combined with the Shock Wave skill.

Changes to Attack and Defence Skills

The damage skill **Great Cleave** now combines **Force Cleave/Agile Cleave** and a new function has been added to it.

This time, the effect of slowing down enemy movement speed has been added to increase responsiveness over mid and long-range combat, and to make 'magnetic damage' even smoother.

We've also increased the defence skill by modifying **Magic Defence and Counterattack Serum**.

Skill	Previous Effects	New Effects
Great Cleave	Inflicts physical damage on the target.	Deals physical damage to the target and reduces movement speed for 7 sec.
Magic Defence	Increases your magic suppression by 500 and reduces resist magic by 100 for 15 sec.	Increases your magic suppression by 1,200 and increases resist magic by 200 for 15 sec.
Force Cleave (Elyos)	Deals physical damage to a target and has a certain chance of decreasing their movement speed	Will be deleted once combined with the Great Cleave skill.
Force Cleave (Asmodian)		
Counterattack Serum	Deals physical damage to the target after a successful parry and absorbs HP equal to 120% of the damage. Cooldown: 1 min.	Deals physical damage to the target after a successful parry , and absorbs HP and MP equal to 120% of the damage. Cooldown: 30 sec.



PATCH NOTES

Versatile Gladiators to Respond to Different Situations

Combat constantly switches between PvE and PvP in AION. The ever-changing and expanding fighting styles are a great deal of fun.

As we've already mentioned, creating an environment where Gladiators can conscientiously fulfil their role by using their skills freely and without holding back is important to us.

In particular, we realised that the Gladiator's role was limited when skills with long cooldowns were going unused in sudden PvP situations because players were saving them for later.

To fix this issue, we want to comprehensively improve skill cooldowns as part of this patch.

Cooldown Adjustments to Skills to Reduce the Need for Sparring

Because it seems a shame not to use skills when you need them, we've **improved the cooldowns** of **DP** skills, defence skills such as Unwavering Devotion and Wall of Steel, as well as those of **numerous attack skills**. In particular, **Unwavering Devotion** and **Charge** are applied equally to Gladiators and Templars.

Skill	Previous Effects	New Effects
Wrathful Wave	Cooldown: 1 hour	Cooldown: 30 min.
Zikel's Threat		
Blessing of Nezekan		
Wall of Steel	Cooldown: 10 min.	Cooldown: 3 min.
Unwavering Devotion	Cooldown: 3 min. Duration: 1 min. 30 sec.	Cooldown: 2 min. Duration: 1 min.
Shadow Rage	For 30 sec., your physical attack is increased by 80% and your physical defence is reduced by 50%. Cooldown: 3 min.	For 30 sec., your physical attack is increased by 80%, your attack speed increased by 10% and your physical defence reduced by 50%. Cooldown: 2 min.
Second Wind	Cooldown: 3 min.	Cooldown: 2 min.
Counter Armour		
Strengthen Wings		
Aerial Lockdown	Cooldown: 3 min.	Cooldown: 30 sec.
Crushing Blow		
Charge	Cooldown: 4 min.	Cooldown: 2 min.
Tendon Slice	Cooldown: 2 min.	Cooldown: 1 min.
Earthquake Wave		
Sure Strike		



PATCH NOTES

Exhausting Wave	Cooldown: 2 min. 30 sec.	Cooldown: 1 min.
Revival Wave		

2. **Templar: Overcoming Weaknesses Strengthens the Group's Shield**

The Templar is the group's most robust shield. Even though it's not that easy to put them to work, play them and time their skills, they take on the role of a typical tank. However, in current PvE, there is a growing trend where attack power is prioritised over resilience, and we've come to the conclusion that this has weakened the Templar's position. As part of this balancing adjustment, we've bolstered the Templar's attack power in line with the current combat meta, emphasised the Templar's special role as group protector, balanced their weaknesses and accentuated their strengths.

Boosting Combat Power for Well-Timed Damage Dealing

In order to increase the Templar's combat strength, the attributes of their main skills have been improved. We've also added an effect that increases damage based on enchantment level.

Intuitive Attack Skill Enhancements

*Firstly, we've changed the Break Power skill, which is among the most essential Templar skills. Alongside existing effects, an **extra effect has been added which deals additional damage to stumbled targets, with the cooldown shortened to 10 seconds**. Not only that, but **Break Power and Pitiless Blow will see the addition of a damage increasing effect relative to your equipment enchantment level**, making the skills even more effective in battle.*

The Severe Blow skill, which weakens an opponent's defence, deals increased physical hit damage, which affects Gladiators using the same skill.

Blunting Severe Blow has also been given a boost so that Daevas can feel its increased attack power in instances or raids. The Divine Fury skill, which directly increases physical attack, has been switched to an automatically acquired skill with a reduced cooldown.



PATCH NOTES

Skill	Previous Effects	New Effects
Break Power	Deals physical damage to the target, and reduces physical attack. During this time, your physical attack increases. Cooldown: 16 sec.	Deals physical damage to the target, and reduces physical attack. During this time, your physical attack increases. Deals additional damage if used on stumbled enemies. Bonus effect that increases damage relative to enchantment level. Cooldown: 10 sec.
Pitiless Blow	Inflicts physical damage on a stumbled or stunned target. Cooldown: 1 min.	Inflicts physical damage on a stumbled or stunned target. Bonus effect that increases damage relative to enchantment level. Cooldown: 30 sec.
Severe Blow	Deals physical damage to the target, and reduces physical defence. Increases your enemy's enmity toward you. Deals additional physical damage to Balaur.	Deals physical damage to the target, and reduces physical defence. Increases your enemy's enmity toward you. Deals additional physical damage to Balaur. Increased physical damage. Bonus effect that increases damage relative to enchantment level.
Blunting Severe Blow	Deals physical damage to the target, and reduces accuracy and evasion. Also increases damage by 20% for 20 sec. when attacking an NPC.	Deals physical damage to the target, and reduces accuracy and evasion. Also increases damage by 50% for 20 sec. when attacking an NPC.
Divine Fury	Boosts your physical attack. Cooldown: 3 min. Stigma skill	Boosts your physical attack. Cooldown: 1 min. 30 sec. You receive the skill automatically.



PATCH NOTES

Improved Bodyguard Efficiency for the Group

One of the most fun elements of the Templar is playing as part of a group. In line with improving skills that work more externally, we would also like to change some of the group-orientated skills.

First of all, the characteristic skill Bodyguard already plays an important role in saving the group from hairy situations with its unique effect. As part of this restructuring, we're adding an effect that **increases group members' PvE/PvP attack by 10% when under the influence of Bodyguard**, thus boosting its status as a springboard skill for group comebacks, as opposed to being just a regular survival skill.

In addition, the **cooldown for Aether Armour**, which has the effect of increasing the group's resist magic, has been **shortened from 5 minutes to 3, and has been changed from a stigma to a skill that's automatically acquired**, making it easier to use more frequently.

Skill	Previous Effects	New Effects
Bodyguard	Absorbs a portion of the damage sustained by group members.	Absorbs a portion of the damage sustained by group members. Increases the target's PvP and PvE attack by 10%.
Aether Armour	Increases resist magic for you and any nearby group members. Cooldown: 5 min. Stigma skill	Increases resist magic for you and any nearby group members. Cooldown: 3 min. You receive the skill automatically.

The Right Skill at the Right Time

The balancing also aims to **adjust skill cooldowns and durations** to allow for greater freedom in using them, as is the case with other classes. As Templars in particular need many skills in certain situations, we've also made a lot of modifications.

Skill Modifications to Bolster Protection

Templars had a lot of defence skills with long cooldowns. We came to the conclusion that the Templar's weakness was an inability to respond to short combat times and varied situations. This is why we've **adjusted the cooldowns for their main skills**.

And since attack is the best form of defence, we've also improved the Templar's attack skills so that they can be used regularly. This should improve skill usability at the beginning of combat and ensure smoother gameplay.



PATCH NOTES

Skill	Previous Effects	New Effects
Iron Skin	Removes all debuffs from you and reduces the damage inflicted on you by 50% for 30 sec. Cooldown: 10 min.	Removes all debuffs from you and reduces the damage inflicted on you by 50% for 20 sec. Cooldown: 3 min.
Empyrean Armour	Restores HP, and increases max. HP and natural healing for 3 minutes. You also take less damage from other players. Cooldown: 6 min.	Restores HP, and increases max. HP and natural healing for 2 minutes. You also take less damage from other players. Cooldown: 3 min.
Wisdom's Shield	Removes all your magical debuffs which restrict movement. Also increases your resistance to immobilisation and slowing for 10 sec. Cooldown: 5 min.	Removes all your magical debuffs which restrict movement. Also increases your resistance to immobilisation and slowing for 10 sec. Cooldown: 2 min.
Prayer of Freedom	Removes all movement and flight impairing effects from you and makes you immune to crashes for 2 min. Cooldown: 5 min.	Removes all movement and flight impairing effects from you and makes you immune to crashes for 2 min. Cooldown: 2 min.
Shield of Faith	You block 10 attacks. Cooldown: 3 min.	You block 10 attacks. Cooldown: 2 min.
Prayer of Victory	Increases your max. HP and the max. HP of nearby group members. If you are attacked by a player, you take less damage. Cooldown: 5 min.	Increases your max. HP and the max. HP of nearby group members. If you are attacked by a player, you take less damage. Cooldown: 3 min.
Prayer of Resilience	Restores HP to you and to nearby group members. Cooldown: 3 min.	Restores HP to you and to nearby group members. Cooldown: 2 min.
Nezekan's Shield (Elyos)	Removes altered states and makes you immune to them for 30 sec.	Removes altered states and makes you immune to them for 30 sec.
Zikel's Shield (Asmodian)	During this time, you don't receive any physical damage and physical attack decreases.	During this time, you don't receive any physical damage and physical attack decreases.



PATCH NOTES

	Cooldown: 1 hour	Cooldown: 30 min.
Divine Grasp	Drags a target and enemies around the target towards you, reducing their movement speed. Cooldown: 1 hour	Drags a target and enemies around the target towards you, reducing their movement speed. Cooldown: 30 min.
Punishing Wave	Inflicts physical damage on nearby enemies and immobilises them. Cooldown: 3 min.	Inflicts physical damage on nearby enemies and immobilises them. Cooldown: 1 min.
Divine Justice	Inflicts earth damage on a target and stuns them. Cooldown: 2 min.	Inflicts earth damage on a target and stuns them. Cooldown: 1 min.
Sword Wind	Deals physical damage to enemies between you and a target, and causes them to stumble. Cooldown: 1 min.	Deals physical damage to enemies between you and a target, and causes them to stumble. Cooldown: 30 sec.
Elimination Strike	Inflicts physical damage on the target. Cooldown: 1 min.	Inflicts physical damage on the target. Cooldown: 30 sec.
Illusion Chains	Drags a target and enemies around the target towards you, and reduces their movement and attack speeds. Cooldown: 2 min. 30 sec.	Drags a target and enemies around the target towards you, and reduces their movement and attack speeds. Cooldown: 1 min.
Ensnaring Blow	Deals physical damage to a target and then drags it right up to you. Cooldown: 2 min.	Deals physical damage to a target and then drags it right up to you. Cooldown: 1 min.

The focus of balancing for Templars is more on preserving the essence of the class and responding to the current meta than on reducing the difficulty of playing the class. As the Templar is the most difficult class, we anticipate that Daevas will make good use of the modified skills in combat thanks to these improvements.



PATCH NOTES

3. **Assassin: Evolution into a Damage Dealer with Sophisticated Combat Controls and Explosive Damage!**

In AION, the Assassin is a combat class that employs various, well-timed fortifying buffs to overpower enemies with a single strike. They embody the concept of an 'assassin lying in wait'.

We recognised that many Daevas playing as Assassins are proud of using their own combat cycles and skills. We're keeping this in mind when it comes to adjusting the Assassin class, and don't intend on simplifying the way skills are applied, or on creating combat situations in which only certain skills are used in quick succession. Our aim is to make the Assassin a class where a character's strength comes noticeably to the fore depending on skill and settings, while at the same time retaining the fun of the original controls.

Changes to Maximise Explosive Power at Lightning Speed

*We have concluded that skill optimisation enabling players to focus on combat and further emphasise the appealing skills of the assassin is necessary. As well as **strengthening the most important combat skills**, we're planning on balancing the skills in such a way that enables Assassins to adapt to fast-paced and rapidly changing combat situations.*

Improving Key Skills for Increased Damage

*Runes play a vital role in the Assassin's combat process. We've **introduced changes so that Assassins can quickly engrave and actively use them.***

The Obliteration skill previously only engraved one level-1 rune. Now it has a level-5 rune-engraving effect. This has made it possible to use the active skill Pain Rune to deal maximum damage even faster. In the case of Rune Knife, we've doubled the range to 21 metres and increased the damage. In addition, we've separated the skill's cooldown from the previous Rune Carve to allow for more flexible responses in long-distance combat situations, such as when flying.

A damage-boosting effect that corresponds to your equipment enchantment level has also been added to the Assassination/Killing Spree skills. A synergy has been added to the Obliteration skill's status effect that strengthens combat structure, allowing opponents to be put down in a short time.



PATCH NOTES

Skill	Previous Effects	New Effects
Obliteration	Causes physical damage, engraves a level-1 rune, and eventually poisons the target while reducing their movement speed.	Causes physical damage, engraves a level- 5 rune, and eventually poisons the target while reducing their movement speed.
Rune Knife	Inflicts physical damage to a target within a 10m radius and engraves it with a signet pattern up to level 3. (Cooldown is shared with Rune Carve.)	Inflicts physical damage to a target within a 21m radius and engraves it with a signet pattern up to level 3. (Cooldown is no longer shared with Rune Carve.) Increased physical damage.
Assassination	Deals physical damage to the target, and additional damage when the target is poisoned or stunned.	Deals physical damage to the target, and additional damage when the target is poisoned or stunned. Bonus effect that increases damage relative to enchantment level.
Killing Spree		

Preparation Skills Revised to Cause Explosive Damage

Skills that had to be used at the start or in the middle of combat made the controls harder to use. To improve this, we've **converted some skills to passive effects and adjusted the cooldown**, restructuring the skills.

First, we've changed toggle or active skills such as Apply Poison/Apply Deadly Poison, Clear Focus and Sprinting to passive skills that are always applied. In doing this, we wanted to provide an experience that focuses more on combat by continually strengthening Assassins' skills, while at the same time eliminating the cumbersome process of repeatedly using skills or managing MP.

Since the Poison/Deadly Poison/Apply Lethal Venom skills are now passive, they no longer consume materials. We plan to offer new potential for these unused materials so that they can be efficiently utilised for other Assassin skills in the future.

Skill	Previous Effects	New Effects
Apply Poison	Provides a 20% chance that the enemy will be poisoned on every attack. Active skill	Deletion of used material Passive skill



PATCH NOTES

Apply Deadly Poison	Each attack has a 2% chance of stunning the target. Active skill	Deletion of used material Passive skill
Clear Focus	Crit. strike increases by 100. Active skill	Passive skill
Sprinting	Increases movement speed by 20%. Toggle skill	MP consumption deleted Passive skill
Apply Lethal Venom	You have a certain chance of inflicting additional damage on the target when you attack. Cooldown: 3 min.	Deletion of used material Cooldown: 2 min.

Strategic Combat Over Comfort

Instead of just combining and simplifying skills for convenience, we've made sure to improve the Assassin's user-friendliness so that skills can be easily used when needed.

Penalties Removed, Improved Buff Skill Usability

*Spelldodging, which is used against magic classes, offers a strong evasion effect. However, it has the disadvantage of reducing your physical attack by 50%. We've **removed this penalty in the form of a 50% reduction**, because we are of the opinion that an assassin-like approach would be even more effective as a counterattack.*

*We have also added a **strike fortitude effect** to the existing evasion and resist magic-boosting effects of Sensory Boost. We've introduced this improvement to enable players to concentrate on dealing damage at lightning speed with more daring attack timing.*

Finally, we've converted the Aethertwisting skill to one that can be acquired normally; it is no longer a stigma skill. Our intention with this is to improve the way stigma slots are used.

Skill	Previous Effects	New Effects
Spelldodging	You can resist two magic attacks, but your physical attack is reduced by 50% in return. Cooldown: 10 min.	You can resist two magic attacks but physical attack is reduced by 50%. Cooldown: 3 min.
Sensory Boost	Increases evasion and resist magic.	Increases evasion and resist magic. Increases strike fortitude by 500.



PATCH NOTES

Aethertwisting	You can resist two magic attacks. Stigma skill	You can resist two magic attacks. You receive the skill automatically.
----------------	---	--

Cooldown Adjustments for Rapid Combat Skills

We've improved the Assassin class so they can deal explosive damage. **For this, we've adjusted the cooldowns of key skills and some of the durations.** We hope this will make it easier to use skills in successive battles.

Skill	Previous Effects	New Effects
Slayer Form	Increases magical accuracy, max. HP and attack speed, and rapidly restores MP. Also increases your range by 2m. Duration: 40 sec.	Increases magical accuracy, max. HP and attack speed, and rapidly restores MP. Also increases your range by 2m. Duration: 1 min.
Vaizel's Dirk (Elyos)	Deals physical damage to the target and causes additional damage if you attack the target from behind, or if the target is from the enemy faction or a Balaur. Cooldown: 60 min.	Deals physical damage to the target and causes additional damage if you attack the target from behind, or if the target is from the enemy faction or a Balaur. Cooldown: 30 min.
Triniel's Dirk (Asmodian)		
Deadly Abandon	Physical attack is increased, evasion reduced. Duration: 3 min. Cooldown: 5 min.	Physical attack is increased, evasion reduced. Duration: 2 min. Cooldown: 3 min.
Deadly Focus	Boosts physical attack power. Cooldown: 5 min.	Boosts physical attack power. Cooldown: 2 min.
All-Seeing Eye	Can see targets in advanced stealth mode. Cooldown: 5 min.	Can see targets in advanced stealth mode. Cooldown: 3 min.
Shadow Rage	Increases physical attack, and reduces evasion and resist magic. Cooldown: 10 min.	Increases physical attack, and reduces evasion and resist magic. Cooldown: 3 min.
Flurry	Increases attack speed. Duration: 30 sec. Cooldown: 2 min.	Increases attack speed. Duration: 20 sec. Cooldown: 1 min.
Venomous Strike	Deals physical damage to the target, and inflicts additional damage when the target is	Deals physical damage to the target, and inflicts additional damage when the target is



PATCH NOTES

	<p>attacked from behind and poisoned.</p> <p>Cooldown: 2 min.</p>	<p>attacked from behind and poisoned.</p> <p>Cooldown: 1 min.</p>
Explosive Burst	<p>Deals fire damage to a target and stuns them.</p> <p>Cooldown: 2 min.</p>	<p>Deals fire damage to a target and stuns them.</p> <p>Cooldown: 1 min.</p>
Throw Dagger	<p>Deals physical damage to a target within 20m and surrounding enemies, stunning them and lifting the Protective Shield.</p> <p>Cooldown: 2 min.</p>	<p>Deals physical damage to a target within 20m and surrounding enemies, stunning them and lifting the Protective Shield.</p> <p>Cooldown: 1 min.</p>
Searching Eye	<p>Can see targets in basic stealth mode.</p> <p>Cooldown: 2 min.</p>	<p>Can see targets in basic stealth mode.</p> <p>Cooldown: 1 min.</p>
Beast Fang	<p>Inflicts physical damage on the target and carves a level-5 seal carving on them.</p> <p>Cooldown: 1 min.</p>	<p>Inflicts physical damage on the target and carves a level-5 seal carving on them.</p> <p>Cooldown: 30 sec.</p>
Whirlwind Slash	<p>Inflicts physical damage on the target and puts them in the spin state while you are in evasion status.</p> <p>Cooldown: 1 min.</p>	<p>Inflicts physical damage on the target and puts them in the spin state while you are in evasion status.</p> <p>Cooldown: 30 sec.</p>
Quickening Doom	<p>Inflicts physical damage to the target, also causing additional damage and making the target stumble if they are poisoned or stunned.</p> <p>Cooldown: 1 min.</p>	<p>Inflicts physical damage to the target, also causing additional damage and making the target stumble if they are poisoned or stunned.</p> <p>Cooldown: 30 sec.</p>
Binding Rune	<p>Detonates the pattern carved on a target up to level 5, damaging and putting the target in the Aether's Hold state.</p> <p>Cooldown: 1 min.</p>	<p>Detonates the pattern carved on a target up to level 5, damaging and putting the target in the Aether's Hold state.</p> <p>Cooldown: 30 sec.</p>
Oath of Accuracy	<p>Increases accuracy and magical accuracy for you and any nearby group members.</p> <p>Cooldown: 3 min.</p>	<p>Increases accuracy and magical accuracy for you and any nearby group members.</p> <p>Cooldown: 2 min.</p>



PATCH NOTES

Radiant Rune	Erases the rune up to level 5 carved on a target and sets it to explode, damaging the target. This reduces their attack speed and silences them. Cooldown: 3 min.	Erases the rune up to level 5 carved on a target and sets it to explode, damaging the target. This reduces their attack speed and silences them. Cooldown: 2 min.
Darkness Rune	Detonates the pattern carved on a target up to level 5, damaging and blinding the target. Cooldown: 3 min.	Detonates the pattern carved on a target up to level 5, damaging and blinding the target. Cooldown: 2 min.
Fleeing Posture	Removes movement-restricting states and increases resistance to stun, knockback, stumble and Aether's Hold. Cooldown: 3 min.	Removes movement-restricting states and increases resistance to stun, knockback, stumble and Aether's Hold. Cooldown: 2 min.
Needle Rune	Erases the rune up to level 5 carved on a target and sets it to explode, dealing magic damage with a low resistance rate to the target. Cooldown: 1 min. 30 sec.	Erases the rune up to level 5 carved on a target and sets it to explode, dealing magic damage with a low resistance rate to the target. Cooldown: 30 sec.
Shadowfall	Deals physical damage to a stunned target, making them stumble. Resets the cooldown of Focused Evasion. Cooldown: 1 min. 30 sec.	Deals physical damage to a stunned target, making them stumble. Resets the cooldown of Focused Evasion. Cooldown: 30 sec.
Shadow Walk	Activates advanced stealth mode. Your movement speed is decreased for the duration. You can use up to 3 magic boosts and still remain in stealth mode. Duration: 5 min. Cooldown: 3 min.	Activates advanced stealth mode. Your movement speed is decreased for the duration. You can use up to 3 magic boosts and still remain in stealth mode. Duration: 4 min. Cooldown: 2 min.
Blinding Burst	Inflicts blindness on nearby opponents and reduces magical accuracy. Duration: 15–25 sec. Cooldown: 3 min.	Inflicts blindness on nearby opponents and reduces magical accuracy. Duration: 15–20 sec. Cooldown: 2 min.



PATCH NOTES

Instead of just using skills in rapid succession, the outcome of a battle can change depending on how buffs are used, making it possible to enjoy the gameplay even more when playing as an Assassin.

Adjustments for Greater Combat and Survival Power

*The Assassin is a strategic class that uses various methods to inflict status effects on opponents in order to incapacitate them. However, it's been confirmed that using Apply Poison in longer battles unintentionally suppressed existing status effects, reducing combat power. To improve this, we've **made Apply Poison into an active skill in order to better achieve the desired effect.***

Devotion has undergone significant adjustments for improved combat power.

We've reduced to cooldown to 20 seconds, increased the physical attack boost to 60%, and added an additional PvE-related attack increase.

To improve resilience in combat situations, Sensory Boost's cooldown has been halved and boosts for all elemental defences have been added. The cooldown for Flash of Speed has been reduced to 1 minute to make it easier to use when fleeing.

The cooldowns for Deadly Focus and Shadow Rage have been separated and the penalty removed. Lastly, we plan on making Evasive Boost an automatically activated skill without a cooldown in order to massively improve Assassins' resilience.

Skill	Previous Effects	New Effects
Apply Poison	Provides a 20% chance that the enemy will be poisoned on every attack. Passive skill	Provides a 20% chance that the enemy will be poisoned on every attack. Movement possible Active skill
Devotion I	Your physical attack increases by 40% for 5 sec. Cooldown: 30 sec.	Your physical attack increases by 60% and your PvE attack by 20% for 7 sec. Cooldown: 20 sec.
Clear Focus	Crit. strike increases by 100. Passive skill	Crit. strike increases by 100 and PvE attack by 20%. Passive skill
Sensory Boost	Increases evasion, resist magic and strike fortitude. Cooldown: 3 min.	Increases evasion, resist magic and strike fortitude. Boosts all elemental defences by 300. Cooldown: 1 min. 30 sec.



PATCH NOTES

Flash of Speed	You instantly move 10m forwards. All effects that cause immobilisation and reduce movement speed will be removed. You are in stealth mode for 2 sec. Cooldown: 3 min.	You instantly move 10m forwards. All effects that cause immobilisation and reduce movement speed will be removed. You are in stealth mode for 2 sec. Cooldown: 1 min.
Dash and Slash	Sprints to a target up to 20m away and deals physical damage to them. Cooldown: 1 min. 30 sec.	Sprints to a target up to 20m away and deals physical damage to them. Cooldown: 30 sec.
Evasive Boost	Evasion increases following a successful evade. Cooldown: 2 min. Skill used	Evasion increases following a successful evade. Cooldown: 2 min. Automatically activated skill
Deadly Focus	Increases physical attack by 100% for 10 sec.	Increases your physical attack by 100% and your stun penetration by 500 for 10 sec.
Shadow Rage	Increases your physical attack by 100% for 10 sec., reduces evasion by 50% and resist magic by 500. (Cooldown is shared with Spelldodging.)	Increases physical attack by 150% for 10 sec. and reduces evasion by 50% and resist magic by 500. (Cooldown is no longer shared with Spelldodging.)
Spelldodging	You can resist two magic attacks for 10 seconds. (Cooldown is shared with Shadow Rage.)	You can resist two magic attacks for 10 seconds. (Cooldown is no longer shared with Shadow Rage.)

4. Ranger: Improving User-Friendliness and Survival Power to Create the Best Ranger

The Ranger is an attractive sniper class that can shoot and suppress enemies from a distance.

If a Ranger fails in successive combat scenarios, it can lead to a potentially life-threatening situation. In order to improve this, we've focused our revisions on user-friendliness and survivability.



PATCH NOTES

Improvements to Reduce Damage Loss

We felt the most important thing was to improve the essential buff skills in order to boost the Ranger's combat power.

This is why we've made adjustments to the Ranger's representative skills.

For Bestial Fury, we've reduced the range penalty from 13m to 10m and increased attack by 10%. We've also made it so that you receive the skill automatically without needing a stigma.

Focused Shots is another skill that you now receive automatically. We've also increased the duration of eye skills to 3 minutes **so that you no longer lose your buff effects as often in combat.**

Skill	Previous Effects	New Effects
Bestial Fury	The bow's range is reduced by 13m, whilst increasing physical attack by 50% and attack speed by 20%. Stigma skill	The bow's range is reduced by 10m , whilst increasing physical attack by 60% and attack speed by 20%. You receive the skill automatically.
Focused Shots	The effects of physical attack skills are increased by 30% 5 times, but physical defence is reduced by 50% for 1 minute. Stigma skill	The effects of physical attack skills are increased by 30% 5 times, but physical defence is reduced by 50% for 3 minutes. You receive the skill automatically.
Strong Shots	Increases the bow's physical attack by 5% for 1 min.	Increases the bow's physical attack by 5% for 3 min.
Dodging	Increases evasion by 200 for 1 min.	Increases evasion by 200 for 3 min.
Aiming	Increases accuracy by 200 and magical accuracy by 100 for 1 min.	Increases accuracy by 200 and magical accuracy by 100 for 3 min.

Improved Resilience to Enable Continuous Response in Combat

Spread Shot is now an attack skill that absorbs 30% damage. The cooldown of Nature's Resolve has also been reduced to 1 minute in order to support the Ranger's survivability.

Skill	Previous Effects	New Effects
Spread Shot	Deals physical damage to opponents between you and the	Deals physical damage to enemies between you and the



PATCH NOTES

	target. Also a slight chance of stunning enemies. Multicast 3 times.	target, and absorbs HP equal to 30% of the damage. Also a slight chance of stunning enemies. Multicast 3 times.
Nature's Resolve	Removes one physical altered state from you. Also grants resistance to 1 magic attack for 10 sec. Cooldown: 5 min. Stigma skill	Removes one physical altered state from you. Also grants resistance to 1 magic attack for 10 sec. Cooldown: 1 min. Stigma skill
Instant Sprint	Removes all movement-restricting states and teleports you forward by 10m. Cooldown: 3 min. Stigma skill	Removes all movement-restricting states and teleports you forward by 10m. Cooldown: 1 min. Stigma skill

Additional Buff Effect for Core Skills

For improved combat power, we've ***fine-tuned attack skills and made adjustments to skill cooldowns.***

The chain skills *Stunning Shot – Rupture Arrow* receive an effect that increases damage relative to enchantment level. *Mortal Blow* has also received a boost.

Skill	Previous Effects	New Effects
Stunning Shot	Deals random physical damage to the target and stuns them.	Deals random physical damage to the target and stuns them. Bonus effect that increases damage relative to enchantment level.
Rupture Arrow	Deals random physical damage to the target and knocks them back.	Deals random physical damage to the target and knocks them back. Bonus effect that increases damage relative to enchantment level.
Seal Arrow	Deals physical damage to the target, increases magic casting time and reduces attack speed. Cooldown: 1 min.	Deals physical damage to the target, increases magic casting time and reduces attack speed. Cooldown: 30 sec.



PATCH NOTES

Cooldown Adjustments for Critical Skills

We've made adjustments to the cooldowns of skills frequently used in combat.

On the whole, cooldowns have been reduced by a third or halved. We aim to reduce Rangers' weaknesses by boosting the above-named buff skills.

Skill	Previous Effects	New Effects
Vaizel's Arrow (Elyos)	Inflicts physical damage on the target and nearby enemies. Cooldown: 1 hour	Inflicts physical damage on the target and nearby enemies. Cooldown: 30 min.
Triniel's Arrow (Asmodian)		
Aether Arrow	Deals physical damage to a target and decreases MP by 75% of its current value. Cooldown: 1 hour	Deals physical damage to a target and decreases MP by 75% of its current value. Cooldown: 30 min.
Heal Wings	Restores 33% of your flight time. Cooldown: 10 min.	Restores 33% of your flight time. Cooldown: 2 min.
Arrow Flurry	Increases attack speed for 30 sec. You become stunned if you get attacked while the skill is in effect. Cooldown: 5 min.	Increases attack speed for 30 sec. You become stunned if you get attacked while the skill is in effect. Cooldown: 2 min.
Speed of the Wind	Increases your movement speed, crit strike and physical attack for 1 min. Cooldown: 3 min.	Increases your movement speed, crit strike and physical attack for 1 min. Cooldown: 2 min.
Sleep Arrow	Puts a target to sleep. Increases all the target's elemental defences in return. Cooldown: 3 min.	Puts a target to sleep. Increases all the target's elemental defences in return. Cooldown: 2 min.
Bow of Blessing	Increases the bow's physical attack for 1 min. Cooldown: 3 min.	Increases the bow's physical attack for 1 min. Cooldown: 2 min.
Seizure Arrow	Deals physical damage to the target. Absorbs HP and MP equal to 50% of the damage. Cooldown: 3 min.	Deals physical damage to the target. Absorbs HP and MP equal to 50% of the damage. Cooldown: 1 min.
Bloodlust Arrow	Deals physical damage to a target and removes their protective buff.	Deals physical damage to a target and removes their protective buff.



PATCH NOTES

	The target is confused for 3 seconds. Cooldown: 3 min.	The target is confused for 2 seconds. Cooldown: 2 min.
Unerring Arrow	Has a high probability of dealing physical damage to a target. Cooldown: 3 min.	Has a high probability of dealing physical damage to a target. Cooldown: 1 min.
Keen Cleverness	Your MP is restored with every attack for 1 min. 30 sec. Cooldown: 3 min.	Your MP is restored with every attack for 1 min. . Cooldown: 2 min.
Tactical Retreat	For 30 sec., your movement speed increases with every attack sustained. Cooldown: 2 min.	For 30 sec., your movement speed increases with every attack sustained. Cooldown: 1 min.
Hunter's Might	You deal 2 crit strikes using the skill. Your range is decreased for the duration. Cooldown: 2 min.	You deal 2 crit strikes using the skill. Your range is decreased for the duration. Cooldown: 1 min.
Lethal Arrow	Has a high probability of dealing physical damage to a target. Cooldown: 1 min.	Has a high probability of dealing physical damage to a target. Cooldown: 40 sec.
Griffonix Arrow	You deal physical damage to the target with low accuracy. Cooldown: 1 min.	You deal physical damage to the target with low accuracy. Cooldown: 40 sec.
Brightwing Arrow		
Darkwing Arrow		
Arrow of Virago		
Retreating Slash	Deals physical damage to the target. You are also knocked back 25m. The target may become stunned for 3 sec. Cooldown: 1 min.	Deals physical damage to the target. You are also knocked back 25m. The target may become stunned for 3 sec. Cooldown: 30 sec.
Arrow Storm	Inflicts physical damage on the target and nearby enemies. Cooldown: 30 sec.	Inflicts physical damage on the target and nearby enemies. Cooldown: 12 sec.

The most recent changes to the Ranger are less about a comprehensive overhaul of the mechanics and more about increasing efficiency. As Rangers are known for their incisive attacks on the battlefield, though, we're hoping these changes will offer a new experience.



PATCH NOTES

5. Sorcerer: Changes to Demonstrate the Sorcerer's Power

The Sorcerer is a traditional mage class with unrivalled firepower. With this class, Daevas can annihilate opponents from a distance, or use survival skills to evade attacks from approaching enemies before finishing them off.

However, the complex rules make the Sorcerer more difficult to play. It's become apparent that survival skills are hard to use as an effective means of defence due to the increased combat power of various classes.

*In order to make the Sorcerer as attractive a class as possible, we've **removed the penalties from the most important skills and boosted the survival skill.***

Removal of Restrictions on Conditional Skills

*The **conditions for buff skills and magic skills** that help Sorcerers in battle have been adjusted to enable more diverse and powerful combinations.*

The Fire of Magic power was a somewhat limited skill, causing only additional damage and a knockback effect if the opponent was a Balaur. We've changed this so that the skill affects all targets. In addition, we've also reduced the cooldown to make Fire a more powerful combat skill.

Vaizel's Wisdom has now changed from a stigma to a skill that's automatically acquired, while retaining the existing effect that reduces casting time.

Finally, the representative magic skills that neutralise opponents no longer increase enemy elemental defence, and Wind Spear's movement speed reduction effect has been changed so that it now has a 100% probability of activating.

Skill	Previous Effects	New Effects
Fire of Magic Power	Deals fire damage to the target, causes additional damage and knocks the target back if it is a Balaur. Cooldown: 3 min.	Deals fire damage to the target, causes additional damage and knocks the target back if it is a Balaur. Cooldown: 1 min.
Vaizel's Wisdom	Shortens the casting time of your magic skills by 25% for 15 sec. Stigma skill	Shortens the casting time of your magic skills by 25% for 20 sec. You receive the skill automatically.
Curse of Old Roots I	Puts an enemy to sleep and increases all elemental defences.	Puts an enemy to sleep and increases all elemental defences.
Curse of Roots I		
Sleeping Storm I		
Sleep I		
Sleep: Scarecrow I		



PATCH NOTES

Sleep: Ripened Frightcorn I		
Wind Spear	Deals wind damage to the target and reduces their movement speed with a low probability for 5 sec.	Deals wind damage to the target and reduces their movement speed with a low probability for 10 sec.

More Strength: Boosts to Attack Skills and Enemy Debuff Skills

We have also **made improvements to the most important Sorcerer combat skills.**

Firstly, we've adjusted the basic skills Flame Harpoon and Freezing Wind so that they receive an effect which increases damage relative to equipment enchantment level.

The casting time of Wind Cut Down, which causes bleeding in opponents, has also been shortened. The effect has also been changed so that all elemental defences are reduced when the switch to bleeding is made.

Skill	Previous Effects	New Effects
Flame Harpoon	Inflicts fire damage on the target.	Inflicts fire damage on the target. Bonus effect that increases damage relative to enchantment level.
Freezing Wind	Deals water damage to a target.	Deals water damage to a target. Bonus effect that increases damage relative to enchantment level.
Wind Cut Down	Deals wind damage to a target and causes bleeding for 6 sec. Casting time: 1.5 sec. Cooldown: 16 sec.	Deals wind damage to a target and all elemental defences are reduced by 150 for 12 sec. Casting time: 1 sec. Cooldown: 16 sec.
Blaze	Deals fire damage to the target and decreases resist magic by 50 for 30 sec. This debuff cannot be removed. Cooldown: 30 sec.	Deals fire damage to the target and decreases resist magic by 200 for 30 sec. This debuff cannot be removed. Cooldown: 16 sec.

Cooldown Adjustments for Rapid Combat

The cooldown for frequently used attacks and buff skills will be modified.

The cooldowns for Magic Assist, Boon of Quickness and Boon of Strength have been shortened to 3 minutes so that they can now be used more often.



PATCH NOTES

In addition, the cooldowns for important skills dealing damage and status effects have been shortened to improve their usability in combat.

Skill	Previous Effects	New Effects
Kaisinel's Wrath (Elyos)	Inflicts water damage on the target and nearby enemies. Deals additional damage if the target is a member of the enemy faction or a Balaur. Cooldown: 1 hour	Inflicts water damage on the target and nearby enemies. Deals additional damage if the target is a member of the enemy faction or a Balaur. Cooldown: 30 min.
Lumiel's Wrath (Asmodian)		
Lightburst (Elyos)	Deals water damage to a target. Deals additional damage if the target is a member of the enemy faction or a Balaur. Cooldown: 1 hour	Deals water damage to a target. Deals additional damage if the target is a member of the enemy faction or a Balaur. Cooldown: 30 min.
Shadowburst (Asmodian)		
Magic Assist	Your magic casting time is reduced for 1 min.; your magic buff and magical accuracy are increased by 300, and your crit spell by 100. Cooldown: 5 min.	Your magic casting time is reduced for 1 min.; your magic buff and magical accuracy are increased by 300, and your crit spell by 100. Cooldown: 3 min.
Boon of Quickness	The casting time for all magic skills is reduced by 50% for 15 sec. Cooldown: 5 min.	The casting time for all magic skills is reduced by 50% for 15 sec. Cooldown: 3 min.
Boon of Strength	Increases your magic boost and magical accuracy by 500 for 15 sec. Cooldown: 5 min.	Increases your magic boost and magical accuracy by 500 for 15 sec. Cooldown: 3 min.
Flaming Meteor	Deals fire damage to enemies close to a selected point, and also has a chance of stunning them for 3 sec. Cooldown: 5 min.	Deals fire damage to enemies close to a selected point, and also has a chance of stunning them for 3 sec. Cooldown: 1 min.
Illusion Storm	Deals fire damage to nearby enemies and stuns them for 4 sec. Cooldown: 5 min.	Deals fire damage to nearby enemies and stuns them for 4 sec. Cooldown: 3 min.



PATCH NOTES

Ice Sheet	Deals water damage to enemies within a selected area and reduces their movement speed. Cooldown: 3 min.	Deals water damage to enemies within a selected area and reduces their movement speed. Cooldown: 1 min.
Summon Whirlwind	Inflicts continuous wind damage on enemies close to the target, and summons a tornado that stuns them briefly. Cooldown: 3 min.	Inflicts continuous wind damage on enemies close to the target, and summons a tornado that stuns them briefly. Cooldown: 1 min.
Arcane Thunderbolt	Deals wind damage to the target, and stuns them for a short time. Cooldown: 2 min. 30 sec.	Deals wind damage to the target, and stuns them for a short time. Cooldown: 40 sec.
Summon Rock	Inflicts earth damage on the target. Cooldown: 2 min.	Inflicts earth damage on the target. Cooldown: 1 min.
Inferno	Inflicts fire damage on the target. Cooldown: 2 min.	Inflicts fire damage on the target. Cooldown: 1 min.
Rage of Destruction	Inflicts fire damage on a target and nearby enemies, and knocks them back. Cooldown: 1 min. 30 sec.	Inflicts fire damage on a target and nearby enemies, and knocks them back. Cooldown: 1 min.
Frozen Shock	Deals water damage to a target and throws them back. Cooldown: 30 sec.	Deals water damage to a target and throws them back. Cooldown: 20 sec.
Embers	Inflicts fire damage on the target. Cooldown: 30 sec.	Inflicts fire damage on the target. Cooldown: 16 sec.

Modifications to Useful Skills for Improved Usability

We've **made adjustments to the cooldowns for multiple useful skills to improve their usability.**

The cooldowns for magic skills such as Tranquillising Cloud and Curse of Old Roots have been reduced, and those of skills that expand combat gimmicks such as Wintry Armour, Curse of Weakness and Temperature Drop have also been changed.



PATCH NOTES

Skill	Previous Effects	New Effects
Tranquillising Cloud	Puts a target and any surrounding opponents to sleep. Cooldown 30 min.	Puts a target and any surrounding opponents to sleep. Cooldown: 3 min.
Exchange Vitality	Exchanges your current HP with your MP. Cooldown: 10 min.	Exchanges your current HP with your MP. Cooldown: 3 min.
Wintry Armour	You reflect 1000 damage back at an opponent that is attacking you for 30 sec. Also decreases their movement and attack speed for 2 sec., and increases the casting time of magic skills. Cooldown: 5 min.	You reflect 1000 damage back at an opponent that is attacking you for 30 sec. Also decreases their movement and attack speed for 2 sec., and increases the casting time of magic skills. Cooldown: 3 min.
Curse of Weakness	Every time a target uses a magic skill, they sustain magic damage equal to a portion of their max. HP. Cooldown: 5 min.	Every time a target uses a magic skill, they sustain magic damage equal to a portion of their max. HP. Cooldown: 3 min.
Soul Absorption	Deals water damage to the target and absorbs 50% of the damage as MP. Cooldown: 5 min.	Deals water damage to the target and absorbs 50% of the damage as MP. Cooldown: 1 min.
Gain Mana	Immediately restores MP, and then restores additional MP once per second for 5 sec. Cooldown: 3 min.	Immediately restores MP, and then restores additional MP once per second for 5 sec. Cooldown: 1 min.
Temperature Drop	Freezes a target. This stuns them for 2 sec. and prevents them being attacked. Cooldown: 3 min.	Freezes a target. This stuns them for 2 sec. and prevents them being attacked. Cooldown: 1 min.
Sleeping Storm	Puts enemies to sleep and increases all elemental defences. Cooldown: 3 min.	Puts enemies to sleep and increases all elemental defences. Cooldown: 2 min.
Elemental Ward	All of your elemental defences and resist magic increase by 300 for 1 min. Cooldown: 3 min.	All of your elemental defences and resist magic increase by 300 for 40 sec. Cooldown: 2 min.



PATCH NOTES

Curse of Old Roots	Puts an enemy to sleep and increases all elemental defences. Cooldown: 3 min.	Puts an enemy to sleep and increases all elemental defences. Cooldown: 1 min.
Boon of Clairvoyance	Can see targets in basic stealth mode. Cooldown: 3 min.	Can see targets in basic stealth mode. Cooldown: 1 min.
Aether's Hold	Binds the target in Aether's Hold. Cooldown: 2 min.	Binds the target in Aether's Hold. Cooldown: 1 min.
Root	Immobilises the target. Cooldown: 1 min.	Immobilises the target. Cooldown: 30 sec.
Absorb Energy	Restores your MP. Cooldown: 1 min.	Restores your MP. Cooldown: 30 sec.

Improved Survivability, Optimised Defence Skills

By **improving the chances of survival on the battlefield**, we've created an opportunity to overcome crises and crush enemies immediately, rather than experiencing the helplessness of being pushed back in battle.

The representative magic defence skill Boon of Iron-Clad now defends against all types of damage, not just physical damage. The cooldown has also been shortened to 2 min. We hope this will make the survival skill more useful in various combat situations.

Stamina Absorption now also restores not only HP, but MP as well. Together with Barrier of Severance, the skill's cooldown has been reduced to make it even more effective in combat.

Skill	Previous Effects	New Effects
Boon of Iron-Clad	Creates a protective shield that blocks any physical damage for 5 sec. and increases your resistance to stun, knockback, stumble, spin, and Aether's Hold by 1,000. Cooldown: 10 min.	Creates a protective shield that blocks any damage for 5 sec. and increases your resistance to stun, knockback, stumble, spin, and Aether's Hold by 1,000. Cooldown: 2 min.
Barrier of Severance I	Creates a protective shield for 8 sec. that absorbs 20,000 damage every time you are attacked. In return, you are stunned. Cooldown: 5 min.	Creates a protective shield for 8 sec. that absorbs 20,000 damage every time you are attacked. In return, you are stunned. Cooldown: 2 min.



PATCH NOTES

Stamina Absorption	Deals water damage to a target up to 25m away and absorbs 100% of the damage as HP. Cooldown: 1 min.	Deals water damage to a target up to 25m away, and absorbs 100% of the damage as HP and 50% as MP . Cooldown: 30 sec.
--------------------	--	---

6. Spiritmaster: Spiritmasters Who Dominate the Battlefield and Down Enemies!

Spiritmasters alter the course of battle with unexpected and unusual status skills. They have the most unique combat patterns in AION. However, in a fast-paced combat environment, there were many restrictions on cooldowns and conditions for fully utilising status skills.

*Accordingly, we plan to **improve all of the Spiritmaster's main skills**.*

Status Skill Changes to Make It Harder to Flee

In order to strengthen the Spiritmaster's combat power, we've improved the indispensable Curse skill.

Cooldown Adjustments for Status Skills

*First, the **cooldowns of Curse of Fire and Curse of Water have been shortened to 3 minutes**.*

*In addition, the **Flames of Anguish and Dark Fetter cooldowns have been reduced to 1 minute** so that they can be used as skills at the start of battle or in emergencies.*

Skill	Previous Effects	New Effects
Curse of Fire	Forces a target to turn into a spirit for 6–8 sec. strikes it with fear and reduces its movement speed.	Forces a target to turn into a spirit for 6–8 sec. strikes it with fear and reduces its movement speed.
Curse of Water	Cooldown: 5 min.	Cooldown: 3 min.
Flames of Anguish	Forces a target to turn into a spirit and strikes it with fear. They are immobilised, even if they are attacked. Cooldown: 3 min.	Forces a target to turn into a spirit and strikes it with fear. They are immobilised, even if they are attacked. Cooldown: 1 min.
Dark Fetter	Nearby targets are immobilised even when attacked. Also	Nearby targets are immobilised even when attacked. Also



PATCH NOTES

	reduces resist magic and all elemental defences. Cooldown: 1 min. 30 sec.	reduces resist magic and all elemental defences. Cooldown: 1 min.
Withering Gloom	For 30 sec., reduces the max. HP, max. MP and healing boost of the target and enemies close to them, and they cannot restore MP. Cooldown: 2 min.	For 20 sec., reduces the max. HP, max. MP and healing boost of the target and enemies close to them, and they cannot restore MP. Cooldown: 1 min.

Usability Improvements to Opportunistic Skills

We've **adjusted the cooldowns of many useful skills** because we believe that more opportunities are needed for defeating opponents in various situations.

To start with, we've reduced the cooldown of Spirit Substitution to 3 minutes, and changed the skill together with Sigil of Silence from a stigma to a normal skill. This has removed them from the fixed stigma branch and turned them into skills that anyone can possess. The cooldown of Cloaking Word has been reduced to 1/5 of its original time so that the skill can be used more often. The cooldown of Transference, which boosts the group's Mana Treatment and elemental defence, has been shortened to 2 minutes. The cooldown of Blessing of Fire, which enchants group members, has been reduced to 1 minute, improving its usability in group play situations.

We've also changed Summon Group Member so that it no longer consumes any Dimensional Fragments and adjusted the cooldown to 3 minutes to increase the Spiritmaster's demand within the group.

To counteract the lack of MP, the cooldowns for the corresponding skills have also been modified. Lastly, the cooldowns for Summon Tempest Spirit/Magma Spirit and Cursecloud have been shortened from 1 hour to 30 minutes so that they can be used more frequently.

Skill	Previous Effects	New Effects
Spirit Substitution	You create a protective shield that blocks damage. Stigma skill Cooldown: 10 min.	You create a protective shield that blocks damage. You receive the skill automatically. Cooldown: 3 min.
Sigil of Silence	Silences the target. Stigma skill	Silences the target. You receive the skill automatically.



PATCH NOTES

Cloaking Word	Puts you and all group members in basic stealth mode for. You can't move while the skill is in effect. Cooldown: 10 min.	Puts you and all group members in basic stealth mode for. You can't move while the skill is in effect. Cooldown: 2 min.
Transference	Your MP and that of nearby group members is restored, and all your elemental defences are increased. Cooldown: 3 min.	Your MP and that of nearby group members is restored, and all your elemental defences are increased. Cooldown: 2 min.
Blessing of Fire	For 1 min., you and your group members cause additional damage. Cooldown: 2 min. 30 sec.	For 30 sec., you and nearby group members cause additional damage with every attack. Cooldown: 1 min.
Summon Group Member	Consumes 1 Dimensional Fragment to summon a group member in the same zone to your side. Cooldown: 10 min.	Consumes 1 Dimensional Fragment to Summon a group member in the same zone to your side. Cooldown: 3 min.
Contract of Resistance	You resist a magic attack. Cooldown: 5 min.	You resist a magic attack. Cooldown: 2 min.
Earth Protection	Removes movement-impairing states. For 10 sec., also increases your resistance to immobilisation and slowing by 1,000. Cooldown: 3 min.	Removes movement-impairing states. For 10 sec., also increases your resistance to immobilisation and slowing by 1,000. Cooldown: 1 min.
Backdraft	Deals fire damage to the target and absorbs 100% of the damage as HP and 50% as MP. Cooldown: 2 min.	Deals fire damage to the target and absorbs 100% of the damage as HP and 50% as MP. Cooldown: 1 min.
Soul Drain	Deals fire damage to the target and absorbs 110% of the damage as HP and 60% as MP. Cooldown: 2 min.	Deals fire damage to the target and absorbs 110% of the damage as HP and 60% as MP. Cooldown: 1 min.
Spirit Absorption	Consumes the spirit's HP to restore your MP. Cooldown: 2 min.	Consumes the spirit's HP to restore your MP. Cooldown: 1 min.
Summon Tempest Spirit	Summons a Tempest Spirit/Magma Spirit for 20 min.	Summons a Tempest Spirit/Magma Spirit for 20 min.
Summon Magma Spirit	Cooldown: 1 hour	Cooldown: 30 min.



PATCH NOTES

Cursecloud	Inflicts earth damage on the target and nearby enemies, and causes continuous damage for 54 sec. Whenever the target uses a magic attack, you inflict damage equal to 5% of their max. HP. Cooldown: 1 hour	Inflicts earth damage on the target and nearby enemies, and causes continuous damage for 54 sec. Whenever the target uses a magic attack, you inflict damage equal to 5% of their max. HP. Cooldown: 30 min.
------------	---	---

Improving the Spiritmaster's Fun Factor

We've concentrated on changes to attack skills to **boost attack power**. We've also **reduced the cooldowns of skills and added effects with additional damage**. For Spiritmasters in particular, we're also making changes to the main attack skills in order to increase their effectiveness.

Improving Attack Skills to Boost Combat Power

The Vitality skill has been changed from a **HP restoration skill to a skill that restores both HP and MP simultaneously**. It's now also **effective immediately and can also be used while moving**.

Vacuum Choke is now also effective immediately. We have increased combat power by adding an additional damage effect that depends on enchantment level, as well as an effect that deals damage when activated repeatedly.

In addition, we've adjusted the cooldowns for Soul Torrent (removes enemy buff effects), Rage of Suffering (reduces recovery), and Summoning Alacrity (supports quick summoning) so that they can be used more quickly in battle.

Skill	Previous Effects	New Effects
Absorb Vitality	Deals fire damage to the target and absorbs 100% of the damage as HP. Casting time: 1 sec. Cooldown 12 sec.	Deals fire damage to the target and absorbs 70% of the damage as HP and MP . Deals additional magic damage if the target is a player. Cast instantly and movement possible. Cooldown 12 sec.
Vacuum Choke	Deals wind damage to a target and other enemies within a 3m radius of the target. Casting time: 2 sec.	Deals wind damage to a target and other enemies within a 3m radius of the target. Multicast 2 times



PATCH NOTES

	Cooldown: 1 sec.	Cast instantly and movement possible. Cooldown: 3 sec. Increased MP consumption Bonus effect that increases damage relative to enchantment level.
Soul Torrent	Deals water damage to a target and has a certain chance of dispelling 1 normal magic buff. Cooldown: 1 min. 30 sec.	Deals water damage to a target and has a certain chance of dispelling 1 normal magic buff. Cooldown: 1 min.
Rage of Suffering	Deals fire damage to a target and opponents around them, and reduces recovery by 80%. Cooldown: 1 min. 30 sec.	Deals fire damage to a target and opponents around them, and reduces recovery by 80%. Cooldown: 1 min.
Summoning Alacrity	Summon skills are cast instantly. Cooldown: 1 min.	Summon skills are cast instantly. Cooldown: 30 sec.

We expect that Daevas will enjoy a new style of combat thanks to the changes to the Spiritmaster's unique status and combat skills with different cooldowns and effects.

7. **Cleric: Reflecting on the Value and Role of the Healer at the Heart of the Group!**

The Cleric's strength lies in their ability as a healer responsible for helping the group survive, and in their unexpectedly brilliant combat capability.

However, we've realised from the latest combat metas that Clerics often don't play a key role. In particular, the problems identified were the slow hunting speed compared to other classes, and the unsatisfactory ability to recover in the ever faster-moving combat environment.

The aim of the changes to the Cleric in this class adjustment are to improve on these weaknesses, and to ensure that their ability to recover in combat situations becomes a clear strength. This should enable the Cleric to reclaim a prominent role in the group and on the battlefield.



PATCH NOTES

Resurrecting the Cleric to Shine as a Healer

We believe Clerics are at their best when they can immediately demonstrate their healing abilities to save the group from a dire situation. To achieve this, we would first like to improve their skills so that they can react to situations quickly, and provide impressive healing when needed.

Making the Most Critical Healing Skill Instantly Effective

Firstly, we've made the Cleric's signature skill, **Light of Recovery**, into one with no casting time or cooldown, and which **heals instantly and can be used in quick succession**. However, we have increased its MP consumption to prevent the skill from being overused without consideration. We've positioned the skill so that it can be used to get through emergencies with large amounts of healing when it's truly necessary.

Skill	Previous Effects	New Effects
Light of Recovery	Restores the target's HP. Casting time: 1 sec. Cooldown: 2 sec.	Restores the target's HP. (Reduces regeneration by approx. 10%.) Cast instantly Cooldown: 0 sec. Massively increased MP consumption

More Skills Can Be Used in More Appropriate Places

Our second aim in balancing was to **improve usability by adjusting skill cooldowns and durations**.

Adjustments to Duration and Cooldown of Critical Skills

Various Cleric skills had long cooldowns, making it necessary to forgo using them in order save them for the next battle. To improve this, we've **reduced the cooldowns for the most important skills such as Immortal Shroud by one third**. On average, we've more than halved the cooldowns of the other skills. This will allow Clerics to use their skills more often now.

Additionally, **the cooldown for some skills has been reduced but their duration has also been shortened**, requiring more strategic decisions when using them. We hope these adjustments will make using Cleric skills more flexible and versatile.



PATCH NOTES

Skill	Previous Effects	New Effects
Word of Destruction Brilliant Protection	Cooldown: 1 hour	Cooldown: 30 min.
Immortal Shroud	Creates a protective shield that blocks physical attacks for 8 sec. Cooldown: 10 min.	Creates a protective shield that blocks all attacks for 8 sec. Cooldown: 3 min.
Reverse Condition	Cooldown: 10 min. Casting time: 1 sec.	Cooldown: 2 min. Cast instantly
Hand of Concentration	Cooldown: 7 min.	Cooldown: 5 min.
Noble Grace Amplification	Cooldown: 5 min.	Cooldown: 3 min.
Blinding Light	Duration: 20 sec. Cooldown: 5 min.	Duration: 15 sec. Cooldown: 3 min.
Storm of Vengeance	Cooldown: 5 min.	Cooldown: 2 min.
Stability	Duration: 60 sec. Cooldown: 3 min.	Duration: 20 sec. Cooldown: 1 min.
Chain of Suffering	Duration: 2 min. Magic damage every 12 sec. Cooldown: 3 min.	Duration: 40 sec. Magic damage every 4 sec. Cooldown: 1 min.
Splendour of Flight	Cooldown: 3 min.	Cooldown: 2 min.
Penance	Duration: 30 sec. Mana Treatment every 3 sec. Cooldown: 3 min.	Duration: 10 sec. Mana Treatment increase Cooldown: 1 min.
Empyrean Lord's Favour	Duration: 30 sec. Cooldown: 3 min.	Duration: 10 sec. Cooldown: 1 min.
Thorny Skin		
Impervious Veil		
Marchutan's Light Yustiel's Light	Casting time: 3 sec. Cooldown: 3 min.	Casting time: 2 sec. Cooldown: 1 min.
Marchutan's Splendour		
Yustiel's Splendour		
Call Lightning Protective Shield Shatter Memory Prayer of Destruction Enfeebling Burst Ripple of Purification	Cooldown: 2 min.	Cooldown: 1 min.
Sprint Skill		



PATCH NOTES

Changes to Stigma Skills and Chain Skills

Sage's Wisdom has also been modified to a skill that's automatically acquired, changing the fixed stigma assembly. The cooldown will also be shortened.

Divine Touch, which could previously only be activated as part of a chain skill and was of limited use, has been improved into a skill that can be used independently to further increase combat power.

Skill	Previous Effects	New Effects
Sage's Wisdom	Cooldown: 5 min. Stigma skill	Cooldown: 3 min. You receive the skill automatically.
Divine Touch	Chain Skill	Can be used independently.

Fresh Changes to the Cleric's Combat Style

Lastly, we come to improvements for strengthening the Cleric's combat power, which many players have been demanding.

The most important combat skills, **Punishment and Punishing Wind**, will now become **main skills for dealing damage with no cooldown**.

We've also altered the structure so that damage increases alongside your equipment enchantment level in order to compensate for difficulties encountered with PvE content or daily quests, owing to the Cleric's lack of combat power.

We're assuming that these improvements will make Clerics even stronger in battle.

Skill	Previous Effects	New Effects
Slashing Wind (Elyos)	Deals wind damage to a target. Deals random wind damage to a target. Cooldown: 16 sec.	Deals wind damage to a target. Deals random wind damage to a target. Cooldown: 0 sec. Massively increased MP consumption Bonus effect that increases damage relative to enchantment level.
Punishing Wind (Asmodian)		

8. Chanter: Creating a Genuine Hybrid Class by Improving Disappointing Aspects!

What makes the Chanter special is that it is a hybrid class that combines various buff skills and sub-healing abilities that help the group with independent combat skills. However, as



PATCH NOTES

the class' various features are scattered, recent combat metas have repeatedly pointed to the lack of attack power as the Chanter's weakness.

The aim of the changes to the Chanter in this class adjustment is clear; we want to concentrate on boosting attack power. We expect this will make the Chanter into a hybrid class, which can take on more than the role of just one person, both alone and in a group.

Improved Combat Power to Shine in Combat

In order to increase the Chanter's combat strength, we've improved their user-friendliness by **adjusting the cooldown and duration of skills** for a tangible improvement effect through intuitive enhancement of their main skills.

Improvements to Frequently Used Attack Skills

To start with, we've **significantly decreased the cooldowns of typical Chanter combat skills**, and introduced additional damage effects depending on gear enchantment level. Additionally, Pentacle Shock (previously had an activation chance of just 10% as part of a chain skill) has been made into a skill with an activation chance of 100%. The Soul Lock skill has been changed and now contains a silencing effect alongside its existing binding effect, allowing for more effective combat against all classes.

Lastly, we've adjusted the cooldowns for the Splash Swing and Backshock skills so that they can be used more often, minimising the sense of a lack of attack skills.

Skill	Previous Effects	New Effects
Repeated Shatter	Inflicts physical damage on the target. Cooldown: 30 sec.	Inflicts physical damage on the target. Cooldown: 10 sec. Bonus effect that increases damage relative to enchantment level.
Resonance Haze	Inflicts physical damage on the target. Cooldown: 1 min.	Inflicts physical damage on the target. Cooldown: 30 sec. Bonus effect that increases damage relative to enchantment level.
Seismic Crash		
Pentacle Shock	Deals physical damage to the target and causes them to stumble. Chain Skill	Deals physical damage to the target and causes them to stumble. Chain Skill



PATCH NOTES

	10% activation probability Cooldown: 8 sec.	Always triggers Cooldown: 24 sec.
Soul Lock	Deals physical damage to the target. The target is bound for 3 sec.	Deals physical damage to the target. Binds the target and silences them for 3 sec.
Splash Swing	Inflicts physical damage on the target. Cooldown: 30 sec.	Inflicts physical damage on the target. Cooldown: 16 sec.
Backshock	Deals physical damage to the target and stuns them. Cooldown: 3 min.	Deals physical damage to the target and stuns them. Cooldown: 1 min.

Buff Skills to Improve Combat Power

Our goal is to improve combat performance by increasing the effectiveness of buff skills used in combat.

The Rage Spell has undergone improvements to provide more tangible results, with the physical attack effect seeing a 25% increase. The Word of Inspiration has been changed to a powerful attack and defence buff that increases all elemental defences by adding the Word of Protection effect. Word of Protection has also been changed from a stigma skill to a skill that's automatically available, giving you more leeway when equipping stigma slots.

Battle's Hold now boosts physical attack by double its previous value, and increases healing boost by 100 points. The cooldown has also been shortened from 3 minutes to 1, making the skill considerably more attractive. In addition, **the core skills Word of Inspiration and Battle's Hold have been split to allow them to be used individually.** Lastly, Curtain of Aether/Aetheric Field and Divine Curtain/Word of Spellstopping have been changed so that they now provide protection to all group members, as opposed to just those in the immediate vicinity as before. This makes it possible to boost the survivability of group members even on large battlefields effectively.

Skill	Previous Effects	New Effects
Rage Spell	Increases physical attack by 15% and recovery skill casting time by 20% for 30 min.	Increases physical attack by 25% and recovery skill casting time by 20% for 30 min.
Word of Inspiration	Increases magic boost for nearby group members by 100, accuracy by 100 and physical attack by 20%.	Increases magic boost for nearby group members by 100, accuracy by 100, physical attack by 20%, evasion, parry and block by



PATCH NOTES

		100, and all elemental defences by 100.
Word of Protection	Increases group members' evasion, parry, block and all elemental defences by 100 for 15 sec. Stigma skill	Increases group members' evasion, parry, block and all elemental defences by 100 for 15 sec. You receive the skill automatically.
Battle's Hold	Increases magic boost by 100, accuracy by 200, physical attack by 10% and healing boost by 200. Cannot be used at the same time as Word of Inspiration. Cooldown: 3 min.	Increases magic boost by 100, accuracy by 200, physical attack by 20% and healing boost by 300 . Can be used at the same time as Word of Inspiration. Cooldown: 1 min.
Curtain of Aether	Creates a protective shield that protects you and nearby allies. Cooldown: 10 min.	Creates a protective shield that protects you and nearby group members . Cooldown: 3 min.
Aetheric Field		
Divine Curtain	Creates a protective shield that protects you and nearby allies, restoring HP every 3 sec. Cooldown: 10 min.	Creates a protective shield that protects you and nearby group members , restoring HP every 3 sec. Cooldown: 3 min.
Word of Spellstopping		

More Skills Can Be Used in More Appropriate Places

Our final aim in balancing was to create more freedom in using skills, and to improve usability by adjusting skill cooldowns and durations.

Adjustments to Duration and Cooldown of Critical Skills

Many Chanter skills had strong effects but also correspondingly long cooldowns. We believe that these cooldowns often make it difficult to prepare for the next battle. On the other hand, it's often also the case that some skills go unused altogether.

To improve this, we've reduced **the cooldowns of buff and recovery skills** such as Word of Quickness, Rise, Magic Recovery, Space-Time Escape and Elemental Screen etc. **by up to 1/3**.

We've also added additional effects to Raging Encouragement. Besides the existing increase in movement speed, we've now included an increase in flight speed to support



PATCH NOTES

aerial combat. Attack speed has been increased too, in order to improve the amount of damage output. The cooldown has been shortened to 40 sec. as well, **boosting the group's strength as a whole.**

Lastly, we're planning on changing the status effect resistance skill Rise from a stigma to an automatically acquired skill for more stability.

Skill	Previous Effects	New Effects
Stilling Word	Enemies in your vicinity are bound for 15 sec. Cooldown: 1 hour	Enemies in your vicinity are bound for 15 sec. Cooldown: 30 min.
Tremor	Inflicts physical damage on surrounding enemies and knocks them back. A protective shield is also generated to protect you. Cooldown: 1 hour	Inflicts physical damage on surrounding enemies and knocks them back. A protective shield is also generated to protect you. Cooldown: 30 min.
Word of Quickness	Reduces the casting time of all magic skills by 50%. Cooldown: 10 min.	Reduces the casting time of all magic skills by 50%. Cooldown: 3 min.
Increase Stamina	Removes all movement-impairing magic debuffs. Also increases your resistance to immobilisation and slowing. Cooldown: 3 min.	Removes all movement-impairing magic debuffs. Also increases your resistance to immobilisation and slowing. Cooldown: 1 min.
Rise	Removes all stun, knockback, stumble, spin and Aether's Hold effects, and increases your resistance to them. Cooldown: 3 min. Stigma skill	Removes all stun, knockback, stumble, spin and Aether's Hold effects, and increases your resistance to them. Cooldown: 2 min. You receive the skill automatically.
Unstoppable	For 30 sec., increases your stun penetration and stumble penetration by 300. Cooldown: 3 min.	For 20 sec. , increases your stun penetration and stumble penetration by 300. Cooldown: 1 min.
Magic Recovery	Restores the target's MP. Cooldown: 3 min.	Restores the target's MP. Cooldown: 2 min.
Space-Time Escape	Removes movement-impairing states. Cooldown: 3 min.	Removes movement-impairing states. Cooldown: 2 min.



PATCH NOTES

Elemental Screen	Boosts physical defence and all elemental defences. Cooldown: 3 min.	Boosts physical defence and all elemental defences. Cooldown: 2 min.
Blessing of Wind	Deals additional damage on every attack. Cooldown: 2 min. 30 sec.	Deals additional damage on every attack. Cooldown: 1 min. 30 sec.
Raging Encouragement	Consumes your HP to boost your movement speed or that of your allies by 25% for 7 sec. Cooldown: 1 min. 30 sec.	Consumes your HP to boost your movement speed and flight speed, or that of your allies, by 25%, and attack speed by 10% for 7 sec. Cooldown: 40 sec.

Defence Skill Adjustments

We've made *Confident Defence* and *Steeled Body* into skills that are **automatically activated in defence situations**, as opposed to activating via a parry or resist magic as used to be the case. **We've also removed the cooldown.** This means the skills can be used more effectively when blocking enemy attacks and countering.

Skill	Previous Effects	New Effects
Confident Defence	Your physical defence increases by 500 after a successful parry or resist magic. Cooldown: 3 min. Skill used	Your physical defence increases by 500 when a parry is activated. Cooldown: 3 min. Automatically activated skill
Steeled Body	Your physical defence increases by 500 after a successful parry or resist magic, and all elemental defences increase by 100. Cooldown: 3 min. Skill used	When resist magic is activated, your physical defence increases by 500, and all elemental defences increase by 100. Cooldown: 3 min. Automatically activated skill

Balancing for this class has been done with the intention of allowing it to become a hybrid role, concentrating on making it a special class that will allow active gameplay rather than it being limited to a sub-position focused only on assisting group members.



PATCH NOTES

9. **Revenant: Air Support! Evolution into a Damage Dealer Who Dominates the Battlefield**

The Revenant is a class intended to neutralise opponents at medium range. It's designed for new strategic combat.

The most crucial element for Revenants is maintaining an optimal combat distance. They have skills that allow them to demonstrate their combat prowess in a variety of situations. However, it has been difficult to demonstrate the full strength of these skills in the latest combat metas.

*To emphasise the Revenant's advantages, **these improvements concentrate on the two main areas of increasing attack power and boosting survivability**. We would also like to refine the skills' usability by adjusting skill cooldowns and making general changes to the Revenant.*

Attack Power Boost for Notable Increase in Strength

We think that it's the Revenant's ability to exploit advantageous situations and overpower opponents with explosive damage that makes the class appealing for combat. To this end, we plan to adjust combat skills and buff skill effects so that it's possible to really feel their fundamental combat power.

Changes to Skills for a Boost in Attack Power

*We've **added an effect** to the simple Overcharge Explosion strike skill **that resets the cooldown of the main skill**, allowing the main skill to be used for another cycle. This makes it possible to deal explosive damage at lightning speed. We've also added Electric Descent to the list of skills that are reset, ensuring this pattern of skill usage continues in a natural way.*

Although Overcharge Explosion is a frequently used skill, we've changed its Ion Flux consumption to an Ion Flux charge, as this could easily cause Daevas to run out of Ion Flux.

*Electric Boost is a skill that shares its cooldown with the Electric Charge skill, which charges Ion Flux. The disadvantage of this was that players had to choose between increasing their attack power and charging Ion Flux. To improve this, **we've decoupled the cooldowns of both skills and changed the attack-power-boosting effect of Electric Boost from 5% to 20%**.*



PATCH NOTES

In addition, we'll also be **introducing an additional effect that increases PvE attack by 20%** so that the effect is even more noticeable in instances or raids, and to emphasise the increased attack power.

Skill	Previous Effects	New Effects
Overcharge Explosion	Deals wind damage to a target up to 9m away, as well as enemies near them. Consumes 20 Ion Flux.	Deals wind damage to a target up to 9m away, as well as enemies near them. Resets the cooldown of Ion Storm, Blast Radius, Thunder's Lament and Electric Descent. Consumes 20 Ion Flux. Charges 60 Ion Flux.
Electric Boost	Increases your physical attack by 15% and your magical accuracy by 200. Shares a cooldown with Electric Charge.	Increases your physical attack by 20% , magical accuracy by 200, and your PvE attack by 20%. Shares a cooldown with Electric Charge.
Electric Charge	Charges Ion Flux. Shares a cooldown with Electric Boost.	Charges Ion Flux. Shares a cooldown with Electric Boost.

Cooldown Adjustments for Dealing Continuous Damage

To boost explosive power, we thought it was important for the skill to be used uninterrupted.

Firstly, **we've shortened the cooldown of the Revenant's most essential suppression skill, Law of Resistance, down to 1 minute**, with the expectation that this reduced cooldown will make a significant improvement to combat effectiveness. In addition, the cooldowns for Heavenly Judgement, Divine Strike, Chain of Hatred and Massive Thundertide have been shortened from 2 minutes to 1. The cooldowns for Plasma Discharge and Electrocution, which reduce opponents' survivability, have been set to 20 seconds so that status effects can be used continuously during combat.

The previous cooldowns for Stormbreak, Lightning Blast, Split Thunder and Volt have also been adjusted to ensure that one skill is always available.

Skill	Previous Effects	New Effects
Law of Resistance	Deals wind damage to a target and nearby enemies, and binds them in Aether's Hold for 5 sec. Cooldown: 2 min. 30 sec.	Deals wind damage to a target and nearby enemies, and binds them in Aether's Hold for 5 sec. Cooldown: 1 min.



PATCH NOTES

Heavenly Judgement	Inflicts wind damage on a target and nearby enemies, and knocks them back. Cooldown: 2 min.	Inflicts wind damage on a target and nearby enemies, and knocks them back. Cooldown: 1 min.
Divine Strike	Inflicts physical damage on a target and surrounding enemies, and knocks them back. Cooldown: 2 min.	Inflicts physical damage on a target and surrounding enemies, and knocks them back. Cooldown: 1 min.
Stormbreak	Inflicts physical damage on the target and nearby enemies. Cooldown: 2 min.	Inflicts physical damage on the target and nearby enemies. Cooldown: 1 min.
Chain of Hatred	Deals wind damage to a target and binds them in Aether's Hold for 5 sec. Cooldown: 2 min.	Deals wind damage to a target and binds them in Aether's Hold for 5 sec. Cooldown: 1 min.
Fate's Executioner	Deals significant wind damage to the target and nearby enemies. Cooldown: 2 min.	Deals significant wind damage to the target and nearby enemies. Cooldown: 1 min.
Massive Thundertide	Deals physical damage to targets in front of you and knocks them back for 4 sec. Cooldown: 2 min.	Deals physical damage to targets in front of you and knocks them back for 4 sec. Cooldown: 1 min.
Primal Cadence	Inflicts physical damage on the target. Deals additional damage if used on knocked-back enemies. Cooldown: 1 min.	Inflicts physical damage on the target. (Massively increased physical damage.) Deals additional damage if used on knocked-back enemies. Cooldown: 20 sec.
Plasma Discharge	Deals physical damage to the target, and reduces physical defence for 10 sec. Cooldown: 1 min.	Deals physical damage to the target, and reduces physical defence for 10 sec. Cooldown: 20 sec.
Lightning Blast	Deals wind damage to the target and nearby enemies. Cooldown: 30 sec.	Deals wind damage to the target and nearby enemies. Cooldown: 20 sec.
Electric Shock	Deals significant wind damage to a target and nearby enemies,	Deals significant wind damage to a target and nearby enemies, and reduces their movement speed.



PATCH NOTES

	and reduces their movement speed. Cooldown: 30 sec.	Cooldown: 20 sec.
Split Thunder	Inflicts physical damage on the target and nearby enemies. Cooldown: 30 sec.	Inflicts physical damage on the target and nearby enemies. Cooldown: 12 sec.
Volt	Deals wind damage to targets in front of you. Cooldown: 28 sec.	Deals wind damage to targets in front of you. Cooldown: 10 sec.

Defence Boost for Overcoming Crisis Situations

We've concentrated on resilience and responsiveness when making modifications to the Revenant's combat power.

In doing so, we've tried to minimise situations where you find yourself helplessly pushed back, and to emphasise the Revenant's natural strength in confronting opponents.

Improved Reaction Skill Usability

First, we've **reduced the cooldown of the representative resist magic skill Magnetic Discharge down to 1 minute, and changed it from a stigma to a skill that's received automatically**, in order to improve the Revenant's resilience.

Massive Thunderstrike, which partially shortens the cooldowns of critical survival skills, **has been changed so that the cooldown can be completely reset if the skill is used three times in a row**. This has created a skill that allows the survival skill to be reused every time Massive Thunderstrike is used.

The skill Electric Descent could previously silence targets in an abnormal status; it's now been **improved so that it is effective against targets in a normal status as well**. The cooldown has also been shortened from 40 seconds to 30 seconds, allowing the skill to be used more frequently.

In addition, Sonic Boom's cooldown has been decreased from 4 minutes to 2 in order to improve mobility. **The cooldowns of several instantly usable skills have been adjusted to improve responsiveness in dangerous situations.**

Skill	Previous Effects	New Effects
Magnetic Discharge	You can resist two magic attacks for 10 seconds. Cooldown: 1 min. 30 sec. Stigma skill	You can resist two magic attacks for 10 seconds. Cooldown: 1 min. You receive the skill automatically.



PATCH NOTES

Massive Thunderstrike	Deals physical damage to enemies in front of you. Reduces the cooldown of Capacitor, Sonic Boom, Superconductor, Magnetic Discharge and Tonic Flash by 20%. Multicast 3 times. Cooldown: 2 min.	Deals physical damage to enemies in front of you. Reduces the cooldown of Capacitor, Sonic Boom, Superconductor, Magnetic Discharge and Tonic Flash by 33% . Multicast 3 times. Cooldown: 1 min.
Electric Descent	Inflicts wind damage on an enemy up to 9m away who has been stunned, stumbled, spun, knocked back or is in Aether's Hold, and to enemies near them, irrevocably silencing them for 4 sec. Cooldown: 40 sec.	Inflicts wind damage on an enemy up to 9m away who has been stunned, stumbled, spun, knocked back or is in Aether's Hold , and to enemies near them, irrevocably silencing them for 3 sec. Cooldown: 30 sec.
Sonic Boom	Removes all movement-impairing debuffs. Cooldown: 4 min.	Removes all movement-impairing debuffs. Cooldown: 2 min.
Amped Armour	Resistances to slowing, immobilising and parry are increased for 1 min. Cooldown: 2 min. 30 sec.	Resistances to slowing, immobilising and parry are increased for 1 min. Cooldown: 2 min.
Electric Armour I		
Tonic Flash	Consumes 30 Ion Flux and recovers 30% of your HP. Cooldown: 2 min.	Consumes 30 Ion Flux and recovers 30% of your HP. Cooldown: 1 min.
Reserve Mode	Consumes only 50% of the Ion Flux required to use the skill for 20 sec. and increases knockback penetration by 200. Cooldown: 2 min.	Consumes only 50% of the Ion Flux required to use the skill for 20 sec. and increases knockback penetration by 200. Increases silence penetration by 300. Cooldown: 1 min.
Flash Shield	For 12 sec., each time you are attacked by an enemy you reflect the damage back. Reduces movement speed for 2 sec. You also take less damage from other players.	For 12 sec., each time you are attacked by an enemy you reflect the damage back. Reduces movement speed for 2 sec. You also take less damage from other players.



PATCH NOTES

	Cooldown: 2 min.	Cooldown: 1 min.
Ion Flux Concentration	The Ion Flux needed to use the skill is not reduced, and physical attack, movement and attack speeds are increased. Cooldown: 2 min.	The Ion Flux needed to use the skill is not reduced, and physical attack, movement and attack speeds are increased. Cooldown: 1 min. 30 sec.

Adjustments to Skill Damage Bonuses

We've added a damage bonus that increases with enchantment level to boost attack power. In addition, the knockback condition that used to apply to certain skills has been removed, and the conditions for skills that cause additional damage to knocked back targets have been updated.

Lastly, we've changed three types of skills that are activated exclusively upon making a successful parry so that they now also activate with resist magic. This means they can be used by a variety of classes.

Skill	Previous Effects	New Effects
Counter	Activates after a successful parry.	Activates after a successful parry or resist magic.
Charged Burst		
Electric Resonance		
Ion Storm	Inflicts physical damage on the target. Deals additional damage if used on knocked-back enemies.	Inflicts physical damage on the target. (Increased physical damage) Deals additional damage if used on knocked-back enemies. Bonus effect that increases damage relative to enchantment level.
Blast Radius		
Thunder's Lament		
Charge Ion Flux	Charges 30 Ion Flux.	Charges 60 Ion Flux.

We hope that players will experience the Revenant's unique combat style, which is very reliable in battle thanks to the ability to suppress opponents with various status effects when on the offensive, and improved responsiveness when on the defensive.



PATCH NOTES

10. **Brawler: Changes Towards a Highly Mobile and Resilient Damage Dealer at Close Range!**

The Brawler was introduced to AION's Daevas in 2024. It's a class designed to provide a new combat experience, dealing visceral damage up close and personal with impressive moves using sprint and charge skills.

We believe the Brawler's appeal lies in their explosive speed and power, their strength in the field but also in the new concept of a survival skill known as Reflect. However, since ranged combat has been in the spotlight lately and it's difficult to react in situations where players are relying solely on a specific survival skill, we're of the opinion that their weaknesses are more obvious than their strengths.

*Accordingly, we're planning to **make the Brawler's original combos and strikes more fun**, while also trying to revive some of the charm from the Brawler's early days.*

Mobility Changes for Improved Combat Power

We're planning to increase the movement distance for the most important movement skills, and to improve their effectiveness in order to enable quicker reactions and combat against targets over long distances.

Move Further and Faster with Improved Movement Skills

First, let's look at improving the Brawler's movement skills. The skills **Flying Kick** and **Advancing Strike** inflict a status effect on the target and are suitable for opening combat. The distance to the target for these skills has been expanded from **10m** to **20m**. **Moonshine Kick** has also been extended from **7m** to **20m**, and the plan is to change **Existence & Oblivion** and **Teleport** from **15m** to **20m** as well.

In addition, the **movement speed** of the buff skill Ultrarapid, which increases attack and movement speed, has been **increased from 12% to 15%, and its cooldown halved**.

This makes it more effective when pursuing opponents, or in situations requiring better mobility.

Skill	Previous Effects	New Effects
Flying Kick	Storms a target up to 10m away, deals physical damage and immobilises them for 2 sec. Cooldown 12 sec.	Storms a target up to 20m away, deals physical damage and immobilises them for 2 sec. Cooldown 12 sec.



PATCH NOTES

Advancing Strike	Storms a target up to 10m away, inflicts physical damage and stuns them for 1.5 sec.	Storms a target up to 20m away, inflicts physical damage and stuns them for 1.5 sec.
Moonshine Kick	Storms forward 7m, deals physical damage to a target and immobilises them for 2 sec. Cooldown 12 sec.	Storms forward 20m , deals physical damage to a target and immobilises them for 2 sec. Cooldown 12 sec.
Existence & Oblivion	Sprints to a target up to 15m away and deals physical damage to them. Cooldown: 40 sec.	Sprints to a target up to 20m away and deals physical damage to them. Cooldown: 20 sec.
Teleport	You teleport to a target within 15m.	You teleport to a target within 20m .
Ultrarapid	Increases your attack speed by 10% and movement speed by 12% for 30 sec. Increases your attack speed by 11% and movement speed by 12% for 30 sec. Increases your attack speed by 13% and movement speed by 12% for 30 sec. Increases your attack speed by 15% and movement speed by 12% for 30 sec. Increases your attack speed by 17% and movement speed by 12% for 30 sec. Increases your attack speed by 20% and movement speed by 12% for 30 sec. Cooldown: 120 sec.	There is no change to the increase in attack speed. Movement speed is increased by 15% . Cooldown: 60 sec.

Fist-Focused Modifications to Essential Combat Skills

To make combat more engaging after the initial rapid attack, we've **enhanced the skill effects and adjusted the cooldown for crucial combat skills** to allow continuous attacks.

First, we've improved the most important Brawler chain skills so they reflect a damage-increase effect relative to the enchantment level of your gear, and each technique is on



PATCH NOTES

par with an effective attack skill; Solar Plexus, Fists of Lightning, Hammerblow, Elbow Strike, One-Inch Punch and Bear Fists.

We have also adjusted the cooldowns of knockdown attacks, debuff skills and (+) attack skills so that they can be used more often. In order to increase attack power even more, the Boost Physical Attack stigma has been changed to an automatically acquired skill, providing greater stigma slot flexibility.

Skill	Previous Effects	New Effects
Solar Plexus	Inflicts physical damage on the target.	Inflicts physical damage on the target. Bonus effect that increases damage relative to enchantment level.
Fists of Lightning		
Hammerblow		
Elbow Strike		
One-Inch Punch		
Bear Fists		
Sweep	Deals physical damage to the target and causes them to stumble. Cooldown: 120 sec.	Deals physical damage to the target and causes them to stumble. Cooldown: 30 sec.
Hellfall	Deals physical damage to 4 targets in front of you and stumbles them. Resets the cooldown of Flying Kick, Right Kick, Left Kick and Spinning Kick (Spinning High Kick). Cooldown: 120 sec.	Deals physical damage to 4 targets in front of you and stumbles them. Resets the cooldown of Flying Kick, Right Kick, Left Kick and Spinning Kick (Spinning High Kick). Cooldown: 30 sec.
Into Black	Inflicts physical damage on the target and decreases their accuracy. Cooldown: 60 sec.	Inflicts physical damage on the target and decreases their accuracy. Cooldown: 30 sec.
Piercing Darkness		
Break Defence	Deals physical damage to a target, reduces their physical defence and removes a knockback effect if the target is a player. Cooldown: 60 sec.	Deals physical damage to a target, reduces their physical defence and removes a knockback effect if the target is a player. Cooldown: 30 sec.
Defensive Collapse		
Battle-Ready	You deal 3 crit strikes using a physical skill. Cooldown: 120 sec.	You deal 3 crit strikes using a physical skill. Cooldown: 60 sec.
Combat Stance	You deal 5 crit strikes using a physical skill.	You deal 5 crit strikes using a physical skill.



PATCH NOTES

	Cooldown: 120 sec.	Cooldown: 60 sec.
Lightning Stance	Increases physical attack and accuracy. Cooldown: 120 sec.	Increases physical attack and accuracy. Cooldown: 60 sec.
Boost Physical Attack VII	Boosts physical attack power. Stigma skill	Boosts physical attack power. You receive the skill automatically. (Only applies to Boost Physical Attack VII.)

Adjustments to Increase the Brawler's Survival Time

Eternal Corridor, the Brawler's survival skill, is an attractive skill with a mechanism known as Reflect. However, we've come to the conclusion that the weak ending of the fight after the skill expired was the Brawler's weakness. So we've adjusted the skill accordingly and improved other skills relevant to survival, enabling Brawlers to respond more actively and survive.

Improving Reaction Skills to Increase Resilience

The cooldown for Eternal Corridor has been halved to 60 sec. and changed in a way that makes it easier to launch a counterattack. Besides this, we plan to reduce the cooldown for Eclipse Strike from 120 seconds to 60 seconds so that Brawlers can survive for longer.

*We want to create a combat environment where players can prepare for their opponents' timed counterattacks during battle. This is why we are reducing the cooldowns for skills that bind opponents, and **adding an effect that resets the cooldowns of other skills.***

Skill	Previous Effects	New Effects
Eternal Corridor	Reflects attack skill damage. Cooldown: 120 sec.	Reflects attack skill damage. Cooldown: 60 sec.
Eclipse Strike	Deals physical damage to the target. You evade or resist any attacks for 3 sec. Cooldown: 120 sec.	Deals physical damage to the target. You evade or resist any attacks for 3 sec. Cooldown: 60 sec.
Wall of Steel	Your resistance to stun, knockback, stumble, spin, and Aether's Hold increases by 700. Your resistance to immobilising and slowing increases by 1,000,	Your resistance to stun, knockback, stumble, spin, and Aether's Hold increases by 1,000 . Your resistance to immobilising and slowing increases by 1,000,



PATCH NOTES

	and your physical defence increases by 70%, but your movement speed is reduced. You cannot jump or use standard attacks while the skill is active. Active skill	and your physical defence increases by 70%, but your movement speed is reduced. You cannot jump or use standard attacks while the skill is active. Active skill
Fists of Fire	Deals physical damage to enemies in front of you and absorbs 35% of the damage as HP. Multicast 3 times. Cooldown: 60 sec.	Deals physical damage to enemies in front of you and absorbs 35% of the damage as HP. Multicast 3 times. Cooldown: 30 sec.
Charge Qi	Temporarily restores 50 Qi. Cooldown: 120 sec.	Temporarily restores 50 Qi. Cooldown: 60 sec.
Qi Treatment	Temporarily restores 100 Qi. Cooldown: 300 sec.	Temporarily restores 100 Qi. Cooldown: 120 sec.
Five-Star Kick	Deals physical damage to a target and binds them in Aether's Hold for 2 sec. Cooldown: 60 sec.	Deals physical damage to a target and binds them in Aether's Hold for 2 sec. Resets the cooldown of Axe Chop, Quick Dodge and Quick Escape. Cooldown: 40 sec.

Instead of changing or simplifying the Brawler's main skills, we're hoping that we've further enhanced their original strengths.

11. General Skill Adjustments: Storm Attack Skill Changes

Modifications to Storm Attack Skill Accuracy and Usage Conditions

The reasoning behind Storm Attack skills was to initiate quick combat.

However, as status effects are gradually becoming more important, we concluded that the significance of the Storm Attack skills has increased too much and so we're introducing three changes.

Ensuring You Can Respond to Storm Attack Skills

In future, it will be possible to resist or evade Storm Attack skills using resist magic stats or evasion skills etc. The expectation is that the course of combat will change from a



PATCH NOTES

structure where pre-emptive strikes predominate, to one in which counterattacks and reactions take centre stage.

Adjustments to Storm Attack Skill Range

The range of the skills has been reduced so that they must now be used across shorter distances.

Restrictions on Storm Attack Skill Usage Conditions

In response to the Storm Attack skills being used in situations that weren't really appropriate for their intended purpose, we are changing it so that the skills can only be activated if Quick Glide has been maintained for a certain period of time. These changes will be introduced at a later date.