



PATCH NOTES



AION Classic Europe 2.5

- Lady Sael's Call -

Patch Notes





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* All times in this document refer to CET.



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Instances

1. Added the Tempus instance.



The Tempus facility is an instance which hides the secrets and results of Tiamat's experiments with Siel's Relic.

Tempus has three main areas: the Drana Lab, the Circular Prison Camp and the Tempus Workshop.

The Drana Lab serves as camouflage to suggest to the enemy that the Tempus facility is nothing but a Drakan research institute for studying the properties of Drana in more detail.

Test subjects from the various factions are imprisoned in the Circular Prison Camp to test the Time Dilators which are created in Tempus.

In the Tempus Workshop numerous Drakan Researchers are busily working to develop and then mass produce these Time Dilators.

Entry Location	Max. Players	Entry Level	Entries	Reset
Elyos: Inggison (Marut Mountains, Weeping Valley) Asmodians: Gelkmaros (Nunglark Ruins, Marayas Wilds)	1	55	Once per week	Wednesday at 9 AM

- You must complete the Time Hiatus (Elyos) or Time Interrupted (Asmodian) campaign before you can enter.
- The dungeon is played for points, where the number of points scored dictates the rewards given.
- Tempus cannot be entered while using transparency transformation candies.



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2. Added the new Padmarashka's Cave instance.



The Tiamat Legion couldn't prevent the Daevas from invading Inggison and Gelkmaros. Tiamat ordered that the Dramatas who give birth to the Drakans be moved to a secure location, safely away from the Elyos and Asmodian incursions. Sematariux followed Tiamat's orders and left the remaining eggs behind.

The eggs were of no import to Sematariux. She had failed in her attempt to develop into a dragon and become a Dramata, and was so ashamed of that. She swore to stay alive for as long as possible and to teach the Elyos and Asmodians her pain and anger. But Padmarashka can't bring it over herself to abandon her eggs, and will do everything in her power to protect them to her dying breath. Padmarashka won't leave the cave until the very last egg has hatched.

Entry Location	Max. Players	Entry Level	Entries	Reset
Elyos: Inggison (Dramata Refuge) Asmodians: Gelkmaros (Earthfang Gorge)	2-6	From 55	Once per day	Daily at 9 AM

3. Added the Empyrean Crucible instance.



The Empyrean Crucible is an educational establishment where the lords teach Daevas virtues, discretion, as well as training their martial arts.



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It was only supposed to be accessible to Daevas who belong to the Crucible, but parts of Kaisinel Academy and Marchutan Priory were opened to regular Daevas to strengthen their forces. The Emyrean Crucible can be entered via the Kaisinel Academy or Marchutan Priory.

The Emyrean Crucible is a PvE instance in which participants must do battle against monsters which spawn around the circular arena.

There is no quest requirement to enter the Emyrean Crucible, and all characters in a party from level 50 can enter.

Entry Location	Max. Players	Entry Level	Entries	Reset
Elyos: Kaisinel Academy Asmodians: Marchutan Priory	2-6	50+	Once per week	Wednesday at 9 AM

- Talk to the Recordkeeper in the atrium to enter the Emyrean Crucible at level 7.

➤ If you start at level 7, you'll receive even better rewards from level 9.

4. Added the Crucible Challenge instance.



In contrast to the Emyrean Crucible, the Crucible Challenge is available for solo combat, where you can put your skills to the test on your own instead of in a group, and become an even more powerful Daeva.

The Crucible Challenge can be entered via the Kaisinel Academy or Marchutan Priory. As with the Emyrean Crucible, the Crucible Challenge is a PvE instance.

There is no quest required to enter the Crucible Challenge, and all characters from level 50 can enter.

Entry Location	Max. Players	Entry Level	Entries	Reset
Elyos: Kaisinel Academy Asmodians: Marchutan Priory	1	50+	2 times per week	Wednesday at 9 AM

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5. Added the Deathly Chamber instance.



Entry Location	Max. Players	Entry Level	Entries	Reset
Elyos: Inggison (Mephistis Farm) Asmodians: Gelkmaros (Marayas Scrubland)	2-3	51-55	Once per week	Wednesday at 9 AM

6. Changed the dialogues and locations of certain NPCs in the Kaisinel Academy and Marchutan Priory.

7. Beshmundir Temple:

- Reduced the HP of Manadar, The Plaguebearer, Isbariya the Resolute and Flarestorm.
- Changed sources of Stormwing's gear.

Equipment	Before	After
Stormwing's Cloth Shoes Stormwing's Leather Shoes Stormwing's Brogans Stormwing's Sabatons	Ahbana the Wicked	Manadar
Stormwing's Cloth Gloves Stormwing's Vambraces Stormwing's Chain Gauntlets Stormwing's Plate Gauntlets	Macunbello	The Plaguebearer
Stormwing's Pauldrons Stormwing's Shoulderguards Stormwing's Spaulders Stormwing's Shoulderplates	Dorakiki the Bold	Taros Lifebane

- Increased chance to gain Stormwing's gear.

8. You can earn Stormwing's Essence in Beshmundir Temple (difficult). Collect 7 lots to craft the Stormwing Advanced Chest with the crafting design.



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- You cannot earn Stormwing's Essence from Beshmundir Temple (normal).
 - Designs can be obtained from the weaponsmith.
 - There is a very small chance to fail making the Stormwing Advanced Chest.
 - There is a certain chance to receive Stormwing's Essence and Stormwing's Nectar from the Stormwing Advanced Chest.
 - Critically crafting a Stormwing Advanced Chest creates an Eternal Beshmundir Weapon Selection Box which allows you to choose a Stormwing and Flarestorm weapon or shield.
9. You can collect 20x Stormwing's Nectar from the Stormwing Advanced Chest, which can be used to craft an Eternal Beshmundir Weapon Selection Box with a crafting design.
- Designs can be obtained from the weaponsmith.
 - There is a very small chance to fail making the Eternal Beshmundir Weapon Selection Box.
10. Adjusted the difficulty of Liberated Beshmundir Temple.
- Reduced Ciclonica Stormwing's HP by 10%.
 - Reduced the number of Root Twisters and Explosive TORNADOS generated when Ciclonica Stormwing uses Hurricane Blasts.
- | Summoned | Before | After |
|-------------------|--------|-------|
| Root Twister | 10 | 6 |
| Explosive Tornado | 4 | 3 |
- Reduced the range of the Explosion skill triggered by the Explosive TORNADOS.
 - When Ciclonica Stormwing dies, a portal appears which leads from the Ritual Chamber to the Prison of Ice.
11. Changes to Stigmas.
- Increased the chance to receive Stigmas from Antique Treasure Chests in Haramel to 100%.
 - Increased the chance to receive Stigmas after killing the Nochsana General in the Nochsana Training Camp to 100%.
 - Increased the chance to receive normal level-37 Stigmas after killing Shadow Judge Kaliga and Kaliga the Unjust in the Nightmare instance to 100%.
 - Increased the chance to receive normal level-45 to level-50 Stigmas after killing Cap'n Grogget in the Steel Rake instance to 100%.
 - The chance of receiving Stigmas is adjusted if the difference between player and monster levels exceeds 8.



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12. Esoterrace reward chests no longer contain 1 Azure Gold Medal but 5 Platinum Medal Fragments.
13. Minor increased to the Chantra Dredgion battle reward.
14. If you complete the Draupnir Cave campaign 'Suppressing the Bakarma Legion', a rift opens allowing you to teleport to the cave during the instance.
15. Fixed: Characters could get stuck in certain areas of Taloc's Hollow.

Arena

1. Fixed: The Arena of Discipline could be entered by 3 players.
2. Fixed: The Arena of Discipline could be entered even after the match had ended.
 - If you enter through additional recruitment, the waiting time is determined by the remaining time in the arena.
3. Fixed: Contest points in the arena were only displayed after a delay.

Fortress Battles

1. Adjusted the number of AP required to reach certain ranks.
2. Changed certain rewards for victory/defeat in the fortress battle.

For successful capture:

Fortress	Rank 1 (Medals / Players)	Rank 2 (Medals / Players)	Rank 3 (Medals / Players)	Rank 4 (Medals / Players)	Rank 5 (Medals / Players)
Siel's Eastern Fortress	Gold (x7) / 72	Gold (x5) / 108	Silver (x4) / 144	Silver (x3) / 156	Silver (x2) / 288
Siel's Western Fortress	Gold (x7) / 72	Gold (x5) / 108	Silver (x4) / 144	Silver (x3) / 156	Silver (x2) / 288
Sulphur Fortress	Gold (x7) / 72	Gold (x5) / 108	Silver (x4) / 144	Silver (x3) / 156	Silver (x2) / 288
Asteria Fortress	Platinum (x2) / 72	Platinum Fragment (x7) / 108	Platinum Fragment (x5) / 144	Platinum Fragment (x4) / 156	Platinum Fragment (x3) / 288
Roah Fortress	Platinum (x2) / 72	Platinum Fragment (x7) / 108	Platinum Fragment (x5) / 144	Platinum Fragment (x4) / 156	Platinum Fragment (x3) / 288



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Krotan Fortress	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Kysis Fortress	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Miren Fortress	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Divine Fortress	Platinum (x6) / 72	Platinum (x4) / 108	Platinum (x3) / 144	Platinum (x2) / 156	Platinum (x1) / 288
Altar of Avarice	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Temple of Scales	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Abandoned Vorgaltem Citadel	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Crimson Temple	Platinum (x4) / 72	Platinum (x3) / 108	Platinum (x2) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288

For unsuccessful capture:

Fortress	Rank 1 (Medals / Players)	Rank 2 (Medals / Players)	Rank 3 (Medals / Players)	Rank 4 (Medals / Players)	Rank 5 (Medals / Players)
Siel's Eastern Fortress	Gold (x5) / 72	Gold (x3) / 108	Silver (x3) / 144	Silver (x2) / 156	Silver (x1) / 288
Siel's Western Fortress	Gold (x5) / 72	Gold (x3) / 108	Silver (x3) / 144	Silver (x2) / 156	Silver (x1) / 288
Sulphur Fortress	Gold (x5) / 72	Gold (x3) / 108	Silver (x3) / 144	Silver (x2) / 156	Silver (x1) / 288
Asteria Fortress	Platinum Fragment (x9) / 72	Platinum Fragment (x6) / 108	Platinum Fragment (x3) / 144	Platinum Fragment (x2) / 156	Platinum Fragment (x1) / 288
Roah Fortress	Platinum Fragment (x9) / 72	Platinum Fragment (x6) / 108	Platinum Fragment (x3) / 144	Platinum Fragment (x2) / 156	Platinum Fragment (x1) / 288
Krotan Fortress	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288
Kysis Fortress	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288



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Miren Fortress	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288
Divine Fortress	Platinum (x4) / 72	Platinum (x2) / 108	Platinum (x1) / 144	Platinum Fragment (x9) / 156	Platinum Fragment (x6) / 288
Altar of Avarice	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288
Temple of Scales	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288
Abandoned Vorgaltem Citadel	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288
Crimson Temple	Platinum (x2) / 72	Platinum (x1) / 108	Platinum Fragment (x9) / 144	Platinum Fragment (x5) / 156	Platinum Fragment (x3) / 288

For successful defence:

Fortress	Rank 1 (Medals / Players)	Rank 2 (Medals / Players)	Rank 3 (Medals / Players)	Rank 4 (Medals / Players)	Rank 5 (Medals / Players)
Siel's Eastern Fortress	Gold (x3) / 64	Gold (x2) / 80	Silver (x3) / 112	Silver (x2) / 144	Silver (x2) / 256
Siel's Western Fortress	Gold (x3) / 64	Gold (x2) / 80	Silver (x3) / 112	Silver (x2) / 144	Silver (x2) / 256
Sulphur Fortress	Gold (x3) / 64	Gold (x2) / 80	Silver (x3) / 112	Silver (x2) / 144	Silver (x2) / 256
Asteria Fortress	Platinum (x1) / 64	Platinum Fragment (x6) / 80	Platinum Fragment (x4) / 112	Platinum Fragment (x3) / 144	Platinum Fragment (x2) / 256
Roah Fortress	Platinum (x1) / 64	Platinum Fragment (x6) / 80	Platinum Fragment (x4) / 112	Platinum Fragment (x3) / 144	Platinum Fragment (x2) / 256
Krotan Fortress	Platinum (x3) / 64	Platinum (x2) / 80	Platinum (x1) / 112	Platinum Fragment (x6) / 144	Platinum Fragment (x4) / 256
Kysis Fortress	Platinum (x3) / 64	Platinum (x2) / 80	Platinum (x1) / 112	Platinum Fragment (x6) / 144	Platinum Fragment (x4) / 256
Miren Fortress	Platinum (x3) / 64	Platinum (x2) / 80	Platinum (x1) / 112	Platinum Fragment (x6) / 144	Platinum Fragment (x4) / 256



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Sanctification

1. Added the item sanctification system.
 - Only certain items can be sanctified.
 - Sanctified items receive additional stats.
 - There are 2 levels of item sanctification. Some items can only be sanctified up to level 1, others to level 2.
 - Chargeable sanctification effects can be consumed depending on combat (attack, defence, using skills).
 - The higher the sanctification level, the greater the charging costs.
 - Certain NPCs can sanctify items, and there are also portable sanctification items.
 - Sanctification NPCs can be found in the capital and at the Reshanta base of each faction, at the Balaurea base, and in the Empyrean Crucible.

Faction	Quest	Reward
Elyos	Sanctum	Viconbarius
	Reshanta	Auminos
	Inggison	Uminosus
	Kaisinel Academy	Barius
Asmodian	Pandaemonium	Glivice
	Reshanta	Amalien
	Gelkmaros	Magrethe
	Marchutan Priory	Meiren

- You can sanctify items using portable sanctification items which can be purchased from the General Trader.
2. Added Advanced Sanctification items.
 - When using advanced sanctification items, all equipped items which can be sanctified will be improved to the respective level.
 - Cannot be applied to items whose level is already higher than the advanced sanctification item used.
 3. Equipped items with a sanctification gauge below 40% show a symbol reminding you to charge them.
 - If the sanctification gauge falls to 0%, the symbol will blink to highlight this fact.
 - Hover over the symbol with your mouse to bring up the tooltip.



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Combat Talent

1. Added a new rating for Combat Talent.
2. Combat Talent comprises the stats of the equipped items and the character attributes. You can view the ranks of your own server, all servers, and your own ranking history by navigating via the Menu → Community → Combat Talent Rank.
 - The list is updated every 4 hours.
 - The 'All servers' list shows the top 1,000 players by Combat Talent, irrespective of class.
 - The 'Present server' list shows the top 200 players by Combat Talent, irrespective of class.
 - Displayed after progressing to Daeva.
 - You receive a reward when your Combat Talent reaches a certain value.
 - Combat Talent changes if items are changed.
 - Influenced by enchantments, manastones, sanctification and set effects.
 - Stats increased by skills, abilities, Stigmas and titles do not impact the Combat Talent value.

Balaurea

1. If a named monster appears in Balaurea, a message will be displayed indicating which zone.
2. Added new world bosses to Silentera Canyon.

Boss	Time	Location
Enraged Debilkarim	Saturdays at 11 PM	Jotun Square
Enraged Lakhara		South of Hope's Demise

- A message is displayed throughout Balaurea 10 minutes beforehand as well as when the boss spawns.
 - Bosses in Balaurea and Silentera Canyon disappear if they have not been defeated 23 hours after appearing.
3. Added a rift which is activated when the named monster appears in Silentera Canyon. This leads to the entrance of Silentera Canyon in Inggison/Gelkmaros.
 - The rift can be found in the Inggison Illusion Fortress and the main circle at the entrance to Gelkmaros Fortress.



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- The rift disappears either when the named monster is defeated, or after 18 hours.

4. Some regular monsters in Balaurea are now elites.

Region	Monster
Inggison	Chieftain Kurnus, Rockhorn, Tiritaphon, Mervin, Skuma Silvereye, Kyang Redmane and Baydeefa
Gelkmaros	Flesh-eating Swarm, Alpha Kuruku, Alpha Mansat, Camu the Forestkeeper, Windchaser, Orciphae and Minga Bigeyes

5. Changed the times certain named monsters appear.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
3 PM	Priest Zitan, High Priest Heka						
4 PM	Skully Crimsonshell						
5 PM	Rockhorn						
9 PM	Head Priest Nashuma, Turatu Spawnfoot						
9:20 PM	Sukana the Learned, Elder Malekor						
11 PM		Ragnarok	Omega	Ragnarok	Omega		

6. Added monsters which you can acquire new accessories from.

Region	Monster
Inggison	Priest Zitan
	Head Priest Nashuma
	Sukana the Learned
Gelkmaros	High Priest Heka
	Turatu Spawnfoot
	Elder Malekor
Silentera Canyon	Enraged Debilkarim
	Enraged Lakhara

7. A message is broadcasted when monsters which you can loot eternal (or better) gear from appear.

8. Added more monsters to the daily quests for Balaurea fortress.

- Added Naduka Combat Drakies to the Viscum Swamp, Great Fissure and Dragonrest.
- Added Naduka Wardrakes to the Nunglark Ruins, Subterranea and Dragonrest.
- Added Sandspout Obscurae and Fierce Serrators to the Inggison Gravepit and Weeping Valley.



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- Added Crater Spallers, 54th Dracuni Sentries and 54th Dracuni Wound Healers to Marut Mountains.
 - Also added Brimstone Petrahulks and Mossy Mudthorns.
9. Added a daily quest which can be accepted by the inferior faction in the Balaurea fortress.
- Once all Balaurea fortress battles have ended on the server, NPCs will appear near the letterboxes in the Inggison Illusion Fortress and Gelkmaros Fortress according to the number of fortresses captured.
 - The daily quest cannot be completed if the NPCs disappear as a result of the fortress battles.

NPC	Faction	Quest	Condition
Karin	Elyos	Curbing Asmodians	One or less captured fortresses after the Balaurea fortress battles
Leona	Asmodians	Stopping Elyos	
Leon	Elyos	Long Live Sanctum	No captured fortresses after the Balaurea fortress battles
Ralph	Asmodians	For blood and honour!	

10. Added a rift between Inggison and Gelkmaros.
- The rift appears Saturdays and Sundays at 11 PM in the Inggison Illusion Fortress and the main circle at the entrance to Gelkmaros Fortress.
 - It disappears after 1 hour.
11. Added an updraught which allows you to reach the bridge in the Great Fissure in Gelkmaros.
12. Added islands to Inggison allowing you to reach the rift.
13. Reduced the waiting time for first using the captured artefacts in Inggison and Gelkmaros from 10 minutes to 5 minutes.
14. Changed the previous effects of the artefacts in Inggison and Gelkmaros.
- Spectral Mist: Boosts DP of all allies within the area of effect by 4,000 and hides them for 30 seconds. Their movement speed is not impaired.
 - Cyclone of Void: Deals 3,000 points of magic damage to all enemies within the effect radius, and causes Aether's Hold for 6 seconds.
15. Added new artefacts to Inggison and Gelkmaros.
- Torment Blaze: Deals 1,500 points of magic damage to all enemies within the effect radius 5 times, and stuns them temporarily.



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16. Added NPCs with whom Fighting Spirit Agate can be exchanged for items.

Balaurea	NPC
Inggison Illusion Fortress	Seona
Gelkmaros Fortress	Metera

17. Added a windstream to the Angrief Observation Post in Inggison which takes you to Padmarashka's Cave.
18. Changed the locations where Kisks can be set up in the Vorgaltem Citadel fortress.
19. Fixed: Balaurea fortress terrain was sometimes not displayed correctly.
20. Fixed: The ground of Inggison Outpost was not displayed correctly.
21. Fixed: No system messages appeared in certain areas of Gelkmaros.

Abyss

- Changed the location for entering the Krotan, Miren and Kysis Chambers.
 - Asmodians can enter from Solitary Island, while Elyos can enter via Shade Island from the Lower Abyss.
- Changed the number of entries for the Krotan, Miren and Kysis Chambers to once per week.
- Increased the drop rate for golden box relics and fabled weapons in the Krotan, Miren and Kysis Chambers.
- Reduced the difficulty of the fortress instances of the Upper Abyss.
- Removed the artefact fragment quest which was available after failing to capture the fortress.
- Removed the treasure chamber from Siel's Western Fortress, Siel's Eastern Fortress and the Sulphur Fortress.

Campaign/Quests

- Added a new campaign.
 - The campaign is the entry quest for the new Tempus instance.
 - It starts upon reaching level 55 and completing the previous campaigns (Elyos: Origin of Darkness, Asmodians: Source of Darkness).



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2. Changed the repeatable quest reward for the Tiarkh Testing Lab.

Faction	Quest	Reward
Elyos	Reinvestigating the Tiarkh Testing Lab	1 Platinum Medal
Asmodians	New Investigation of the Tiarkh Testing Lab	1 Platinum Medal

3. Changed the repeatable quest reward for the Chantra Dredgion.

Faction	Quest	Reward
Elyos	[Group] Dredgion Blues	1 Platinum Medal
Asmodians	[Group] Balaur Agent Assassination	1 Platinum Medal

4. Changed the rewards for the daily PvP quest in Silentera Canyon.

Faction	Quest	Reward
Elyos	[Daily] Banishing the Shadowborn	Lania's Military Medal Chest
Asmodians	[Daily] Snuff the Sunsuckers	Vergelan's Military Medal Chest

5. Changed the reward for the Balaurea fortress battle daily quest to a selection reward.
- The Stigma Shard reward remains unchanged.

Faction	Quest	Previous	New (selection)
Elyos	[Daily] Protect What's Ours	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Daily] Acidproof Armour	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Daily] Making Do	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Daily] Living in Obscura-ty	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Spy/Daily] Drakes at the Fortress	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals
	[Spy/Daily] Petrahulk in The Great Fissure	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals
	[Spy/Daily] A Shield Situation	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals



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	[Spy/Daily] Drakies Sully the Fortress	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals
Asmodians	[Daily] To Procure Supplies	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Daily] The Seed of Anxiety	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Daily] Exterminator Duty	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Daily] Drakies and Defence	1 Azure Gold Medal	5 Platinum Medal Fragments 1 Azure Gold Medal
	[Spy/Daily] Food for Rationing	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals
	[Spy/Daily] Mudthorn in Inggison	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals
	[Spy/Daily] Bolstering Our Defences	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals
	[Spy/Daily] Sandstorms Get in Your Eyes	2 Azure Gold Medals	1 Platinum Medal 2 Azure Gold Medals

6. Added a new daily quest to Balaurea.

Faction	NPC	Quest	Reward
Elyos	Thrax	[Daily] Inggison's Ecosystem	2 Platinum Medal Fragments
Asmodians	Rhonnam	[Daily] Gelkmaros' Ecosystem	2 Platinum Medal Fragments

7. Added quests which allow Azure Gold Medals to be exchanged for Medal Bundles.
 - Medal Bundles contain either 1 Gold Medal or 2 Silver Medals.
8. Fixed: The number of completions was not displayed correctly after completing a quest 256 times.
9. Reduced the difficulty by reducing the number of items required to complete the following Greater Stigma quests.



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Faction	Quest	Required item	Before	After
Elyos	Taloc's Heart Full of Soul	Taloc's Soul	5	4
	Cracking the Stigma Threshold	Ensouled Aether	30	10
Asmodians	Stigma Expansion	Taloc's Shard	5	4
	Out of their Cold, Dead Hands	Stigma Research Diary	30	10

10. Added solo instances to ensure you can still play campaigns which can be completed in groups as an individual player.
 - The previous campaigns in group instances remain unchanged.
11. Removed the part of the Cursed Necklace campaign where you can choose and play as the Skurv.
12. Reduced the respawn time for monsters in certain Asmodian campaigns and removed some loot items.

Region	Monster
Altgard	High Spellshifter Abija
	Shaman Gabacha
	Comrade Sumarhon
Morheim	Protector Karhel
	Spiritchaser Parunru
	Chairman Wonshikutz
	Visionmaster Omutata
	Numutata
Beluslan	Captain Hinden
	Glaciont the Hardy
	Frostfist
	Iceback
	Chillblow
	Snowfury

13. Reduced the respawn time for Umkata's Jewel Box which you need for the Reconstructing Impetus campaign in Altgard.

Before	After
180 sec.	30 sec.

14. Fixed: Using the teleport function during the Barring the Gate campaign would teleport the character to the wrong location.



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15. Fixed: The Manduri's Secret (Elyos) and A Ceremony in Sanctum (Asmodians) quests could not be completed.
16. Fixed: While completing certain quests, the wrong marker was displayed for the quest.
17. Fixed: Using the teleport function during the Krall Language Potion and Mau in Ten Minutes a Day quests would teleport the character to the wrong location.
18. Fixed: The Cursed Necklace (Asmodians) quest couldn't be completed sometimes.
 - Quests in progress will be reset such as when they were initially accepted.
19. Fixed: The Manduri's Secret (Elyos) could not be completed sometimes.
 - Quests in progress will be reset such as when they were initially accepted.
20. Fixed: In the A Peace Offering campaign, the names of certain NPCs were not displayed correctly.
21. Fixed: In the Eliminate Engineer Lahulahu campaign, the names of certain NPCs were not displayed correctly.
22. Fixed: The requirements for accepting the [Group] Your Neck is on the Line and [Group] Concerning a Necklace quests were not displayed correctly.

Items

1. Added Elite Brigade General's armour.
2. Added Brigade General's equipment.
3. Added Brigade General's accessories.
4. Added new Eternal Mission gloves, shoes and shoulder armour (eternal rarity).
 - These can be obtained with a certain chance for defeating Ciclonica Stormwing.
5. Added new Eternal Mission chest and leg armour (eternal rarity), as well as Padmarashka weapons and shields.
 - These can be obtained with a certain chance for defeating Irascible Padmarashka.
6. Added Platinum Medal Fragments.
 - You can combine 10 Platinum Medal Fragments into 1 Platinum Medal.
7. Slightly increased the maximum stack for certain relics.
8. Added Morph Method: Azure Gold Medal Chest.
 - You can craft 2 Azure Gold Medal Chests from 3 Azure Gold Medals.
 - Azure Gold Medal Chests can now be traded.



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9. Added different terms for Asmodians/Elyos to crafting materials for equipment items to make it clear which faction these items can be used for.
 - Elyos: Steeleed, Flawless, Lucent, Prime, Stellar, Maestro, Relentless, Glorious
 - Asmodians: Galvanised, Pristine, Lucid, Primal, Astral, Maven, Resolute, Gallant
10. Reduced the price of Design: Tahabata Weapon Selection Box and Design: Crafted Tahabata Chest by 50%.
11. Changed the Dwarf Acarun's gift into the Dwarf Acarun Quality Bundle.
 - The Dwarf Acarun Quality Bundle may contain 1 Firm Balaur Horn, 1 Firm Balaur Scale and 1 Firm Balaur Skin. There is a certain chance to obtain these and other Balic materials from the bundle.
12. Added a Persistent Legion Kisk for alliance/legion.
 - Persistent Kisks remain for 4 hours.
 - Persistent Kisks can be purchased from the Kisk sales NPC.
13. Added the Group Stigma Master Summoning Stone to the General Store list.
14. Added items to the Symbol of Glory Distributor (Armour).
15. Headgear can now be purchased via the 'Head' tab from the Symbol of Glory Distributor (Armour).
16. Lesser Elite Centurion's and Centurion's chest items no longer overlap.
17. Fixed: When switching between combat and normal mode in an outfit with headgear, the headgear's transformation effect was displayed.
18. Fixed: Stigmas for the opposite faction could be looted from regular level-20 to level-30 Stigma Selection Boxes for certain classes.
19. Fixed: Centurion wings could be registered in the Wardrobe.
20. Fixed: Takata's Earring could not be looted from Scout Takata.
21. Fixed: Tambaku's Belt could not be looted from Smackstopper Tambaku.

Characters

1. Increased the daily sales limit to 2,000,000 Kinah, irrespective of level.
2. If you log out as a Guardian General, the duration of the transformation is deducted.



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Crafting

1. Skill points (Expert/Master) can now be relinquished.
 - Skill points can be relinquished by paying a certain amount of Kinah to the respective handicrafting master.
 - When the skill points (Expert/Master) are relinquished, you will be reset to the previous level and any recipes acquired for that level will be deleted.
 - Afterwards, you can accept the quest again and collect skill points to become an Expert/Master.

Monsters

1. Morheim: Reduced the number of monsters in the Fortress of Sorrow.
2. Morheim: Reduced the number of monsters in Wonshikutz's Laboratory and the Lepharist Citadel.

NPCs

1. Added an NPC who exchanges Crowns, Chalices, Icons and Seals into Abyss points.

NPC	Location	Goods
Ogerunerker	Eye of Reshanta	Crowns, Chalices

2. The consumables distributor no longer sells Azure Gold Medal Bundles.
3. Changed the cooldown for summoning the Shugo Courier to 3 sec.
4. Slightly changed the position of certain relic trader NPCs, or added/removed them.

Region	NPC
Inggison	Added Serooth
Gelkmaros	Added Frigga
Teminon Landing	Added Maseia
Primum Fortress	Added Bryan

Skills

1. Crit Strike is no longer activated when using Spiritmaster command skills.



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2. The Transformation: Krall and Transformation: White Tiger effect is now the same as Transformation: Mau.
3. Improved the information for the Templar and Gladiator's Shield Counter and the Assassin's Back Breaker.
4. Expanded the information for the Sorcerer's Summon Whirlwind.
5. Fixed: The location of the character was displayed incorrectly when using the Dash Attack and Retreating Slash.
6. Fixed: Ancient Stigma skills appeared in the skill list despite not being available.
7. Fixed: The Assassin's Back Breaker skill was not executed correctly.
8. Fixed: If the Word of Destruction skill was resisted, a message appeared saying it had been evaded.
9. Fixed: If the Divine Chastisement and Chastisement of Darkness skills were evaded, a message appeared saying they had been resisted.
10. Changed some skill effects.
 - Changes are detailed under Skill Changes at the end of the patch notes.

Miscellaneous

1. Searching and recruiting for groups/alliances started via an NPC is now also possible in flight. The league feature is now also available.
2. Fixed: Sometimes emotes could not be used after logging in.
3. Fixed: The Soul Arbiter will no longer be attacked by Balaur.
4. Fixed: The colour of the Disco Ball Look trousers is now displayed correctly when previewing male characters in combat stance.
5. Fixed: After founding a legion, the colour of the legion cloak was displayed incorrectly when teleporting.
6. Fixed: The Alliance Vice Captain could not use the Distribution Settings function.
7. Fixed: The Martial Arts Master movement did not display twin swords correctly.
8. Slightly changed the locations of certain monsters in Gelkmaros.

UI

1. Changed the entry levels displayed in the instance info.



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2. Changed the guide for removing armsfusion.
3. The use of powershards is now displayed in the party UI and the chosen character's UI.
4. Added a lock feature to the inventory (cube).
 - Inventory functions can be opened by right-clicking on the inventory name.
 - Clicking 'Automatically arrange' sorts the items in the respective cube, irrespective of whether it is locked.
 - Locked cubes are not impacted by the 'Auto-Arrange Inventory' function.
5. Fixed: Cube expansions were not applied correctly for some characters.
6. Fixed: After equipping arrows and powershards, the activation display for equipment sets was not shown.
7. Fixed: If an equipment set was changed with a bow during combat, the equipment was not displayed correctly.
8. Fixed: The 'Learn crafting skill' symbol was not displayed.
9. Fixed: Sometimes the wrong details about the conquering fortress legion was displayed.
10. Fixed: The maximum reachable level was not displayed correctly in the group search.
11. Fixed: It was possible to change level and class when applying to join groups.
12. Fixed: Incorrect terrain information was displayed in the upper-left of the Gelkmaros map.



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Skill Changes

1. Gladiator

- The Force Blast and Shattering Wave skills of Elysian Gladiators were particularly effective in ranged combat for being so flexible, in contrast to the Piercing Wave and Piercing Rupture skills of Asmodian Gladiators. However, it became clear that the Elysian skills were less effective in PvP, where Asmodian Gladiators could deal more area damage.

In order to boost the effectiveness of the Elysian Gladiators' Force Blast and Shattering Wave skills, the **physical defence reduction** has been **increased**, and **evasion reduction** has been **added**.

Skill	Previous Effects	New Effects
Force Blast I	Attack a target within 15m and max. 5 enemies within a 10m radius and reduce their physical defence by 500 for 30 sec.	Attack a target within 15m and max. 5 enemies within a 10m radius and reduce their physical defence by 600 and their evasion by 200 for 30 sec.
Shattering Wave I	Attack a target within 15m and max. 18 enemies within a 10m radius and reduce their physical defence by 600 for 30 sec. Stigma Skill	Attack a target within 15m and max. 18 enemies within a 10m radius and reduce their physical defence by 1,000 and their evasion by 500 for 30 sec. Stigma Skill

- In contrast to other classes, Gladiators are less able to cleanse debuffs, so they are impacted by them more heavily.
In particular immobilising debuffs could not be cleansed, which could bring battles to a swift end.
As a result, we have improved the Strengthen Wings skill, which lifts movement debuffs and increases resistance.
In addition, the Tenacity skill, which can only be activated when your HP drops below 10%, now has a chance to stun the target. The change has been added to the skill tooltip.

Skill	Previous Effects	New Effects
Strengthen Wings I	Increases immobility resistance by 500 for 1 min.	Increases immobility resistance by 700 for 1 min.



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	Slowing resistance increased by 500.	Slowing resistance increased by 700 .
Deadly Abandon I (Updated tooltip)	May stun the target.	Stuns the target on hit.

2. Templar

- While the Templar's Punishment skills deal physical damage, for the Elyos they stun the enemy, while for Asmodians the skill absorbs 50% of the damage as HP. The difference between these effects is huge in PvP.

As a result, for Asmodian Templars the **damage** of Punishment skills will be **increased by 10%** and the **HP absorption doubled**.

Skill	Previous Effects	New Effects
Righteous Punishment I	Deals physical damage to the target. Absorbs HP equal to 50% of the damage.	Deals physical damage to the target. (10% more than before) Absorbs HP equal to 100% of the damage.
Punishment of Darkness I	Deals physical damage to the target. Absorbs HP equal to 50% of the damage. Stigma Skill	Deals physical damage to the target. (10% more than before) Absorbs HP equal to 100% of the damage. Stigma Skill

- Templars have high defence and survival stats. Nevertheless, we have noticed that they have difficulty dealing with classes which focus on debuffs. While the Templar has abilities that can cleanse debuffs, they either have a high cooldown or require DP. For this reason we have reduced the cooldown of the Templar's Prayer of Freedom skill to be better able to deal with debuffs. We've also adjusted the effect of the Shield Counter V skill. Shield Counter V currently ignores enemy resistance and stuns for 2 sec. This effect has a big impact on balancing, so we're changing the skill so it no longer ignores resistance. We acknowledge that this change could impact players' previous skill chains.



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In return, we're improving the effect of other stun skills so the difference between them is more balanced.

Shield Bash stuns instead of knocking enemies back, so you can chain this with Swinging Shield Counter which knocks the stunned enemy down. The chance of triggering the Judgement chain skill has been increased from 10% to 100% so this can be combined with Swinging Shield Counter.

Stun skills are magic skills which influence the character's magical accuracy. Since the Templar's magical accuracy was already so low, the chance of stunning has been tweaked upwards.

Skill	Previous Effects	New Effects
Prayer of Freedom I	Cooldown 10 min.	Cooldown 5 min.
Shield Counter V	Deals physical damage after successful shield defence. Stuns the target for 2 seconds.	Deals physical damage after successful shield defence. Stuns the target for 2 seconds. (Increased chance to stun.)
Shield Bash I-IV	Phys. hit on target. Knocks the target back.	Phys. hit on target. Stuns the target for 2 sec. (Increased chance to stun.)
Judgment I-II	Stuns the target for 3 seconds. Activation probability: 10% Cooldown 8 sec.	Stuns the target for 3 seconds. Activation probability: 100% Cooldown 40 sec.

3. Assassin

- The Asmodian Assassin's Darkness Rune/Rune Swipe skills, as with the Elysian Assassin's Radiant Rune/Divine Rune skills, deal damage and apply special effects. While the enemy is silenced and their attack speed reduced for the Elyos, Asmodians leech HP equal to the damage. This leads to a large discrepancy in PvP.

As a result, we have removed the HP regeneration from the Asmodian Assassin's Radiant Rune/Divine Rune skills and **replaced it with a blinding effect.**

Skill	Previous Effects	New Effects
Darkness Rune I	Erases the rune up to level 5 carved on a target within a	Erases the rune up to level 5 carved on a target within a 20m



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	20m radius and sets it to burst, damaging the target. Restores HP equal to the damage.	radius and sets it to burst, damaging the target. Blinds the targets for 4 sec.
Rune Swipe I	Erases the rune up to level 5 carved on a target within a 20m radius and sets it to burst, damaging the target. Restores HP equal to the damage. Stigma Skill	Erases the rune up to level 5 carved on a target within a 20m radius and sets it to burst, damaging the target. Blinds the targets for 4 sec. Stigma Skill

- Certain Assassin skills are being changed by improving the magical accuracy. The magical accuracy of Killer's Eye has been increased, while Back Breaker reduces the enemy's resist magic, which improves low magical accuracy. Changed the MP consumption of the Sprinting skill, which increases movement speed, from a percentage to a fixed value. Sprinting had a 30 sec. cooldown, which meant it could not be used immediately after resurrecting or respawning in the arena. The cooldown has been reduced to mitigate this. The Dash Attack skill, which is not affected by enemy evasion skills, has been adjusted, and the errant tooltip for Apply Deadly Poison has been corrected.

Skill	Previous Effects	New Effects
Killer's Eye I	Increases physical attack skills 1 time by 50% for 10 sec. Accuracy +500	Increases physical attack skills 1 time by 50% for 10 sec. Accuracy and magical accuracy +500
Back Breaker I-II	Phys. hit on target Evasion: -800 (Not affected by evasion skills.)	Has a high chance of hitting the target and then deals physical damage. Evasion: -800 Resist Magic: -200 (Affected by evasion skills.)



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Dash Attack I-IV	Sprints to a target within 20m and deals physical damage to them. (Not affected by evasion skills.)	Sprints to a target within 20m and deals physical damage to them. (Affected by evasion skills.)
Sprinting I	Increases movement speed by 20% and consumes 4% MP every 6 sec. MP costs: 4% Cooldown 30 sec.	Increases movement speed by 20% and consumes 100 MP every 6 sec. MP costs: 100 Cooldown 5 sec.
Apply Deadly Poison I (Updated tooltip)	Provides a 2% to trigger a stun with every attack for 2 min.	Provides a 2% to trigger a guaranteed stun with every attack for 2 min.

4. Ranger

- Mau, the Ranger's transformation skill, impacts the attack for Asmodians and the attack speed for Elyos.

The DPS differential between the two was great enough that many players requested a change.

Taking the specific characteristics of the factions into consideration, we've increased the attack power and evasion for Elysian Rangers while increasing the hit chance for Asmodian Rangers.

The changes ensure the skills remain unique to each faction, rather than making them identical.

Skill (Elyos)	Previous Effects	New Effects
Mau Form I	Increases your physical attack by 10% for 2 min. Attack speed: +30% Movement speed: +30%	Increases your physical attack by 15% for 2 min. Attack speed: +30% Movement speed: +30% Evasion: +50
Mau Form II	Increases your physical attack by 11% for 2 min. Attack speed: +33% Movement speed: +33%	Increases your physical attack by 17% for 2 min. Attack speed: +33% Movement speed: +33% Evasion: +70
Mau Form III	Increases your physical attack by 12% for 2 min. Attack speed +36%	Increases your physical attack by 19% for 2 min. Attack speed +36%



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	Movement speed: +36%	Movement speed: +36% Evasion: +90
Mau Form IV	Increases your physical attack by 13% for 2 min. Attack speed: +39% Movement speed: +39%	Increases your physical attack by 21% for 2 min. Attack speed: +39% Movement speed: +39% Evasion: +120
Skill (Asmodian)	Previous Effects	New Effects
Mau Form I	Increases your physical attack by 20% for 2 min. Attack speed +20% Movement speed: +30%	Increases your physical attack by 20% for 2 min. Attack speed +20% Movement speed: +30% Increases accuracy by 20.
Mau Form II	Increases your physical attack by 22% for 2 min. Attack speed: +22% Movement speed: +33%	Increases your physical attack by 22% for 2 min. Attack speed: +22% Movement speed: +33% Increases accuracy by 30.
Mau Form III	Increases your physical attack by 24% for 2 min. Attack speed: +24% Movement speed: +36%	Increases your physical attack by 24% for 2 min. Attack speed: +24% Movement speed: +36% Increases accuracy by 40.
Mau Form IV	Increases your physical attack by 26% for 2 min. Attack speed: +26% Movement speed: +39%	Increases your physical attack by 26% for 2 min. Attack speed: +26% Movement speed: +39% Increases accuracy by 50.

- Opinions differ greatly about the strength of Rangers in the arena and in open world PvP.

Many of you believe that their strong stats in 1vs1 combat and high physical damage leave them ahead of other classes.

This somewhat comes down to the glass cannon nature of the Ranger, as their physical damage can differ widely and they have relatively low defensive stats. After much testing, we've increased the maximum damage of Stunning Shot and adjusted the high probability of dealing maximum damage. Ultimately this



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means we have made some changes, but kept the randomness of the physical damage, which we consider to be at the heart of the Ranger class.

Rangers also have low magical accuracy leaving them a low hit rate for magical skills. As a result we've increased the magical accuracy of the Aiming skill.

Poison Arrow now influences enemy's resistance skills.

Skill	Previous Effects	New Effects
Stunning Shot I-IV	Random phys. hit on target.	Random phys. hit on target. Chance of min. damage is reduced, chance of max. damage is increased. Changed the activation probability of max. damage.
Aiming I	Increases accuracy by +200 for 1 min.	Increases accuracy by +200 for 1 min. Increases magical accuracy by 100.
Poison Arrow I-III	Phys. hit on target Poisons for 12 sec. (Poison effect is not influenced by resistance skills.)	Phys. hit on target Poisons for 12 sec. (Poison effect is influenced by resistance skills.)

5. Sorcerer

The Asmodian Sorcerer's Boon of Quickness skill greatly reduces casting time, while the Elyos Sorcerer's Boon of Strength increases magic boost and accuracy. Neither of the skills could be used in conjunction with Vaizel's Wisdom, which reduces the casting time of magic skills. For this reason, we believe that the 'Boon of Strength' is less effective than the 'Boon of Quickness'. To strengthen 'Boon of Strength', it can now be **used together with Vaizel's Wisdom**.

Skill	Previous Effects	New Effects
Boon of Strength I	Increases magic boost and accuracy by 500 for 15 sec. Stigma Skill *Cannot be used together with Vaizel's Wisdom.	Increases magic boost and accuracy by 500 for 15 sec. Stigma Skill *Can be used together with Vaizel's Wisdom.



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- The Sorcerer's sleep skills could hitherto be used in PvP to deactivate enemy buffs or escape from difficult situations. However, being able to use these skills without limit had a negative impact on the enjoyment of PvP. As a result, we've introduced a change which increases resistance upon repeated use of the skills, and the skill is influenced by resistance skills. Skills which have a high chance of hitting can no longer be evaded using illusion skills. Gain Mana skills put you to sleep, which is why they were seldom used. This sleep has now been removed and the cooldown adjusted.

Skill	Previous Effects	New Effects
All sleep skills (Sleep, Sleep: Scarecrow, Sleep: Ripened Frightcorn, Tranquillising Cloud, Sleeping Storm, Curse of Old Roots, Curse of Roots)	No limit to use	Increased resistance on repeated use.
Illusion I	Removes 1 abnormal physical condition. You also evade 2 physical attacks for 10 sec. (Evades skills with a high chance of hitting.) Stigma Skill	Removes 1 abnormal physical condition. You also evade 2 physical attacks for 10 sec. (Evades skills with a high chance of hitting.) Stigma Skill
Gain Mana I-II	Sleep for 5 sec. and regenerate MP every second. Cooldown: 5 min.	Sleep for 5 sec. and Regenerate MP every second for 5 sec. Cooldown: 3 min.

6. Spiritmaster

- The pros and cons of the Spiritmaster's Tempest Spirit and Magma Spirit skills were clear and their use was fairly similar across both factions. In light of this, we've avoided any major changes and only slightly improved the Summon Tempest Spirit I and Summon Magma Spirit I skills.



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Skill (Elyos)	Previous Effects	New Effects
Summon Tempest Spirit I	Command: Wall of Protection (Accuracy/Magical accuracy +100, Evasion/Resist magic +200) Command: Disturbance (Magic wind damage, stun)	Command: Wall of Protection (Accuracy/Magical accuracy +150 , Evasion/Resist magic +200) Command: Disturbance (Magic wind damage +10% , stun)
Skill (Asmodian)	Previous Effects	New Effects
Summon Magma Spirit I	Command: Wall of Protection (Restores 780 HP, phys. attack +16%) Command: Disturbance (Absorbs HP equal to part of the damage. Phys. defence: -150)	Command: Wall of Protection (Restores 1,170 HP, phys. attack +17%) Command: Disturbance (Absorbs HP equal to part of the damage. Phys. defence: -250)

- Spiritmasters terrify their enemies and use various debuffs in combat. However, their magical accuracy is very low, so players were forced to invest in magical accuracy when increasing stats. As a result, the effect which reduces the enemy's resist magic has been increased. One important aspect of this change is that some skills are not impacted by resistance skills. This applies to the Spiritmaster's skills which removed magic boosts; they are now also impacted by resistance skills. However it can lead to difficulties when fighting against an enemy with high resist magic. In order to counteract this, the magical accuracy of the skills has been increased.

Skill	Previous Effects	New Effects
Shackle of Vulnerability I	Reduces the attack speed of enemies within 25m by 50% for 30 sec. All elemental defences -200 Stigma Skill	Reduces the attack speed of enemies within 25m by 30% for 30 sec. All elemental defences -150 Resist Magic: -100



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		Stigma Skill
Infernal Blight I	Reduces the physical defence of enemies within 25m by 1,000 for 1 sec. All elemental defences -200 Resist Magic: -200 Cooldown: 3 min. Stigma Skill	Reduces the physical defence of enemies within 25m by 1,000 for 30 sec. All elemental defences -200 Resist Magic: -200 Cooldown: 1 min. 30 sec. Stigma Skill
Dispel Magic I	Removes a magic buff from the target. (Not influenced by resistance skills.)	Removes a magic buff from the target. (Influenced by resistance skills.) (Skill magical accuracy greatly increased.)
Magic Implosion I-IV	Magic damage after removing max. 3 of the enemy's magic boosts. (Not influenced by resistance skills.) Stigma Skill	Magic damage after removing max. 3 of the enemy's magic boosts. (Influenced by resistance skills.) (Skill magical accuracy greatly increased.) Stigma Skill
Ignite Aether I-VI	Magic damage after removing max. 3 of the enemy's magic boosts. (Not influenced by resistance skills.) Stigma Skill	Magic damage after removing max. 3 of the enemy's magic boosts. (Influenced by resistance skills.) (Skill magical accuracy greatly increased.) Stigma Skill
Disenchant I	Removes 3 normal magic buffs from a target within 25m radius and other enemies within 25m of the target. (Not influenced by resistance skills.)	Removes 3 normal magic buffs from a target within 25m radius and other enemies within 25m of the target. (Influenced by resistance skills.)



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		(Skill magical accuracy greatly increased.)
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7. Cleric

- Clerics of both factions use skills from Yustiel/Marchutan's Light and Yustiel/Marchutan's Splendour which each has a healing and shield effect. However, they weren't particularly often used as they are very weak, so they have been slightly improved for both factions.
The change for Elyos is only subtle, but can provide effective healing over time when combined with other healing skills.

Skill (Elyos)	Previous Effects	New Effects
Yustiel's Light I	Heal +1,164 HP on targets within 25m and up to 6 allies within 25m. Heals +236 every 2 sec. for 10 sec.	Heal +1,164 HP on targets within 25m and up to 6 allies within 25m. Heals +282 every 2 sec. for 10 sec.
Yustiel's Splendour I	Heal +1,403 HP on targets within 25m and up to 6 allies within 25m. Heals +280 every 2 sec. for 10 sec. Stigma Skill	Heal +1,403 HP on targets within 25m and up to 6 allies within 25m. Heals +336 every 2 sec. for 10 sec. Stigma Skill
Skill (Asmodian)	Previous Effects	New Effects
Marchutan's Light I	Heal +1,164 HP on targets within 25m and up to 6 allies within 25m. Provides 1,176 shield for 10 sec.	Heal +1,164 HP on targets within 25m and up to 6 allies within 25m. Provides 1,412 shield for 10 sec.
Marchutan's Splendour I	Heal +1,403 HP on targets within 25m and up to 6 allies within 25m. Provides 1,403 shield for 10 sec.	Heal +1,403 HP on targets within 25m and up to 6 allies within 25m. Provides 1,683 shield for 10 sec.



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	Stigma Skill	Stigma Skill
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- We noticed that Clerics with their original low magical accuracy were having issues in combat.

To counteract this, we've increased the duration of the Storm of Aion skill, which reduces the enemy's resist magic, and buffed the skill effect.

We also wanted to reduce the 'MP consumption +10%' effect on the Benevolence skill to provide more balance.

Skill	Previous Effects	New Effects
Storm of Aion I-IV	Magic damage to a target within 25m. Target's resist magic is reduced by -200 for 10 sec.	Magic damage to a target within 25m. Target's resist magic is reduced by -300 for 12 sec. (Increased skill magical accuracy.)
Benevolence I	Healing boost: +250 MP consumption: +10% Active Skill Stigma Skill	Healing boost: +250 MP consumption: +8% Active Skill Stigma Skill

8. Chanter

- Chanter's Aetheric Field/Curtain of Aether skill series either provide a shielding effect, or additional healing over time, and they were therefore used as additional skills.

However, they weren't particularly often used as they are very weak, so they have been slightly improved for both factions.

Skill (Elyos)	Previous Effects	New Effects
Word of Spellstopping I	Reduces incoming damage by 40% for 15 sec. (Max. protection: 5,000) Heals 351 every 3 sec.	Reduces incoming damage by 45% for 15 sec. (Max. protection: 5,000) Heals 390 every 3 sec.
Divine Curtain I	Reduces incoming damage by 50% for 15 sec. (Max. protection: 5,000) Heals 448 every 3 sec. Stigma Skill	Reduces incoming damage by 55% for 15 sec. (Max. protection: 5,000) Heals 493 every 3 sec. Stigma Skill



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Skill (Asmodian)	Previous Effects	New Effects
Aetheric Field I	Reduces incoming damage by 50% for 15 sec. (Max. protection: 5,000)	Reduces incoming damage by 55% for 15 sec. (Max. protection: 5,000)
Curtain of Aether I	Reduces incoming damage by 60% for 15 sec. (Max. protection: 5,000) Stigma Skill	Reduces incoming damage by 65% for 15 sec. (Max. protection: 5,000) Stigma Skill

- The Chanter is a hybrid class with a balance of attack and defence. Nevertheless, we found that Chanters were seldom used in party play. As a result, we've adjusted some of the Chanter's Mantra skill effects to make this class more attractive for groups. Chanters don't have any skills for cleansing debuffs, so we've buffed the effects of Focused Parry and Safer Ward.

Skill	Previous Effects	New Effects
Shield Mantra I	Increases physical defence by 20, block/parry by 40 and evasion by 20 of you and all group members within 20m of you. Active Skill	Increases physical defence by 50 , block/parry by 50 and evasion by 40 of you and all group members within 20m of you. Active Skill
Shield Mantra II	Increases physical defence by 25, block/parry by 60 and evasion by 30 of you and all group members within 20m of you. Active Skill	Increases physical defence by 60 , block/parry by 70 and evasion by 50 of you and all group members within 20m of you. Active Skill
Shield Mantra III	Increases physical defence by 30, block/parry by 80 and evasion by 40 of you and all group members within 20m of you. Active Skill	Increases physical defence by 180 , block/parry by 150 and evasion by 60 of you and all group members within 20m of you. Active Skill
Shield Mantra IV	Increases physical defence by 35, block/parry by 100	Increases physical defence by 250 , block/parry by 200 and



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	and evasion by 50 of you and all group members within 20m of you. Active Skill	evasion by 70 of you and all group members within 20m of you. Active Skill
Magic Mantra I	Increases magic boost and magical accuracy by 20 of you and all group members within 20m of you. Active Skill	Increases magic boost and magical accuracy by 30 of you and all group members within 20m of you. Active Skill
Magic Mantra II	Increases magic boost and magical accuracy by 30 of you and all group members within 20m of you. Active Skill	Increases magic boost by 40 and magical accuracy by 50 of you and all group members within 20m of you. Active Skill
Magic Mantra III	Increases magic boost and magical accuracy by 40 of you and all group members within 20m of you. Active Skill	Increases magic boost by 70 and magical accuracy by 80 of you and all group members within 20m of you. Active Skill
Magic Mantra IV	Increases magic boost by 60 and magical accuracy by 40 of you and all group members within 20m of you. Active Skill	Increases magic boost by 120 and magical accuracy by 150 of you and all group members within 20m of you. Active Skill
Protection Mantra I	Increases all elemental defences of you and all group members within 20m of you by 50. Active Skill	Increases all elemental defences of you and all group members within 20m of you by 100 . Active Skill
Protection Mantra II	Increases all elemental defences of you and all group members within 20m of you by 60. Active Skill	Increases all elemental defences of you and all group members within 20m of you by 120 . Active Skill
Word of Spellstopping I Divine Curtain I	Applies to up to 6 players.	Applies to up to 12 players.



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Aetheric Field I Curtain of Aether I		
Stilling Word I	Binds up to 18 enemies within a 25m radius of you for 15 sec. Divine Power Skill	Binds up to 18 enemies within a 25m radius of you for 15 sec. (Increased chance of binding.) Divine Power Skill
Focused Parry I	Increases Parry by 300 for 30 sec.	Increases Parry by 1,000 for 10 sec.
Safer Ward I-VI	Absorbs damage and increases resistance to stumble for 10 sec. Stigma Skill	Absorbs damage and increases resistance to stumble and stun for 10 sec. Stigma Skill