

# AION

CLASSIC EUROPE

## PATCH NOTES



### **AION Classic Europe 4.5**

– Ignite –

### **Patch Notes**



# PATCH NOTES

## Contents

New Class.....	4
Teva.....	5
Teva System.....	10
Prism Cores.....	11
Arcamant.....	12
Character.....	13
RvR.....	14
Instances.....	16
Battlefield.....	17
Regions.....	18
Tiamaranta Mesa.....	19
Items.....	21
Quests.....	26
NPCs.....	28
Combat Talent.....	29
Altar of Transcendence.....	29
Siel's Hammer.....	30
Siel's Anvil.....	31
Moreth, Chronicle of Time.....	32
Enchantment Synergy.....	33
Enchantment Synergy.....	33
Rankings.....	34



## PATCH NOTES

Skills.....	35
UI.....	44
Classic Europe Specifics .....	45

\* All times in this document refer to server time.

\*\* Information in this document may differ from the final game content.

# AION

CLASSIC EUROPE

## PATCH NOTES

### New Class

1. The new Phoenix class has been added.



- Phoenix is a magic class that specialises in mid-range attacks and pressures enemies with high attack speed and chain skills.
- The class is equipped with the new Flame Revolver weapon and Flame Leather armour.
- The class uses the Overcharged Shot skill, which increases damage when consecutive crits are achieved with skills.

#### [Most Important Skills]

Skill	Description
Greeting Grenade	Deals magic damage to the target and up to six nearby enemies and stuns them for 2 seconds. If the skill is used on a target that is immune to stun, one unit of Overcharge Energy is charged.
Judgement Day	Deals magic damage to the target and up to 10 enemies located between the target and the player within 40 metres and inflicts Aether's Hold on them. If the ability is used on a target that is immune to Aether's Hold, one unit of Overcharge Energy is charged.
Gravity Bomb	Summons a black hole at a chosen location for 12 seconds. The black hole continuously pulls up to six enemies into its centre and places them in a state of reduced movement speed.
Summon Auto-Cannons	Summons two automatic turrets. They perform magic attacks on targets within 25 metres chosen by the player.

# AION

CLASSIC EUROPE

## PATCH NOTES

Hunter's Eye	Increases resistance to stun, knockback, trip, spin and Aether's Hold by 500. Damage taken from players is reduced.
Enhance Magic Projectile	For 8 seconds every attack has a 100% chance to deal an additional hit, increasing the effect of magic attack skills and boosting attack damage against players.
Insert Magic Projectile	Resets the cooldowns of all your skills.
Spirit Cannon	Deals magic damage to the target and removes protective effects.
Load Magic Projectile	Performs up to 2 crits within 10 seconds.
Overcharged Shot	When your skill attack is triggered as a crit, one unit of Overcharge Energy is charged. When 5 units of Overcharge Energy are charged, you enter Fire Frenzy state, increasing the power of magic attack skills for 5 seconds.
Trueshot Magic Eye	Increases magical accuracy and magic boost. Stigma
Eye of the Phoenix	Increases magical accuracy, magic boost and Crit Spell, as well as the Crit Spell value. Skill Book (Level 69)

### Teva

1. The new Teva region has been added.





# PATCH NOTES

Faction	NPC	NPC Location	Entry Requirement	Cost
Elyos/Asmodians	Runar's Teva Teleporter Shugo	Runar at Anchor	From level 65	Free
Elyos	Teva Teleport Shugo	Somnium	From level 65	5,000 Kinah
Asmodian	Teva Teleport Shugo	Nornir	From level 65	5,000 Kinah

- In Teva, a group can consist of a maximum of 2 players. In contested areas, groups may only be formed with members of the same legion.
  - When a certain number of monsters are defeated in specific areas of Teva, an anomaly will be triggered there. This anomaly triggers an on-site mission quest. Players can accept and complete the quest to receive rewards.
  - After the anomaly has occurred a certain number of times, a portal to a hidden island will appear. Players can use each portal by using the corresponding Teleport Stone.
  - Teleport Stones can be purchased with Arcanium from the Arcanium Traders in the Secret Black Cloud Station.
2. Arcanium can be spent to obtain various goods from Arcanium Trader NPCs.
    - The Arcanium Trader NPCs appear in the Secret Black Cloud Station and other areas and sell different goods depending on the area.
    - The location of the Arcanium Trader NPCs is shown on the map.
  3. Sealed treasure chests (lesser/medium/greater) have been added in the regions Fissure Splitter, Shrine of Petrification and Gravity Ruins.
    - They appear at random locations.
    - A warning message will appear nearby when a treasure chest appears.
    - An alarm will be triggered in the surrounding area when attempting to obtain it. A warning message will appear nearby when an attempt is made to obtain the treasure chest.
  4. The Skill Book Fate Box (Level 58–60) has been added to Medium and Large Arcanium Ore nodes in Teva.
  5. Base Combat Talent values for the respective regions in Teva have been adjusted.



# PATCH NOTES

- Based on a region's Combat Talent, various effects are applied in combat against field monsters and monsters from field missions.
  - When a player's Combat Talent is high, the damage dealt to monsters increases.
  - When a player's Combat Talent is low, the damage taken from monsters increases and the damage dealt to monsters decreases.
- 6. Between 6 PM and midnight, Collect/Loot Blood Drana Products takes place as an elite field mission.
  - During this field mission you can obtain the Unknown Crystal item.
  - From the Unknown Crystal item, you can obtain quest items as well as the Balaurea Chronicle Cover, Arcamant, Kinah, Arcanium and more.
  - The Blood Drana Ore that appears during the anomaly can be mined with the Blood Drana Pickaxe. After a certain number of mining attempts, the Blood Drana Ore will be destroyed.
  - The carry limit for Blood Drana Pickaxes obtainable from the field mission item vendor has been adjusted so that multiple copies can be carried.
- 7. Field missions (area-dependent) and the appearance of the Hidden Islands are now time-triggered.
  - When field missions or the Hidden Islands occur, system messages are displayed in Tiamaranta Mesa and the Balic Treasury.
- 8. Drakan monsters, including those in Balaur camps and at gates, are now separated by region within Teva, and their combat skill effects are applied individually.
- 9. The spawn cycles and spawn areas of rare named monsters are as follows:
  - Daily from 6 PM to 11 PM is the main time during which rare named monsters appear. A notification appears each hour when rare named monsters spawn.
  - When rare named monsters appear, additional regular monsters spawn in their vicinity at the same time.
  - The icon for the rare named monsters is displayed on the map.
  - Between 6 PM and 11 PM, rare named monsters respawn at random times.
- 10. Some abilities and stats of transcendence monsters have been adjusted.

Monster	Previous Skills and Effects	New Skills and Effects
Alukina of Torment	[Used Skill] Pelagic Blessing, Gaze into the Abyss	[Used Skill] Gaze into the Abyss (only when captive, transcendence)

# AION

CLASSIC EUROPE

## PATCH NOTES

		<p>[Bonus Effect] Attacks have a certain chance to trigger an additional hit (deals extra damage on boss hits)</p> <p>※ Monster's attack speed and attack power increased.</p>
Consierd of Torment	<p>[Used Skill] Sharp Mind, Overhead Strike</p>	<p>[Used Skill] Overhead Strike (only when stunned, transcendence)</p> <p>[Bonus Effect] Attacks have a certain chance to trigger an additional hit (deals extra damage on boss hits)</p> <p>※ Monster's attack speed and attack power increased.</p>
Mantutu of Torment	<p>[Used Skill] Thick Fur, Skull Smash</p>	<p>[Used Skill] Skull Smash (only when stunned, transcendence)</p> <p>[Bonus Effect] When attacking, there is a chance to reduce the target's evasion and physical defence.</p> <p>※ Monster's HP increased.</p>
Andre of Torment	<p>[Used Skill] Thick Hide, Skull Smash, Quaking Ground</p>	<p>[Used Skill] Quaking Ground (only on counter, transcendence only)</p> <p>[Bonus Effect] When attacking, there is a chance to reduce the target's evasion and physical defence.</p>



# PATCH NOTES

		<p>※ Monster's HP increased.</p> <p>[Used Skill] Blindside Attack (only while stunned, transcendence)</p> <p>[Bonus Effect] When attacking, there is a chance to temporarily reduce the target's evasion and physical defence.</p> <p>※ Monster's HP increased.</p>
Zapiel of Torment	[Used Skill] Bloodthirsty, Blindside Attack	
Worg	[Used Skill] All-Seeing Eye, Blindside Attack	[Bonus Effect] Can temporarily inflict Bleeding when attacking.
Spinner	[Used Skill] Thick Fur, Strike	[Bonus Effect] Can temporarily inflict Bleeding when attacking.
Kirrin	[Used Skill] Nimble Footwork, Blindside Attack	[Bonus Effect] Can temporarily inflict Bleeding when attacking.
Fladia	[Used Skill] Spirit Heal, Strike	[Bonus Effect] Can temporarily inflict Bleeding when attacking.
Griffon	[Used Skill] Withering Glare, Strike	[Bonus Effect] Can temporarily inflict Bleeding when attacking.

11. Added a chance to obtain manastones from defeating Teva monsters.
  - There is a chance to obtain manastones from defeating monsters in Gravity Ruins, Shrine of Petrification, Fissure Splitter, Crest of Wrath and Garden of Decay.
  - This does not apply to certain gates/named monsters.
12. The Golden Apple Tree content has been added to Teva.
  - Legion members can capture Golden Apple Trees by defeating the 'Golden Apple Tree Raid Captain'.
  - Members of the legion occupying the Golden Apple Tree can receive rewards from three different Golden Apple Trees in the nearby area.



## PATCH NOTES

- Regardless of Golden Apple Tree occupation, rewards can be obtained by defeating Balaur that are near the Golden Apple Tree.
  - Players without a legion do not receive rewards from the Golden Apple Tree when they capture it.
13. Some settings within Teva have been changed.
- When defeating monsters in Teva, Unidentified Treasure Maps can now, in addition to the existing maps, also yield maps that can be used in Tiamaranta Mesa and the Balic Treasury with a certain probability.
  - In Teva, legion buffs and Combat Talent ranking buffs can be acquired.
  - Return bases have been changed so that they can be used between the Teva, Balic Treasury and Tiamaranta Mesa areas.

### Teva System

1. In Teva, action time is consumed during play, and players are forcibly removed from Teva when their action time runs out.
  - The remaining action time can be viewed at the bottom of the Teva map.
  - There is also a timer which can be edited.
  - Action time does not decrease in the neutral zone (Secret Black Cloud Station).
2. The normal action time is reset daily at 5 AM. Additional action time can be charged using the Teva Hourglass.
  - The Teva Hourglass can be obtained with a low chance when defeating monsters.
3. Arcanium has been added; it can only be acquired and used in Teva.
  - Arcanium can be obtained from monsters, quests and resource gathering within Teva.
    - The amount of Arcanium obtained from defeating monsters in each area has been increased. Occasionally, larger amounts can also be obtained.



## PATCH NOTES

- Arcanium has been added as a reward for the Urgent Orders in the open world in Teva ('Unlimited Monster Elimination'), and the experience points for quests in sub-regions have been increased.
- Sealed treasure chests (lesser/medium) can now be opened instantly without using a key (Tiamat's Flame). Large amounts of Arcanium can be obtained from the chests. Additionally, there is a chance to obtain the Elite Commodore's Armour Selection Box. This is guaranteed from the Sealed Treasure Chest (greater).
  - Arcanium expires every Sunday at 9 AM.
    - The Arcanium balance can be viewed at the bottom of the Teva map.
- 4. When a character dies in Teva, a portion of the Arcanium they possess is dropped, and depending on the amount lost, some 'phantom' Arcanium appears where the character died.
  - Collecting the spawned phantom Arcanium grants Arcanium.
  - Regardless of how much Arcanium a character has on them at death, there is a chance that some Phantom Arcanium of Fortune will appear.
- 5. Hint texts have been added to the map to make the settings of the individual areas of Teva easier to recognise.
- 6. An additional NPC has been placed who sells Prism Cores.
- 7. An NPC for exchanging Adventurer Seals has been placed in Teva.
- 8. A description for the Hidden Islands quest has been added, explaining how to reach the Hidden Islands and how to buy a Teleport Stone.

### Prism Cores

1. When using a Prism Core on <Rare> monsters catchable in Teva, there is a chance to obtain a Sealed Prism Core.
  - When a Sealed Prism Core is used, it becomes a Prism Core that can be used to summon monsters. This disappears after a certain amount of time.
    - Normal rare monsters enter a weakened state at 50% remaining health, during which they can be captured.



## PATCH NOTES

- An unsealed Prism Core can only be used for the remaining duration.
- 2. When the Prism Core is used, the captured monster is summoned.
  - The summoned monster participates in combat according to commands and may automatically use skills depending on its traits.
  - Summoned monsters cannot fly.
- 3. Sealed Prism Cores have a small chance to be transformed into Transcendental Prism Cores at the Altar of Transcendence. Transcendental Prism Cores can be used in all areas and traded on the Global Auction House.

### Arcamant

1. New Arcamant equipment has been added.
  - Equipping the Arcamant grants the attribute bonus Crit Damage Boost.
  - Six types of Arcamant (eternal tier) have been added, each featuring different secondary options.
  - Arcamant Shards can be crafted at the Altar of Transcendence, or obtained as monster drops within Teva.
2. An Arcamant Challenge Chest has been added to the Arcamant fusion window.
  - If an Arcamant fusion at the Altar of Transcendence fails, you may randomly receive 1–3 Arcamant Seals.
  - 30 Arcamant Seals can be used at Siel's Anvil to craft an Arcamant Chest.
3. A method to convert Arcamants into other item types has been added.
  - At Siel's Anvil, an Arcamant Chest can be crafted from 1 Arcamant and 30 Arcamant Shards.
  - When opening an Arcamant Chest, you will randomly receive one of six Arcamants. (Note: You may receive the same Arcamant type that was used for the fusion.)
4. The Arcamant Enchantment has been added.
  - The enchantment can be performed using enchantment stones and Arcamant Enhancers. The success rate depends on the level of the enchantment stone,



## PATCH NOTES

and enchantment attempts can only be made if the required number of Arcamant Enhancers is available.

- The success rate of the enchantment and the required number of Arcamant Enhancers vary depending on the enchantment level.
  - On a successful enchantment the level increases by +1; on failure the level remains unchanged.
  - Each successful enchantment additionally increases the Crit. Damage Boost value.
  - If an attempt fails, a percentage based on the attempted success chance is accumulated as a bonus chance. This bonus is added to the next attempt within the same enchantment level.
    - If the success chance value on a failed Arcamant enchantment is greater than 0% and less than 0.1%, at least 0.1% will be carried over.
  - The accumulated bonus chance is reset upon a successful enchantment.
5. The Arcamant Enhancer has been added.
- The Arcamant Enhancer can be obtained by dismantling Arcamants with Siel's Hammer.
  - The Arcamant Enhancer can be traded on the Global Auction House.

## Character

1. The new Crit. Damage Boost attribute has been added.
2. During character creation, you can now select the secondary class directly.
  - Existing characters with a primary class are moved to a separate area where you can switch to the secondary class.
3. If you log in after character creation, you will now start in the capital of the respective faction.
4. The equipment and consumable items granted at character creation have been changed.
5. The structure and rewards of campaigns/quests for levels 1–60 have been changed.



# PATCH NOTES

- The previous campaigns/quests for class change, for unlocking stigma slots, for Balaurea and for Laphsaran have been removed; new growth campaigns and quests have been added.
  - Existing characters under level 60 will be relocated to the capital so the new campaigns/quests can be started from there.
6. Stigma slots are now unlocked automatically based on character level.
  7. The level restrictions for stigmas have been adjusted; accordingly, the inventories of stigma vendor NPCs have been partially revised and the required number of stigma shards has been updated.
  8. The character levels at which automatically granted skills are learned have been adjusted.
  9. The maximum character level has been increased to 75.
    - The Combat Talent value increases with each level gained.
  10. The level cap for access to major instances and battlegrounds has been changed to level 75.
  11. Fixed a bug where the character name was not displayed while in a hidden character state.

## RvR

1. The start times of Fortress Battles and raids have been changed.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
8 PM		Operation Dredgion	Apheta Fortress Battle	Operation Dredgion	Arch Raid		
10 PM	Incarnate Conquest	Sunayaka	Arch Raid	Incarnate Conquest	Sunayaka	Hexad	Tiamat's Torment

2. The battle duration of Incarnate Conquest has been changed.
  - The raid now ends 7 minutes after it starts (previously 14 minutes).
3. New Tiamat's Torment raid added.  
*The Tiamat's Torment raid is an infiltration mission. Tiamat has reawakened former enemies to haunt the hated Daevas. Players must eliminate these terrors of the past to stand against Tiamat's malice.*



## PATCH NOTES

- Selected elite players take on the task of eliminating five bosses summoned in Tiamaranta Mesa (a world raid).
- Players not taking part in the world raid take on the task of fighting the raid monsters that have also invaded Tiamaranta Mesa.

Take part in the battle to thwart Tiamat's plan.

4. The raid begins every Sunday at 10 PM.
  - At 10 PM the entry NPCs for the Balic Treasury of Torment appear on the airships in Tiamaranta Mesa. Thirty seconds after 10 PM, the raid boss appears and the raid begins.
  - When all summoned decayed monsters from Tiamat's Torment have been defeated, the raid ends. Players receive a reward for each monster defeated.
    - The entry types for the Balic Treasury of Torment are: first come, first served, honour (ranks: Governor to Grand General), entry by ticket. A separate entry NPC appears depending on the chosen entry type. When entering with an entry ticket you are teleported directly to the entrance of the raid area.
    - If you enter by a method other than an entry ticket, you will be teleported to a faction's entrance.
    - At each faction's entrance, two portals appear that lead directly to the raid area's entrance.
    - The portal for ticket holders is permanently available; the normal portal appears 2 minutes 30 seconds after the raid object spawns.
  - Entry tickets for the Balic Treasury of Torment can be obtained with a certain probability from Hexad raid reward chests.
  - The Balic Treasury of Torment entry NPC has a maximum number of allowed participants. When players leave the Balic Treasury, additional entry slots for their respective types of entry are freed.
5. Ariel's Agent Ring has been added to some raid rewards.
  - Hexad Raid
  - Raid boss of Tiamat's Torment
6. The Reboot Skill Bundle (Level 2) and Reboot Skill Bundle (Level 3) have been added as rewards to the Hexad and Tiamat's Torment raids.
7. Experience (XP) and Abyss Points (AP) of some fortress guards and raid objects have been increased.



## PATCH NOTES

8. The ranked rewards for the following raids have been increased to ranks 1 through 10 and the rewards have been adjusted according to rank.
  - Incarnate Conquest
  - Arch Haettoda/Tartar Raid
  - Sunayaka
  - Operation Dredgion
  - Hexad
  - Tiamat's Torment
  - Apheta Beluslan Fortress Battle
9. The skill box previously awarded in raids has been changed to the Perfect Skill Chest. This chest will be awarded as the reward for ranks 1 to 3 for the Sunayaka raid, Operation Dredgion and the Apheta Beluslan Fortress Battle.
  - When opening the Perfect Skill Chest, you can choose and receive one of the high-quality skill books or high-quality stigmas that were previously obtainable in the Sunayaka raid, Operation Dredgion and the Apheta Beluslan Fortress Battle.
10. When the Arch raid is conducted, either Arch Tatar or Arch Haettoda will be randomly selected.

### Instances

1. Instances below level 55 have been removed from the growth zone in Balaurea.
2. Items related to the Storm Attack skill can no longer be obtained as loot from Phaestos' Disc or the Wall of Lament.
3. Some settings within the Dokkaebi Realm have been changed.
  - You can no longer obtain buckwheat jelly from Sundeok.
  - If you speak to Soonshim while certain items are equipped, you can obtain buckwheat jelly.
4. There is now a chance to obtain a Heroic Manastone Bundle from the Noble Treasure Chests in the Wall of Lament.

## PATCH NOTES

- There is a chance to obtain a Heroic Manastone Bundle from Kromede's Chest in the Labyrinth of Echoes.
- A bug was fixed that caused the NPCs Inggril/Inggness to sometimes not appear in the lobby area of the Labyrinth of Echoes.

### Battlefield

- The previous Cradle of Doom instance has been replaced by the new Beast Rival War instance.
- The new Beast Rival War has been added.



Max. Players	Entry Level	Entry Time	Entries
Per team: 3 players	65-75	Daily 11 AM–12 PM and 9 PM–10 PM	Once per day

- Admission is granted once the Entry Request button in the bottom right of the screen is activated.
- There is a 30-second waiting period; upon entry, the IDs of allies and enemies are changed.
- In the arena the opposing monster must be defeated faster. After defeating the opposing monster, a portal appears leading to the reward room.
- Usable buff and health-regeneration items, as well as bombs that can be used during the fight, have been added to the arena.
- In the reward room there are Noble Treasure Chests, Old Treasure Chests and Treasure Chests. Upon entering the reward room, the group is disbanded.



# PATCH NOTES

The area containing the Noble Treasure Chest is designated as 'contested', while the areas with the Old Treasure Chests and Treasure Chests are considered neutral zones.

- The Noble Treasure Chest is guaranteed to yield Noble Forgotten Memory Fragment (eternal). Additionally, there is a chance to obtain the new Doomsayer's Noble Aureole Wings of War/Magic as well as wing fragments.
3. The entry times for the battlefields have been changed.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
11:00 AM–12:00 PM	Rivals	Rivals	Rivals	Rivals	Rivals	Rivals	Rivals
12:00 PM–2:00 PM	Dranium	Tiarkh	Dranium	Tiarkh	Dredgion	Dredgion	Dredgion
9:00 PM–10:00 PM	Rivals	Rivals	Rivals	Rivals	Rivals	Rivals	Rivals
5:00 PM–7:00 PM					Dredgion	Dredgion	Dredgion
11:00 PM–1:00 AM	Dranium	Tiarkh	Dranium	Tiarkh	Dredgion	Dredgion	Dredgion

\* Rivals = Beast Rival War, Dranium = Dranium Battlefield, Tiarkh = Tiarkh Testing Lab, Dredgion = Chantra Dredgion

4. The group Abyss Points awarded upon completion of Chantra Dredgion and the Tiarkh Testing Lab have been increased.
5. The daily quest rewards (experience points and Abyss Points) for Chantra Dredgion and the Tiarkh Testing Lab have been increased.
6. The locations to accept quests and to leave the battlefields of Chantra Dredgion, the Tiarkh Testing Lab and the Dranium Battlefield have been moved from Balaurea to Sanctum/Pandaemonium.
7. Fixed a bug that prevented entry to the battlefield after matchmaking.

## Regions

1. The capital cities of the respective factions have been converted into central hubs.
  - The structure of Sanctum and Pandaemonium has been changed, and some areas are no longer accessible. (These locked areas will be used for new content in the future.)
  - The locations of the main NPCs have been adjusted so they are concentrated around the central plaza.



## PATCH NOTES

- From the capital you can now travel directly to the various regions of Atreia.
  - Free flying is now possible in the capital.
  - A function has been added to the map allowing direct travel to a bind point by clicking on it.
  - Characters level 60 and above who are in Laphsaran or a capital will be relocated to the central plaza of their faction's capital.
2. The Balaurea region has been converted into a growth zone.
    - In this growth zone, characters can level up to level 60. Accordingly, the positions of monsters and gathering nodes have been adjusted.
    - In some areas, concentrated hunting zones have been added. Upon entering these hunting zones, repeatable hunting quests can be accepted which can be used to level up.
    - The growth zone is designated a neutral zone. An exception is the area around the fortresses, which is defined as a normal zone.
    - Free flight is now possible in the Balaurea region.
    - A function has been added to the map allowing direct travel to a bind point by clicking on it.
  3. The locations of the weekly fortress-quest NPCs and the Book of Adventures quest NPCs have been changed; they now appear near the rift NPCs of their respective faction and at watch posts/lookout posts.
  4. The Laphsaran region has been removed.
    - The main rewards from the former Laphsaran content will in future be available in the Balic Treasury.

### Tiamaranta Mesa

1. Contents of delivery chests have been removed.
2. Adventurer Seals can now appear in the rewards of small, normal and large treasure chests.
3. A bug was fixed in which guard units did not engage during an attack on Watching Eyes.



## PATCH NOTES

4. The Thin/Faded Balaurea Chronicle Bundle has been added as a selectable reward for Normal/Rare Orders in Tiamaranta Mesa.
  - The Thin/Faded Balaurea Chronicle Bundle may contain Balaurea Chronicle Pages and Balaurea Chronicle Covers.
5. A sanctification officer NPC has been added to the Elyos/Asmodian entrances of the Balic Treasury.
6. Skill Book Bundles are no longer dropped by monsters in the neutral zone of Tiamaranta Mesa, the Island of Gravity and the Island of Wrath.
  - They will still be dropped in combat areas.
7. The titles of some NPCs among the Black Cloud Merchants have been adjusted.
8. Vindachinerk is now located in Tiamaranta Mesa instead of Laphsaran.
9. A PvE quest has been added to the central fortress region of Tiamaranta Mesa that starts at scheduled times.
  - Between 8 PM and 10 PM the PvE quest is automatically obtained upon entering Tiamaranta Mesa.
  - Defeating the quest monsters that spawn simultaneously in the central fortress region grants rewards.
  - The rewards correspond to the level of the previous Gold/Secret Orders, but grant more experience points.
10. The Golden Wind quest is now automatically obtained upon entering Tiamaranta Mesa.
  - The Arcamant Challenge Chest has been added as a reward for the Golden Wind quest.
  - Arcamant Shards and Arcamant Seals can be obtained from the Arcamant Challenge Chest. With 30 Arcamant Seals you can craft an Arcamant at Siel's Anvil.
11. The Rough Arcamant Splitter Chest was added to the rewards for the quests [Daily] Retinoa's/Thiamin's Request.
12. Merchant Captain content has been added in Tiamaranta Mesa and in the Balic Treasury area.
  - Takes place three times daily at 6 PM, 7 PM and 8 PM.
  - At set times, up to 300 players per faction (600 total) can purchase the Damaged Lotus Offering from the Shugo Overseer for Lotus Minerals near Tiunerkerk in Tiamaranta Mesa.



## PATCH NOTES

- Rewards from tiers 1 to 5 can be obtained on a first come, first served basis from the Shugo Grinder (Lotus Minerals Purchase) in the Balic Treasury by exchanging the Damaged Lotus Offering.
- 13. Some settings within Tiamaranta Mesa have been changed.
  - When inspecting masterworks, you now receive a Forgotten Remembrance Fragment instead of an Unidentified Tiamaranta Treasure Map.
  - The sale of multiple Nightfrost items has been removed.
  - The Shugo Black Market dealer no longer appears.
  - The NPCs for exchanging relics have been merged into a single NPC. The merged NPC can be found near the Runar airship.
- 14. A return-point function has been added to the Balic Treasury area.

### Items

1. Exclusive items for the Phoenix class have been added.
  - Flame Revolver and Flame Leather were added for key equipment from level 55.
  - Crafting recipes for the Skill Book (Level 69) and Phoenix's Meta Stigmas were added to Siel's Anvil.
  - The types and drop rates of reward items obtained from monsters have been adjusted.
  - The types and drop rates of reward items obtainable in instances have been adjusted.
  - The types and drop rates of items obtained from using package items have been adjusted.
  - Ascension recipes for the Flame Revolver and Flame Leather armour have been added.
  - Flame Leather armour pieces were added to the contents of the +5 Elite Commodore's Armour Selection Box in Daeva's Treasure Trove and Hidden Treasure Bundle.
  - The Flame Revolver was added to the contents of the [Event] Doomed Legion Commander's Weapon Selection Box.



## PATCH NOTES

2. New Battle-Hardened armour has been added.
  - Equipping Battle-Hardened armour grants a new stat, Additional Defence, which combines PvE and PvP defence values.
  - Up to 4 levels of skill reallocation can be performed on Battle-Hardened armour.
  - The Battle-Hardened Armour Chest can be obtained by crafting at Siel's Anvil.
    - The main material required for crafting is the Battle-Tested Source.  
※ The Battle-Tested Source can be crafted at Siel's Anvil using Kinah or the Glowing Gem of Eternity. (The Glowing Gem of Eternity can be purchased with Abyss Points.)
    - Depending on the quantity and type of materials required, you can choose between chance-based crafting and guaranteed crafting.
    - When attempting to craft, success can yield the Battle-Hardened Armour Chest and each failure grants 'Guaranteed Crafting Points'. Once a certain number of points have been accumulated, guaranteed crafting becomes available.
    - Guaranteed crafting requires higher costs compared to chance-based crafting, but it guarantees the acquisition of the Battle-Hardened Armour.
  - Additionally, the equipment can be obtained by upgrading the Aeon Temple Guardian's armour and the Guardian Commodore's/Archon Commodore's armour.
    - There are two ways to upgrade: a guaranteed upgrade when reaching an enchantment level of +15, or a probability-based upgrade at lower enchantment levels.
    - No additional materials are required for the guaranteed upgrade starting at enchantment level +15.
    - The probability-based upgrade can be performed on +13 or +14 enchanted armour, with the chance varying depending on the enchantment level.
    - On success you receive +10 Battle-Hardened armour. Upon acquisition, reallocated skills are retained, but enhancements from manastones and godstones are not.



## PATCH NOTES

- On failure you receive the +10 enhanced equipment back. In this case, reallocated skills are retained, but enhancements from manastones and godstones are not.
- 3. New Battle-Scarred armour has been added.
  - Equipping Battle-Scarred armour grants the new stat 'Additional Defence', which covers both PvE and PvP defence. This value is higher than that of Battle-Hardened armour.
  - Up to 5 levels of skill reallocation can be performed on the Battle-Scarred armour.
  - The Battle-Scarred armour can be obtained by crafting at Siel's Anvil.
    - During the crafting process for Battle-Scarred armour, it can be obtained as a 'great success' with a low probability.
  - It can also be obtained by upgrading Battle-Hardened armour.
    - There are two ways to upgrade: a guaranteed upgrade when reaching an enchantment level of +15, or a probability-based upgrade at lower enchantment levels.
    - For the guaranteed upgrade from enchantment level +15, the Balaurea Chronicle Bookmark is required as an additional material.
    - When upgrading equipment, the abilities of any equipment used as upgrade material are retained.
- 4. New fabled Manastones have been added.
  - Fabled Manastones can be socketed and retrieved with a 100% chance.

Fabled Manastones
Manastone: HP +185
Manastone: MP +185
Manastone: Accuracy +50
Manastone: Evasion +34
Manastone: Magic Boost +40
Manastone: Parry +50
Manastone: Block +50
Manastone: Crit Strike +30
Manastone: Maximum Flight Time +14
Manastone: Magical Accuracy +29
Manastone: Resist Magic +29
Manastone: Healing Boost +10



## PATCH NOTES

Manastone: Magic Suppression +55
Manastone: Attack +10
Manastone: Crit Spell +3
Manastone: Concentration +20
Manastone: Strike Resist +5
Manastone: Spell Resist +5
Manastone: Elemental Defence +5

5. Heroic Manastones can now be socketed with a 100% chance.
6. Added Doomsayer's Noble Wings of War/Magic and Doomsayer's Noble Aureole Wings of War/Magic.
  - Attributes:
    - PvP Attack 3.5%, PvE Attack 2.5%
    - The remaining stats correspond to those of the existing Cradle of Doom War/Magic Wings.
7. New accessory items of the 'divine' tier, Zikel's Agent Belt and Flame Gout Belt, were added.
  - The Flame Gout Belt and Commodore's Divine Belt can be combined at Siel's Anvil to obtain Zikel's Agent Belt.
  - The Flame Gout Belt and Zikel's Agent Belt do not possess any special effects that normally apply to items of the 'divine' grade.
8. The maximum value to which godstone attribute damage can be applied has been increased.
9. The effects of certain fabled godstones have been adjusted.
  - Lumiel's Intervention, Kaisinel's Fantasy, Nezekan's Advance: Duration increased from 12 seconds to 15 seconds.
  - Andre's Binding: Duration increased from 8 seconds to 10 seconds.
  - Zikel's Arrogance, Fregion's Stratagem: Chance for the effect to activate has been increased from 10% to 20%.
10. The Combat Talent points granted when equipping certain fabled godstones have been increased.
11. Higher levels of meta stigmas have been added.
12. The item names of the meta stigmas have been adjusted to match the highest stigma skill level.
13. Usability has been improved so that multiple copies of an item can be opened/combined at once.



## PATCH NOTES

14. It is now possible to attempt to upgrade the [Event] Admiral's weapon after reaching +15 using 20 Balaurea Chronicle Bookmarks or 1 Balaurea Chronicle Cover.
15. The icons for high-quality skill books and high-quality stigmas have been changed.
16. The item Yasba's Grace can now be stored in the account warehouse.
17. Entry Scrolls for Cradle of Doom have been renamed to Entry Scrolls for Beast Rival War.
  - Additional entry attempts for the Cradle of Doom are counted as entry attempts for Beast Rival War.
18. The names of godstones awarded as quest rewards and of [Supply] godstones were partially changed to Prismatic Godstones.
  - Example: Godstone: Boreas's Fury → Prismatic Godstone: Boreas's Fury
  - Example: [Supply] Godstone: Macus' Encouragement → Prismatic Godstone: Macus' Encouragement
19. Socketing aids have been removed from Treasure Map rewards.
20. Socketing aids can no longer be purchased from merchants.
21. Socketing aids have been removed as rewards from the Crucible Challenge.
22. The [Supply] Normal Socketing Aid Bundle (Eternal), which could previously be obtained as a reward for assembling painting dust, has been replaced by the Forgotten Painting Memory Fragment Chest.
23. The Prismatic Chain VI skill book was changed so that it can be disassembled with Siel's Hammer.
24. The tooltip for the item [Motion Card] Professional Boxer (30 Days) has been adjusted.
25. The list of required skills in the tooltips for the skill Reserve Mode and the Revenant's stigma Split Thunder has been corrected.
26. The drop rate for Skill Book (Level 58–60) in Tiamaranta Mesa Skies has been reduced. At the same time, the chance to obtain skill books of these levels when mining medium/large Arcanium Ore deposits in Teva has been increased.
27. The item Noble Fire Dragon King's Wings has been changed to the 'eternal' tier.
28. The reward tiers for commands in the Hexad raid were expanded from levels 1–3 to up to level 5.
29. The reward for reaching 15,000 points in Combat Talent was changed to two Enhancement Stones (Level 120).
30. If the level-69 skill book or the stigma were selected incorrectly, they can now be specially disassembled using Siel's Hammer.
  - Through special disassembly they can be converted back into 250 Eternity Insignia, and the crafting recipe Skill Book Box (Level 69) can be crafted again.



## PATCH NOTES

31. The Storm Attack skill book can no longer be used.
32. The Storm Attack skill book and Forgotten Skill Book Pages can now be disassembled with Siel's Hammer.
33. Some stigmas have been renamed to make their associated class more clearly identifiable.
34. The names and tooltips of some items have been adjusted.
35. The Phoenix stigma Rapid Fire Posture I has been added to the Normal Stigma Selection Box in the Class Change Support Chest (IV).
36. The maximum level for using the Experience Potion has been changed to level 74.
37. When combining Noble Tiamaranta Painting Dust, you will now receive the Forgotten Painting Memory Fragment Chest.
38. The set effect of the Stormwing armour was removed and the previous set effects were distributed across the individual armour pieces.
39. Skill books for Luminess and Phoenix can now also be obtained from the Noble Skill Book Selection Box (Level 60).
40. The skill books for Double Smash and Dominating Spell have been added to the Perfect Skill Chest and the High-Quality Skill Book Selection Box.
41. Pages for Double Smash and Dominating Spell have been added to the Rare Skill Book Page Chest and the Perfect Skill Book Page Bundle.

### Quests

1. In the Tiamaranta Mesa campaigns In Search of Blood Drana and Location of the Blood Drana, the locations of the required items have been corrected.
  - BD-0113, which was previously sold by Akunerker, is now offered by Hondarunerker.
  - Hondarunerker now appears permanently in the Black Cloud Camp on Tiamaranta Mesa.
2. The Teva campaign has been added.
  - Will be acquired automatically at level 65.
3. A Teva quest has been added.



## PATCH NOTES

- A daily quest has been added to Runanerk in Teva, which can be completed up to 2 times per day.
  - An automatically available Urgent Orders quest has been added in Teva. Urgent Orders quests can be obtained again after a set time following abandonment.
4. A new Book of Adventure quest has been added.
    - The quest can be carried out in the Teva region.
    - To undertake the Book of Adventure quest, you must reach specific levels of Combat Talent.
  5. The Class Preceptor's Task/Trial can no longer be obtained.
    - If the relevant quest had already been obtained or was in progress before the update, it will be changed to the Understanding Divine Power quest after the update.
  6. The quest Understanding Divine Power has been added.
    - Upon completion, the DP title can be obtained, which was previously awarded as the reward for the Class Preceptor quest.
    - If Class Preceptor's Task/Trial have already been completed, this quest can no longer be accepted.
  7. Golden Wind's Tiamaranta Kinah Bundles can now be stacked.
  8. Fixed a bug that prevented the acceptance of crafting orders.
  9. The quest markers for main quests in Inggison/Gelkmaros/Tiamaranta Mesa have been changed so they appear up to level 70.
  10. Fixed a bug where some quests did not progress while in group status.
    - For quests already in progress, the status will be changed to completion pending after maintenance.
  11. In some Gelkmaros campaigns/quests, the dialogue NPC was changed from Marto to Hrimfaxi.
  12. Some progression requirements for the level-50 Daevanion quests have been changed.
    - The requirement to complete a prerequisite quest has been removed.
    - The vendor locations for Oath Stone and Sacred Water items have been changed.
    - The target monsters for quests that award Sanctum/Pandaemonium Decorations have been changed.
    - The positions of some NPCs have been changed.
  13. Fixed an issue that occasionally prevented the campaigns Defeat Inggison's Balaur and Poison to Poison from starting.



## PATCH NOTES

14. Fixed an issue that prevented the Reminiscences of a Young Daeva quest in the Book of Adventure from being started.
15. Fixed an issue that prevented the Balaurea Chronicle items obtained as completion rewards for the Sienola's Phantom quest in the Book of Adventure from being used.
16. Fixed an issue in which some quests that could not be accepted were not removed.
17. The name of the legion PvP campaign has been changed.

### NPCs

1. Fixed an issue where messages from NPCs occasionally did not appear at certain distances.
2. Rifts are no longer hidden when activating optimised mode (F12).
3. Fixed an issue that prevented purchasing items with Abyss Points from some NPCs.
4. The order of the sell list for skill items has been changed.
5. The field of view of the Jotun Protector located in Petralith Canyon in Gelkmaros has been reduced.
6. The level of the Prowling Sandshark located in Petralith Canyon in Gelkmaros has been changed to 48.
7. Fixed an issue where Balaur portals no longer appeared in Inggison.
8. Fixed an issue where the Puca Sack did not appear.
9. The stigma vendor NPC reserved for Revenants and Brawlers has been removed and merged with the Combat Stigma Merchant.
10. Fixed an issue where the client crashed when clicking on certain sell lists.
11. Fixed an issue where the stigma item vendor did not sell the stigma Celestial Image I.
12. The skill NPC's sell list has been updated to include the Phoenix stigma Rapid Fire Posture I.
  - Can be purchased from the following NPCs: Clymene (Sanctum), Vergelmir (Pandaemonium), Popaea (Inggison) and Kjaeros (Gelkmaros).



## PATCH NOTES

### Combat Talent

1. The Combat Talent leaderboard is now displayed on the integrated battlefield server.
2. Characters at level 66 and above are now included in the calculation of the Daeva Combat Talent value.
3. The Combat Talent values of Commodore's Protective Cloth equipment have been adjusted to match the values of Commodore's equipment made from other materials.
4. As a reward for 25,000 Combat Talent points, players can obtain the Radar Expansion I skill.
  - The Radar Expansion I skill permanently increases the compass radar's field of view to 180°.
5. If a character's Combat Talent rank is within the top 5 of their class on the server and the character is wearing 'divine' tier equipment, a special effect will be applied to the character.
6. Fixed an issue where the Combat Talent leaderboard buff was occasionally not applied.

### Altar of Transcendence

1. An Auto-Register button for materials has been added.
  - When the button is selected, material items from the fusion list will be automatically placed into the slots.
    - ※ During automatic registration, one of the eligible items will be entered at random. Please be careful when registering.
2. The Fuse All function has been added.
  - If the same fusion materials are available in sufficient quantities to perform fusion multiple times, the number of fusion attempts can be adjusted.
  - The Fuse All function performs the fusion the specified number of times.
3. The fusion animation has been sped up.
4. When registering fusion materials, the item name is displayed in the slots.
5. The required number of fusion materials has been changed to a fixed amount.



## PATCH NOTES

- Godstone: fabled 2 pieces; heroic 6 pieces; rare 6 pieces
  - Manastone: heroic 2 pieces; rare (level 60) 6 pieces; rare (level 50 and below) 6 pieces; common (level 60) 6 pieces; common (level 50 and below) 6 pieces
6. The category image for the Altar of Transcendence has been changed.
  7. The godstone list image has been changed.
  8. A new fusion for Arcamant Shards has been added.
  9. A new fusion for Prism Cores has been added.
  10. A new fusion for fabled manastones has been added.
    - Two fabled manastones can be used to obtain a new fabled manastone.
  11. New fusion for heroic manastones has been added.
    - 6 heroic manastones can be used to obtain a fabled manastone.
    - On a failed fusion attempt, 1–5 heroic manastones are refunded and additionally 1–3 fabled manastone fragments are awarded.
    - By combining 50 fabled manastone fragments you can obtain one fabled manastone.
    - The previous fusion method, in which combining 2 heroic manastones could start another attempt to obtain a heroic manastone, has been removed.
  12. Item ascension has been added to the Altar of Transcendence.
    - The previous item ascension NPC has been removed, and ascension can now be performed directly via the Game Menu → Altar of Transcendence.

### Siel's Hammer

1. The expected results pop-up now shows information for all enchantment levels.
2. A bug has been fixed that prevented the expected dismantling results pop-up from opening from the bundle component details view.
3. A bug has been fixed that prevented the item Godstone: Kasika's Root from being dismantled.



## PATCH NOTES

### Siel's Anvil

1. The categories in the General tab have been further subdivided.
2. The Home, Favourites, Guaranteed Crafting and Great Success functions have been added to Siel's Anvil.
3. The new Special tab has been added.
  - In this tab, Seal of Eternity Fragments, Seals of Eternity and Holy Seals of Eternity can be used as materials to craft a growth stigma.
  - Removed the feature to exchange stigmas with growth stigma merchants. (The ability to buy stigmas remains unchanged.)
4. New patterns for [Limited] High-Quality Skill Book Challenge Chest and [Limited] High-Quality Stigma Challenge Chest have been added.
  - Each crafting attempt requires 2 Balaurea Chronicle Covers.
5. The pattern for Meta Stigma Chest (Level 62) has been added.
  - For guaranteed crafting, a Noble Fine Gem of Eternity and a Seal of Eternity Fragment can be used.
  - For a chance-based craft, a Noble Gem of Eternity, a Seal of Eternity Fragment and a Mithril Medal can be used.
  - The Gem of Eternity can be purchased with Abyss Points.
6. The pattern for the Forsaken Weapon Chest has been added.
  - Can be crafted with guaranteed success using 1,000 Balaurea Chronicle Pages and 20 Balaurea Chronicle Covers.
7. Crafting recipes for the new Noble Doomsayer's Wings of War/Magic and Noble Prismatic Doomsayer's Wings of War/Magic have been added.
  - The Noble Doomsayer's Wings of War/Magic can be crafted from the Doomsayer's Wings of War/Magic and 50 wing fragments (chance-based crafting) or 500 wing fragments (guaranteed crafting).
  - The Noble Prismatic Doomsayer's Wings of War/Magic can be crafted from the Prismatic Doomsayer's Wings of War/Magic and 50 wing fragments (chance-based crafting) or 500 wing fragments (guaranteed crafting).
8. Crafting recipe for the new stigma Overcharge Explosion has been added.
9. Crafting recipes for the new skill books Annihilation Spell and Intense Pain have been added.
10. New crafting recipes for skill books have been added.



## PATCH NOTES

- Cry of Courage, Zikel's Eye, Storm Power
- 11. In Siel's Anvil, you can now jump directly to the crafting recipe by clicking the item icon.
- 12. The crafting recipes for the Level-69 skill book and for stigmas were changed into the crafting recipe Skill Book Box (Level 69).
- 13. A variant was added to the crafting recipe for Noble Magic Stone that replaces the previous materials with Kinah.
- 14. Added crafting recipe for Zikel's Agent Belt.
- 15. The crafting recipe for the Battle Commander's Prismatic Accessory Selection Box was removed.
- 16. Added new crafting recipe for the Battle-Scarred Weapon Chest.
  - Crafting is possible using Balaurea Chronicle Pages and Balaurea Chronicle Covers.
  - You normally obtain the Battle-Scarred weapon; with a small chance you may also obtain the Battle-Seasoned weapon.
- 17. Added new crafting recipe for Ariel's Apostle Ring.
  - Crafting points increase with each failed attempt; when the points reach the maximum value, the next crafting attempt is guaranteed to succeed.
- 18. New crafting recipes were added to upgrade the raids' shared base rewards.

### Moreth, Chronicle of Time

1. The tiers of Moreth have been reorganised.
  - The levels of Moreth were changed to 1–10.
  - Due to the level changes, damage, activation chance and Combat Talent values have been adjusted.
  - For effects available at Moreth level 6 or higher, Main Instances, Fortress Battles and Raid Bosses have been added as additional targets.
2. As a result of the change to Moreth levels, the previous levels are adjusted as follows:
  - Previous levels 1–10 are changed to new level 1.
  - Previous levels 11–20 are changed to new level 2.
  - Previous levels 21–30 are changed to new level 3.



## PATCH NOTES

- Previous levels 31–40 are changed to new level 4.
- Previous levels 41–50 are changed to new level 5.

### Look Synergy

1. The new feature Look Synergy has been added.
  - When wearing items from the Fire Dragon King's set, additional appearance effects are applied depending on the combination.

### Enchantment Synergy

1. The effects of Enchantment Synergy have been changed so that they now apply per level (level 1–90).
2. In the level-based Enchantment Synergy pop-up, you can compare the effects of Active Enchantment Synergy and Compare With.
3. The effects of Enchantment Synergy for certain ranges starting at enchantment level +75 have been adjusted.
  - Certain effects that previously applied only to specific ranges now also apply to lower ranges.
  - This concerns increases to PvP attack and AP gain.
4. Enchantment Synergy has been expanded to a total of 105 levels.
5. Enchantment Synergy is activated by combining the enchantment values of Arcamants with the current equipment.
6. A bug was fixed where the effect of received godstone attribute damage was not applied correctly.



# PATCH NOTES

## Rankings

1. A new Abyss ranking season begins.
  - Rewards for achieved objectives from the previous season will be paid out after a news announcement.
2. The method used to calculate the ranking has been changed.
  - The calculation basis for the ranking has been changed to cumulative Rank Points (RP).
  - When eliminating an enemy of the opposing faction, you receive AP/RP corresponding to the AP the opponent possessed.
  - If killed by a player of the opposing faction, only AP equal to your own AP is deducted; RP will not be reduced.
  - AP gains are no longer equalised based on rank differences.
  - The requirements for attaining a rank have been changed.
  - Rank Points (RP) have been added for attaining a rank.
3. The requirements and the Rank Points required to attain a rank are as follows.

	Number of Players	Required Rank Points
Soldier (Rank 9)	-	-
Soldier (Rank 8)	5,000	1,200
Soldier (Rank 7)	4,000	2,400
Soldier (Rank 6)	3,000	4,800
Soldier (Rank 5)	2,500	9,600
Soldier (Rank 4)	2,000	19,200
Soldier (Rank 3)	1,500	38,400
Soldier (Rank 2)	1,300	76,800
Soldier (Rank 1)	1,000	153,600
Army 1-Star Officer	700	205,842
Army 2-Star Officer	500	205,842
Army 3-Star Officer	300	205,842
Army 4-Star Officer	200	205,842
Army 5-Star Officer	100	205,842
General	30	205,842
Great General	10	205,842
Commander	3	205,842



# PATCH NOTES

Governor	1	205,842
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## Skills

1. Fixed an issue where the skill Rise I was not shown in the chain skills information.
2. Fixed an issue where the tooltip for the Temperature Drop skill incorrectly stated 'stigma skill'.
3. Fixed an issue where the Power Circuit I skill did not display chain skill information.
4. Gladiator/Assassin reboot skills have been added.
  - Reboot skills can be bought from skill NPCs.
5. When a high-grade skill is acquired, the integrated skill will no longer be displayed in the list of learned skills.

### Assassin

Skill Learned	Skill Effect	Integrated Skill
[Reboot] Pain Rune	Removes seals up to level 5 attached to targets within 10m and causes them to explode. Deals damage and inflicts the stunned status on the target. You absorb a portion of the damage dealt as HP and MP. The amount of damage, the stunned status and HP restoration vary depending on the target's rune level. Cooldown: 15 seconds	Blood Rune Debilitating Seal Destruction
[Reboot] Needle Rune	Removes seals up to level 5 attached to targets within 10m and causes them to explode. Deals damage, reduces attack speed and inflicts the silenced and bound statuses. Cooldown: 30 seconds	Radiant Rune Darkness Rune

# AION

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## PATCH NOTES

[Reboot] Deadly Focus	Increases the player's attack by 250% for 15 seconds and increases the stun-resistance penetration value by 500. Cooldown: 1 minute	Shadow Rage
[Reboot] All-Seeing Eye	Can see targets in advanced stealth mode. Changed to a toggleable skill	Searching Eye
[Reboot] Devotion	Increases the player's attack by 80% and PvE attack by 30% for 7 seconds. The value to break stun resistance increases by 5,000,000. Cooldown: 10 seconds	Killer's Eye
[Reboot] Swift Edge	Deals physical damage to the target and increases the sigil by up to 3 levels. Cooldown: 2 seconds (Damage increased)	Rune Carve
[Reboot] Soul Slash	Deals physical damage to the target. All elemental defences are reduced by 100 for 30 seconds. (Damage increased) Cooldown: 1 sec.	Agonising Slash Lightning Slash Rune Slash Sigil Strike
[Reboot] Throw Dagger	Deals physical damage to a target within 20m and to up to 3 enemies within 2m of that target. Stuns the target for 2 seconds, removes protective effects, and boosts the rune up to level 3. Cooldown: 1 minute	Rune Knife
[Reboot] Venomous Strike	Deals physical damage to the target; if attacked from behind, it deals additional physical damage. Activated as a stackable effect for 15 seconds. Cooldown: 15 sec. (except for the shared skill Assassination; increased damage)	Back Breaker Assassination Killing Spree
[Reboot] Ambush	Moves behind a target up to 20m away, deals physical damage and has a certain chance to stun them for 4 seconds.	Dash Attack Sneak Ambush

# AION

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## PATCH NOTES

	Repeats twice. Cooldown: 20 seconds.	
[Reboot] Aethertwisting	Grants the ability to evade 3 physical attacks and resist 3 magic attacks for 12 seconds. Cooldown: 30 seconds	SpellDodging
[Reboot] Fleeing Posture	Removes movement-impairing states from yourself and grants for 15 seconds Increases resistance to status effects such as stun, knockback, trip, spin and Aether's Hold by 1000 for 15 seconds. Cooldown: 1 minute 30 seconds.	Calming Whisper
[Reboot] Slayer Form	Transform into a Slayer for 1 minute. Increases accuracy by 800, magical accuracy by 800, HP by 3000, attack speed by 20% and all elemental defence by 400, and rapidly restores MP. Also increases your range by 2m. Cooldown: 1 minute 30 seconds.	Flurry Oath of Accuracy
[Reboot] Shadow Walk	For 4 minutes you are in an enhanced stealth mode. While this skill is active, movement speed is reduced by 20%. You may use up to 3 magic buffs on yourself and still remain in stealth mode. The first skill used within 3 minutes will cause a critical hit. Cooldown: 1 minute	Eye of Wrath
[Reboot] Flash of Speed	You instantly move 10m forward, and all effects that cause immobilisation and reduce movement speed are removed. You are in stealth mode for 5 seconds. Cooldown: 30 seconds	Hide
[Reboot] Attack Speed Boost	I: Attack speed increased by 2%. II: Attack speed increased by 4%. III: Attack speed increased by 6%.	
[Reboot] Additional Attack Boost	I: PvP and PvE attack power increased by 1%. II: PvP and PvE attack power increased by 3%.	



# PATCH NOTES

	III: PvP and PvE attack power increased by 5%.	
[Reboot] Additional Defence Boost	I: PvP and PvE defence are increased by 1%. II: PvP and PvE defence are increased by 3%. III: PvP and PvE defence are increased by 5%.	
[Reboot] Physical Attack/HP Boost	I: Physical attack is increased by 5%; maximum HP are increased by 700. II: Physical attack is increased by 7%; maximum HP are increased by 900. III: Physical attack is increased by 9%; maximum HP are increased by 1,200.	

## Gladiator

Skill Learned	Skill Effect	Integrated skill
[Reboot] Body Smash	Inflicts physical damage on the target. Adds an additional effect that increases damage per enchantment level. Cooldown: 0 sec.	
[Reboot] Body Combo	Deals physical damage to the target and, with a certain probability, reduces the cooldowns of Exhausting Wave, Revival Wave, Piercing Rupture and Berserking by 20%. Adds an additional effect that increases per enchantment level. Cooldown: 0 sec.	
[Reboot] Cleave	Deals physical damage to a target within 17m and puts them into the bind and silence states for 2 seconds. Cooldown: 12 sec.	Lockdown Blade of Incitement
[Reboot] Great Cleave	Deals physical damage to a target up to 20m away and has a chance to reduce their movement speed and attack speed for 7 sec. Cooldown: 12 sec.	Righteous Cleave
[Reboot] Springing Slice	Rushes at a target within 15m and deals physical damage. Reduces the target's physical defence by 1,000 for 3 seconds.	Weakening Blow



# PATCH NOTES

	Also immobilises the target for 3 seconds; this immobilisation cannot be removed by attacks. Cooldown: 10 sec.	
[Reboot] Crushing Blow	Deals physical damage to the target and causes them to stumble. Also reduces the target's physical defence by 500 for 12 seconds. Cooldown: 20 sec.	Ferocious Strike Robust Blow Rupture Reckless Strike Wrathful Strike Major Blow
[Reboot] Charge	Increases your movement and flight speed for 10 seconds. Also creates a shield for 30 seconds that can absorb a total of 1,200 damage. Cooldown: 30 sec.	Rage Dauntless Spirit
[Reboot] Wall of Steel	Blocks 12 physical hits for 20 seconds. Increases magic damage by 1,500 and all elemental defence by 200. Cooldown: 1 min.	Magic Defence Block Howl
[Reboot] Fury Absorption	Deals physical damage to enemies within a 7m radius. Absorbs 50% of the damage as HP and 100% as MP. Adds an additional effect that increases damage per enchantment level.	Seismic Wave IV Dragon Cut Variation Counterattack Serum
[Reboot] Exhausting Wave	Deals physical damage to enemies within a 7m radius and absorbs 30% of the damage as HP. Also reduces the movement speed of surrounding enemies for 10 seconds. Reduces the cooldown of Sense of Balance, Growth Stance and Wing Boost by 10%. Adds an additional effect that increases damage per enchantment level. Cooldown: 1 min. Multicast 3 times.	Earthquake Wave



# PATCH NOTES

[Reboot] Revival Wave	Deals physical damage to enemies within a 7m radius and knocks them to the ground. Adds an additional effect that increases damage per enchantment level. Cooldown: 1 min.	
[Reboot] Piercing Rupture	Deals physical damage to up to 18 enemies within 10m. Reduces physical defence by 1,000 for 30 seconds. Cooldown: 1 min.	Force Blast Piercing Wave Shattering Wave
[Reboot] Draining Blow	Deals physical damage to staggered enemies and absorbs 100% of the damage as HP. Cooldown: 30 sec.	Final Strike Crippling Cut
[Reboot] Attack Speed/Movement Speed Boost	I: Attack speed +2%, movement speed +3% II: Attack speed +4%, movement speed +3% III: Attack speed +6%, movement speed +3%	
[Reboot] Additional Attack Boost	I: PvP and PvE attack power +1% II: PvP and PvE attack power +3% III: PvP and PvE attack power +5%	
[Reboot] Additional Defence Boost	I: PvP defence and PvE defence +1% II: PvP defence and PvE defence +3% III: PvP defence and PvE defence +5%	
[Reboot] Physical Attack/HP Boost	I: Physical attack is increased by 5%; maximum HP are increased by 700. II: Physical attack is increased by 7%; maximum HP are increased by 900. III: Physical attack is increased by 9%; maximum HP are increased by 1,200.	
[Reboot] Movement Restriction Resistance Boost	I: Resistance to immobilisation and resistance to speed reduction increased by 100. II: Resistance to immobilisation and resistance to speed reduction increased by 150. III: Resistance to immobilisation and resistance to speed reduction increased by 200.	

- A bug was fixed that prevented chain skills from executing after using Tiger Rage.



## PATCH NOTES

7. The hit system message has been changed to appear on the first hit against an enemy in stealth mode.
8. Using potion/buff items no longer cancels stealth mode.
9. New high-quality skills have been added to various classes.

Class	Skill	Effect
Chanter	Annihilation Spell	Increases own magic boost by 100, accuracy by 200, attack by 50% and healing boost by 300. Passive Skill
Revenant	Overcharge Explosion	Increases attack by 20%, magical accuracy by 200, PvE attack by 20% and attack speed by 7%. Passive Skill
Brawler	Intense Pain	Moves to a target within 25m and deals physical damage. Puts the target into an immobilised state for 2 seconds that cannot be removed by attacks during that time. Charge Qi 30
Templar	Cry of Courage	When shield defence or magic resistance is triggered, it increases your own attack by 30% for 10 seconds, increases Crit Strike by 100 and accuracy by 200.  Special Skill (Automatic)
Sorcerer	Zikel's Eye	Your magic buff power has been increased by 350. Passive Skill
Ranger	Storm Power	Increases your movement speed by 5%, and each time you are hit, temporarily activates Focused Evasion and reduces the cooldown of Nature's Resolve by 3 seconds. Passive Skill

- The new skills are available for level 69 or higher.
- The new skills can be crafted at Siel's Anvil.
- If the skill Annihilation Spell is learned, the skill Battle's Hold no longer appears in the list of learned skills.

## PATCH NOTES

- If the skill Overcharge Explosion is learned, the skill Electric Boost no longer appears in the list of learned skills.
  - If the skill Intense Pain is learned, the skill Strike no longer appears in the list of learned skills.
  - If the skill Cry of Courage is learned, the skill Courageous Shield no longer appears in the list of learned skills.
  - If the skill Zikel's Eye is learned, the skill Zikel's Wisdom no longer appears in the list of learned skills.
  - If the skill Storm Power is learned, the skill Speed of the Wind no longer appears in the list of learned skills.
10. New high-quality skills have been added for Gladiator, Assassin, Cleric, Spiritmaster and Luminess.

Class	Skill	Effect
Gladiator	Vitality Boost	When attacking, there is a chance to regenerate 400 HP and 400 MP. Passive Skill
Assassin	Fighting Spirit	Your attack is increased by 20%. Passive Skill
Cleric	Blessed Light	After a successful shield defence or magic resistance, the following applies for 20 seconds: Heals 200 HP every second, increases movement speed by 10%, attack speed by 5% and casting speed by 5%. Special skill (Automatically triggered)
Spiritmaster	Dominating Oath	The casting time of your summoning skills has been removed. Passive Skill
Luminess	Fortissimo	Boosts the effectiveness of a skill once. Additionally, you have a high chance to evade physical attacks twice or to resist magic attacks twice. Cooldown: 1 minute (Usable while moving)

- When a higher-level skill is learned, the lower-level skill will not be shown in the list of learned skills.
- New high-quality skill crafting recipes for Gladiator, Assassin, Cleric, Spiritmaster and Luminess have been added to Siel's Anvil.



# PATCH NOTES

11. The effects of certain automatically-activated buff skills have been changed so that they are displayed.
12. The reallocation skill Smart Reflex II has been changed to increase Combat Talent upon acquisition.
13. The hit chance of the Cleric skill Earth Wave has been increased.
14. Fixed a bug where the number of possible activations of a repeatedly-triggered skill was not reduced upon evasion.
15. The effects and sounds that were played when conditionally auto-activated skills triggered have been removed.
16. Storm Attack skills have been removed.
  - Acquired Storm Attack skills will be converted into a Storm Trace Chest.
  - Using this item can grant 2 Battle-Tested Sources, 50 Seals of Eternity and 50 Noble Forgotten Memory Fragments.
  - Removing the Storm Attack skill reduces the Combat Talent of affected characters by 350 points.
17. Fixed a bug where the effects of the skills Counter Armour and Noble Grace II overwrote each other.
18. The names of some status values have been adjusted.
  - PvE Attack and PvP Attack Boost → Additional Attack Boost
  - PvE Defence and PvP Defence Boost → Additional Defence Boost
19. Fixed a bug where using certain skills in rapid succession after equipping a polearm while airborne caused a delay to the next skill use.
20. The level of summoning skills was adjusted to match the character level.
21. The following Chanter skills were adjusted to deal more damage to NPCs: Repeated Shatter, Meteor Strike, Incandescent Blow, Pentacle Shock, Resonance Haze and Seismic Crash.
22. New skills were added for the Chanter class.

Skill	Effect
Double Smash	Deals physical damage to the target and enemies within 5m and knocks them down. An additional hit is applied to NPCs. Cooldown: 30 sec. Repeated Shatter – Double Smash (Chain Skill)
Dominating Spell	Your Attack and PvE Attack are each increased by 30%. Passive Skill



# PATCH NOTES

- When the skill Dominating Spell is learned, the skill Rage Spell will no longer appear in the list of learned skills.

## 23. Some skill names have been changed. (Including Forte)

Class	Old Skill Name	Changed Skill Name
Gladiator	Unwavering Devotion II	Scent of Harmony
Templar	Blunting Severe Blow IV Righteous Punishment II Unwavering Devotion II	Maiming Strike, Divine Retribution Scent of Harmony
Assassin	Surprise Attack VII	Surprise Ambush
Ranger	Focus Arrow II Focused Shots II Bestial Fury II	Concentrated Bombardment Clarity of Attack Rapid Fire Eye
Sorcerer	Wind Robes II	Breath of the Wind
Spiritmaster	Fear Shriek II	Absolute Abyss
Cleric	Power Blast II Noble Grace II	Uncontrollable Power Life Blessing
Chanter	Hit Mantra III	Master of Fate
Revenant	Electric Descent II	Electric Boost
Brawler	Whirling Blow VIII	Spiral Strike
Luminess	Celestial Image II	Illustrious Blessing

## UI

1. A bug was fixed that caused the equipment effect (FX) to not display correctly when equipping a gear set if the synthesis weapon slot was empty.
2. A bug was fixed where unnecessary text entries were shown in the Show on Map list.
3. When mass-opening or mass-combining items, the maximum quantity is now limited to the remaining amount in the inventory.
4. Item tooltips have been improved.
  - By default, tooltips are now compressed to show the most important information; pressing Alt will display the previous detailed tooltip information.



## PATCH NOTES

- If an item has Combat Talent, this can be viewed in the default tooltip.
- 5. The display of character attributes (profile info) has been revised.
  - In Detailed Attributes you can specifically choose which attributes should be displayed.
- 6. A system has been added for automatically using the quickbar.
  - This system enables the automatic use of certain consumable items and buff skills in the quickbar.
  - Automatic usage can be activated by pressing CTRL+Left-click on items in the quickbar and remains enabled when changing worlds, upon death, or when logging back in.
  - If no in-game actions are performed for a certain period, items or skills will not be used.
- 7. To improve the visibility of important NPCs, special titles have been assigned to them.
- 8. A bug was fixed that occasionally caused system messages to be displayed incorrectly.
- 9. A bug was fixed in which the Self Status and Target Status information were displayed swapped in chain skills.
- 10. A bug was fixed that caused the subject and content of some mail messages to be displayed incorrectly.
- 11. The display of Combat Talent values in equipment item tooltips has been adjusted to reflect the values actually applied.
- 12. The red dot feature has been added to the Daeva Attendance List.
- 13. The Balaurea map has been revised to display important activity areas.
- 14. A bug was fixed where clicking the mission/Quest Journal window in the quest notification did not respond.

### Classic Europe Specifics

1. Registration for the battlefields Dranium Battlefield and Tiarkh Testing Lab can still be done with a maximum group size of 4 and 6 players, respectively.
2. The HP of fortress objects in Apheta Beluslan have been reduced.



# PATCH NOTES

3. The HP of the raid bosses Arch Haettoda, Arch Tatar, Governor Sunayaka, Hexad (body, left arm, right arm), Storm Dredgion, Incarnations, and Tiamat's Torment have been reduced.
  - Additionally, Governor Sunayaka's movement ability has been restricted.
4. The event instance Tower of Illusion remains available.
  - It can be entered by characters level 58–75.
  - Rewards have been modified.

5. The Monumental Manastone Bundle, as well as the crafting materials Special Greater Fluxes (normal–fabled) and Souls (of Fury/Violence/Ferment/Wrath/Divine Wrath) can be obtained from instance bosses:

Instance	Boss
Tartarus	Unstable Phaestos
Phaestos' Disc	Phaestos
Wall of Lament	Doomed Samael
Dokkaebi Realm	Gangcheol/Enraged Gangcheol
Burning Blood Fortress	Arch Dyad's Major Treasure Chest
Labyrinth of Echoes	Tahabata's Treasure Chest, Bakarma's Treasure Chest
Iron Citadel	Tarotran, Captain Xastra, Zantaraz, Kuhara's Chest, Vasharti's Treasure Chest (Simple–Premium)

6. The items Enchantment Chest (Level 91–105), Balaurea Chronicle Bundle and [Event] Handy Design Chest can be obtained with a certain probability from instance bosses:

Instance	Boss
Tartarus	Unstable Phaestos
Phaestos' Disc	Phaestos
Wall of Lament	Doomed Samael
Dokkaebi Realm	Gangcheol/Enraged Gangcheol
Burning Blood Fortress	Arch Dyad's Major Treasure Chest
Labyrinth of Echoes	Tahabata's Treasure Chest, Bakarma's Treasure Chest
Iron Citadel	Tarotran, Captain Xastra, Zantaraz, Kuhara's Chest, Vasharti's Treasure Chest (Simple–Premium), Brigade General Vasharti

- From some bosses and certain chests, an Enchantment Chest (Level 91-105) can be guaranteed once.



## PATCH NOTES

- From Gangcheol, Tarotran, Captain Xastra, Zantaraz, Kuhara's Chest and the Vasharti Treasure Chest (Simple-Premium), the Balaurea Chronicle Bundle and the [Event] Handy Design Chest cannot be obtained.
  - From Brigade General Vasharti and from Tahabata's Treasure Chest/Bakarma's Treasure Chest only the [Event] Handy Design Chest can be obtained. Additionally, no Enchantment Chest (Level 91-105) can be obtained from Brigade General Vasharti.
7. From Enraged Gangcheol and from the Mighty Treasure Chest of the Arch Dyad, there is a chance to additionally receive a Heroic Godstone Bundle and a Fabled Manastone Box.
  8. From Doomed Samael, Enraged Gangcheol, the Mighty Treasure Chest of the Arch Dyad, Brigade General Vasharti and Bakrama's Treasure Chest, there is a chance to obtain a weapon from the Enraged Agent series.
  9. From Phaestos there is a chance to obtain the [Event] Eternal Accessory Random Box II, the Enraged Agent Armour Chest or the Enraged Agent Weapon Chest.
  10. The chance to obtain equipment of the 'eternal' grade has been partially increased in the following instances:
    - Phaestos' Disc, Wall of Lament, Dokkaebi Realm, Burning Blood Fortress, Iron Citadel
  11. The chance to obtain godstones has been partially increased in the following instances:
    - Phaestos' Disc, Dokkaebi Realm
  12. The chance to obtain a weapon from the Burning Subterranean weapon series has been partially increased in the following instances:
    - Dokkaebi Realm, Burning Blood Fortress
  13. The chance to obtain the Noble Fire Dragon King's Wings from Enraged Gangcheol in the Dokkaebi Realm has been slightly increased.
  14. Kinah can be obtained as additional loot in the form of Diamonds in the following instances:
    - Tartarus, Phaestos' Disc, Wall of Lament, Dokkaebi Realm, Burning Blood Fortress, Iron Citadel, Labyrinth of Echoes
  15. Doomed Samael in Wall of Lament can still drop the Doomed Legion Commander's Armour Fragments.
  16. In the Balic Treasury, the drop quantity of the Blood Drana Products from monsters and gathering objects has been increased.
  17. Rewards for the Apheta Beluslan Fortress Battle have been adjusted:



## PATCH NOTES

- The number of Mithril Medals awarded for ranks 1–3 has been increased.
  - The number of Fortress Battle Conquest Seals awarded for ranks 1–5 has been increased.
18. The experience required for levels 61 to 75 has been significantly reduced.
  19. The shop inventory of the arena NPCs has been revised.
  20. The entry reset for the instances Iron Citadel and Labyrinth of Echoes has been changed from daily to weekly.
  21. [Event] Rare Manastone Bag (Level 60) was added as an additional quest reward for:
    - [Daily] Exploring the Tiamaranta Mesa Skies Neutral Zone / [Daily] Scouting the Tiamaranta Mesa Skies Neutral Zone
    - [Daily] Exploring the Tiamaranta Mesa Skies Combat Zone / [Daily] Scouting the Tiamaranta Mesa Skies Combat Zone
  22. Greater Balaurea Chronicle Chest was added as an additional quest reward for:
    - [Daily] Exciting Lead on the Test Subject / [Daily] Clues on the Test Subject
  23. Greater Balaurea Chronicle Chest, Greater Amberlight Bundle was added as an additional quest reward for:
    - [Daily] Dredgion Blues / [Daily] Balaur Agent Assassination
  24. A faction-buff NPC to support the Asmodians has been added.
    - The NPC appears 15 minutes before a raid starts and disappears 15 minutes after it starts.
    - The NPC grants a buff that strengthens attack and defence in PvE and PvP.
  25. The instances Iron Citadel and Labyrinth of Echoes have been added to the [Event] Instance Entry Selection Scroll.
  26. New items have been added to the Abyss vendor NPCs.