

# AION

CLASSIC EUROPE

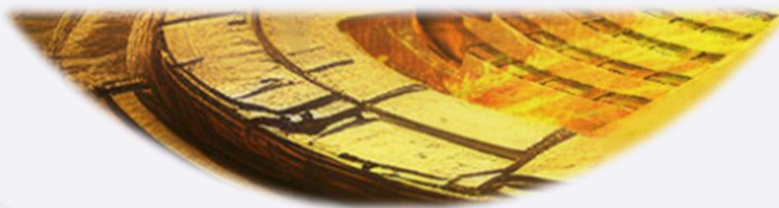
## PATCH NOTES



### **AION Classic Europe 2.8.5**

~ Dominance~

### **Patch Notes**





# PATCH NOTES

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



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### Instance

1. Added the "Tartarus" instance.



*The perfidious and evil Tiamat has ordered that the destructive temporal energies throughout Apheta Beluslan be condensed together in one place. This incredible power is to be stored and refined deep below the Apheta Beluslan Fortress, until it is ready for her deathly purpose... The Daevas must deal with this huge subterranean construction, reminiscent of the terrible prison for Tiamat's enemies, if they are to foil Tiamat's plans.*

Entry Location	Max. Players	Entry Level	Entries	Resets
Apheta Beluslan	6	From level 58	Once per week	Wednesday at 9 AM

- The entrance to Tartarus changes depending on the status of the Apheta Beluslan Fortress.

Conquest Status	Entrance Location	Items Required to Enter
Occupied by the Balaur	Each faction's battleship	1x Time Fragment
Occupied by your faction	Apheta Beluslan Fortress	-
Occupied by enemy faction	Your faction's battleship	1x Time Fragment
Vulnerable	You do not have permission to enter	

- Time Fragments can be purchased from merchants near the Apheta Beluslan Fortress.

Faction	NPC	Item for Sale
Elyos	Tikimunerker	Time Fragment
Asmodian	Tikirunerker	Time Fragment

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- You may have a maximum of 1 Time Fragment at once. If it is not used within 7 days, it will be destroyed.
  - The purchase limit is reset every Wednesday at 8 AM.
2. Added the "Wall of Lament" instance.



*Tiamat has learnt that one of her test subjects is managing to survive the destructive temporal forces much better than any other. She has Samael brought before her in order to subject her to even more cruel temporal experiments.*

*Samael should have died in Telos... but the temporal turbulence brought her back from the past. Her brainwashing now revolves in an endless loop, forcing her to follow the merciless orders of the Tiamat Legion.*

*The Daevas must ultimately discover the godforsaken place where Tiamat is storing the temporal energy. Someone will be waiting for them there. Someone who is unable to die... that most lamentable of Daevas, Samael.*

Entry Location	Max. Players	Entry Level	Entries	Resets
Apheta Beluslan	4	From level 58	Once per week	Wednesday at 9 AM

- The entrance to Wall of Lament changes depending on the status of the Apheta Beluslan Fortress.

Conquest Status	Entrance Location	Items Required to Enter
Occupied by the Balaur	Each faction's battleship	1x Lament Fragment
Occupied by your faction	Apheta Beluslan Fortress	-
Occupied by enemy faction	Your faction's battleship	1x Lament Fragment
Vulnerable	You do not have permission to enter	

- Lament Fragments can be purchased from merchants near the Apheta Beluslan Fortress.





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Faction	NPC	Item for Sale
Elyos	Tikimunerker	Lament Fragment
Asmodian	Tikirunerker	Lament Fragment

- You may have a maximum of 1 Lament Fragment at once. If it is not used within 7 days, it will be destroyed.
  - The purchase limit is reset every Wednesday at 8 AM.
3. If you log back in whilst playing the Wall of Lament, you will be teleported to the starting spawn point.
  4. Deactivated the "Esoterrace" instance.
    - Related items and quests have been deleted.
  5. Fixed an error where some of the effects caused by the "Young Dragon Lord's Roar", which Tiamat uses in "The Red Throne: Telos", were not being executed correctly.
  6. Reduced the max. HP of Minion Samael, Drana Contaminator, Adjutant Anuhart and Raging Samael in "Sunken Telos".
  7. The level of the treasure chests in the Abyssal Splinter was too low, preventing certain rewards from being received.

## Battlefield

1. Changed the times for the following battlefields:

Battlefield	Time
Chantra Dredgion	12 PM – 2 PM
	6 PM – 8 PM

## Apheta Beluslan

1. A barrier has been added to the Apheta Beluslan raid (Velator Mortis).
  - Destroying the barrier also rewards raid points.
2. Added 2 new artefacts near the Apheta Beluslan Fortress.



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Name	Effect
Inspiring Cheer	Increases max. HP by 8,000, attack speed by 50% and casting speed by 20% for all allies within the area of effect for 3 minutes.
Flaming Smashing Strike	Deals 2,000 points of magic damage to all enemies within the effect radius 5 times, and temporarily stuns them.

3. The chance for gaining stigma skills from named monsters in Apheta Beluslan has been increased.
4. The Archon base in the Ruined Beluslan Fortress has been moved to the Black Plains.
5. The start and end of Apheta Beluslan Fortress Battles are no longer displayed on the local server.
  - The start and end of the Balaurea and Abyss Fortress Battles are no longer displayed on the battlefield server.
6. A notification is no longer displayed if an Army 5-Star Officer or higher dies in Apheta Beluslan.
7. The following items have a chance to drop from monsters in Apheta Beluslan:
  - Enchantment Stones (Level 65–85), Manastone Bundle (Level 60), Premium Power Shard, [Event] Skill Book Bundle (Level 58), Forgotten Skill Book Page, Fighting Spirit Agate, Balic Materials, Enraged Veille/Mastarius' weapons/armour.

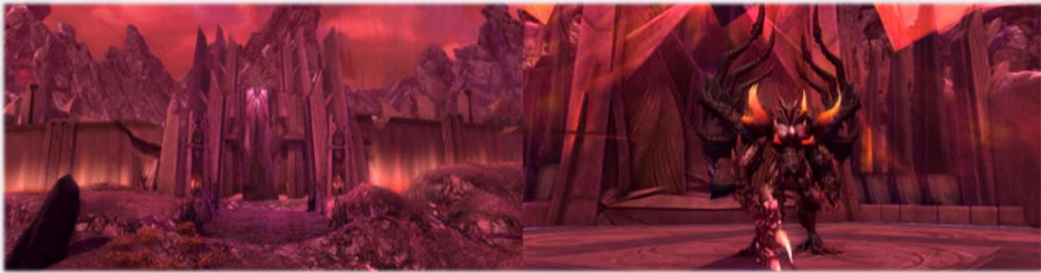
### Abyss

1. No more fortress battles will be conducted in the Lower Abyss: Sulphur Fortress, Siel's Eastern Fortress and Siel's Western Fortress.
  - You can no longer teleport to the lower zone fortresses from the Abyss faction bases.
  - Removed the artefacts from the respective fortresses.
  - Removed quests for the fortresses of the lower zone of the Abyss.
2. Fixed an error which prevented scrolling with long title descriptions.
3. Fixed the issue where some character information could not be viewed when teleporting after opting to hide other characters.

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### Fortress Battle

- Added the Apheta Beluslan Fortress.



Location	Time
Apheta Beluslan – Fleet Crash Site	Saturdays at 10 PM

- Apheta Beluslan Fortress rewards:

Level	Victory		Defeat	
	Number of players	Ebony Gold Medals	Number of players	Ebony Gold Medals
Level 1	72	8x	72	7x
Level 2	90	6x	90	6x
Level 3	144	5x	144	4x
Level 4	144	4x	144	4x
Level 5	288	4x	288	3x

- The times for the fortress battle for the Divine Fortress in the Abyss Core have been changed:

Before	After
Saturday, 10 PM – 11 PM	Sunday, 10 PM – 11 PM

- The times for the fortress battle for the fortresses in Inggison and Gelkmaros have been changed:

Before	After
Wednesday, 10 PM – 11 PM	Wednesday, 10 PM – 11 PM
Sunday, 10 PM – 11 PM	





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## Arenas

1. Changed the contents of the skill book bundle sold by the Consumables Distributor in the Emphyrean Crucible.
  - Added the [Season] Return: Milky Way, [Season] Herb Treatment: Play Guitar IV and [Season] Mana Treatment: Play Guitar IV skill books.

## Quests

1. Added new weekly quests for "Tartarus".

Faction	NPC	Quest Title
Elyos	Chronos	[Weekly] The Secret of Tartarus
		[Weekly] Destroy the Camp
Asmodian	Xythei	[Weekly] The Secret of Tartarus
		[Weekly] Weaken the Camp

2. Added new linked quests to the "Wall of Lament" instance.

Faction	NPC	Quest Title
Elyos	Pained Arbon	The Missing Lover
Asmodian	Suffering Arbon	The Lost Lover

3. Deleted the quests in the fortress battles in the lower layer of Reshanta.
4. Deleted the quest items in the fortress battles in the lower layer of Reshanta.
5. Repeatable quests for starting area coins (Iron Coin, Bronze Coin, etc.) have been changed to one-time quests.
6. Removed some quests related to weapon and armour reward items.
  - If any of these quests had previously been accepted before the update, they will be automatically abandoned.
7. Changed the Black Cloud Merchant title receipt quest.
  - After reaching level 56, the quest can be obtained from Jakunerker on Black Cloud Island.
  - Players who already obtained the title from previous quests cannot complete this quest.





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- If any of these quests had previously been accepted before the update, they will be automatically deleted after the update.
- 8. Changed the Vindachinerk cube expansion quest.
  - After reaching level 56, the quest can be obtained from the cube making NPC in Sanctum/Pandaemonium.
  - Players who already expanded their cube in previous quests cannot complete this quest.
  - If any of these quests had previously been accepted before the update, they will be automatically deleted after the update.
- 9. Added a new campaign "Lords' Conversation".
  - You automatically receive it upon reaching level 50.
- 10. Certain Fortuneers and Charlirunerk's Daemons quests in Inggison and Gelkmaros can now be completed by characters of level 56 and above.
- 11. The "Powerful Balaur Blood" item from the "At the End of the Hunt" campaign can also be obtained by killing regular monsters.
- 12. Fixed an error which caused the quest marker to be displayed on Daphnis in certain stages of the "Will the Aether Rain?" quest.
- 13. Fixed an error which prevented the level-50 Daevanion quest from being accepted.



### NPCs

1. Changed the administration officers' missions (Bronze Coin to Platinum Coin).
2. Fixed the issue that Doshinerk could not be clicked on in Reshanta.
3. Some NPCs can no longer lend weapons or sell weapons of regular rank.
4. After changes to the Daevanion quests, the following NPCs no longer sell Divine Lamps, Divine Incense Burners or Daevanion's Light items:
  - Elyos: Perena and Ophenes / Asmodians: Olda and Gerad
5. Vindachinerk now appears in Apheta Beluslan.
  - Vindachinerk appears once every hour at one of two locations:

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Region	The Lone Cottage	The Sacred Orchard
Location		

- The new "Howl I" skill book has been added to the sales list for Macus/Kalsten in Sanctum/Pandaemonium.
- Nadushunerker and Nandarunerker have been removed from Silentera Canyon.

### Items

- Changed the instances which can be chosen from the [Event] Instance Entry Selection Scroll Bundle:
  - Removed the "Esoterrace" instance.
  - Added the "Tartarus" instance.
  - Added the "Wall of Lament" instance.
- Added new level-58 eternal Doomed Legion weapons, armour and accessories.
  - When you defeat Doomed Samael, you have a certain chance to loot the Doomed Legion weapons, chest armour, leg armour and rings.
  - When you defeat Tiamat, you have a certain chance to loot Doomed Legion shoulder armour, hand armour and foot armour.
- Added Protectorate Coins.
  - Iron to Platinum Coins can be exchanged for Protectorate Coins from NPCs.
  - Protectorate Coins can be exchanged for level 20–40 accessories and helmets.
  - Previous quest reward coins have been replaced with Protectorate Coins.
- The number of shards required to equip stigmas has been changed.





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Level	Stigma Item Level	Shards Required
Superior	20–30	60
	30–40	100
	41–50	160
	51–58	200
Heroic	50–58	250
Fabled	55	275

5. You can now get 5 instead of 2 Ebony Gold Medal Pieces from the Crucible Challenge Merit Bundle.
6. Fixed an error which prevented the tooltips of certain items from showing.
7. The Dispassionate Tunic now looks the same for both Elyos and Asmodians.
8. Changed the names of certain items.
9. Improved the appearance of the Seven Seas outfit.
10. Expanded the description for the Refined Major Wind Serum and Concentrated Fine Wind Serum.

### Skills

1. Changed certain skill effects for the Gladiator, Sorcerer, Spiritmaster, Cleric, Chanter and Revenant.
  - More details can be found under **Skill Changes** at the end of this document.
2. The Aetheric Field: Shield and Word of Spellstopping: Shield skills can be used independently of faction.
  - The respective skill books can be obtained from the Victor's Cooking Ingredient Bundle.
3. The Spiritmaster skills Ginseng I and Fear: Poppy I now allow Horror Shackles I to be used as their chain skill.
4. Fixed an issue where, after teleporting while using the Mau Form skill, the transformed appearance was not displayed correctly.
5. Fixed an issue where the debuff tooltip for the Sorcerer's Summon Whirlwind skill was not displayed.
6. Fixed the descriptions for the skills Focused Capture and Dark Fetter.



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### Character

1. Fixed an issue where the "enchantment effect" which increases the PvE attack to bosses by +10% was not correctly applied.
2. Fixed an issue where the spellbook was not correctly displayed during the Rollerblades wait animation.

### Legion

1. Fixed an error where requests to join a legion could sometimes not be withdrawn.

### Book of Legends

1. Added a feature for dismantling painting fragments to the Book of Legends.

### Daeva Pass

1. Fixed an issue where missions for the title were not updated upon receiving the Black Cloud Special Trade Representative title.

### Gathering/Crafting

1. The number of crafting skill points required to craft Concentrated Fine Wind Serum has been reduced.





## PATCH NOTES

### Miscellaneous

1. When female characters with light hair equip the Octopal hair accessory, the hair is now displayed correctly.
2. Fixed an issue where gliding and falling sometimes did not work correctly.
3. Fixed an issue where certain wing animations were no longer displayed if a character died.
4. Fixed an issue where the character symbol on the compass was not displayed correctly if you switched to gliding during flight.

### Sound

1. Sounds were sometimes not played correctly if the "Inspiring Cheer" and "Flaming Smashing Strike" artefacts in Apheta Beluslan were activated.
2. Background sounds in certain areas of Apheta Beluslan were not played correctly.

### UI

1. Fixed an error where choosing to auto-arrange windows would display the window for identifying painting fragments in the Book of Legends in the wrong place.
2. When the character teleports at the start of the fortress battle or raid, the interfaces for Resurrection Loci and resurrecting with items will be closed.
3. Fixed an error where items from the previous legion warehouse were not displayed in expanded slots for the current legion warehouse.



# PATCH NOTES

## Skill Changes

1. Changed certain skills for the Gladiator, Sorcerer, Spiritmaster, Cleric, Chanter and Revenant:

- **Gladiator**

Similar changes have also been made to the Gladiator, splitting up cooldowns and changing skill books to increase their usability.

First of all, we've separated the **cooldown of Lockdown, Body Smash and Severe Blow**, allowing them to be used independently of one another.

In addition, the duration and cooldown of **Strengthen Wings have been reduced**, and **attack speed resistance added**, allowing the skill to be used more flexibly, depending on the situation.

Finally, the seldom used skill **Howl** has been **changed into a skill book** to make it easier to use. In return, the cooldown reduction and reduction to enemy attack power have been adjusted, and you can now parry physical attacks.

Skill	Before	After
<b>Lockdown I-V Body Smash I-IV Severe Blow I-V</b>	(Cooldown shared by Lockdown, Body Smash and Severe Blow.)	( <b>Separate</b> cooldown for Lockdown, Body Smash and Severe Blow.)
<b>Strengthen Wings I</b>	Removes all movement-impairing debuffs and increases flight speed by 10% and resistance to immobilisation and slowing by 700 for 1 minute.  Flight does not consume Flight Time. Cooldown: 5 min.	Removes all movement-impairing debuffs and increases flight speed by 10%, resistance to immobilisation and slowing by 700, and <b>resistance to attack speed reduction by 200 for 30 seconds</b> .  Flight does not consume Flight Time. Cooldown <b>3</b> min.



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<b>Howl I</b>	Reduces the physical attack of enemies within 7m of you by 300 for 15 seconds.  Cooldown: 5 min. Stigma Skill	Reduces the physical attack of enemies within 7m of you by <b>100</b> for 15 seconds and you can parry 2 physical attacks within 12 seconds.  Cooldown <b>1</b> min. <b>Skill Book Skill</b>
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### - Sorcerer

The attack skills **Frost** and **Frostbite** share a cooldown with the HP restoring skill **Stamina Absorption**, which led to only being able to use one of these skills. So we've **split the cooldowns**, allowing you to use these skills independently of one another.

The **cooldown** for **Zikel's Wisdom**, which increases your magic boost, has been split from **Vaizel's/Lumiel's Wisdom** so the skills can be used individually. **In addition, the effects can now stack.**

The **Cometfall** skill, which can only be used while airborne, can now **also be used on the ground.**

As this adds a powerful, unrestricted attack skill, the **cooldown and MP consumption have been increased**, so the skill must be used tactically.

**Glacial Shard** is a core Sorcerer skill, but it is relatively seldom used in PvP. In order to improve the skill's usefulness, its **casting time has been set to 0 seconds.**

Skill	Before	After
<b>Stamina Absorption I-III</b> <b>Frost I-II (Elyos)</b> <b>Frostbite I-II (Asmodians)</b>	Stamina Absorption, Frost and Frostbite share a cooldown.	Stamina Absorption, Frost and Frostbite <b>no longer</b> share a cooldown.
<b>Zikel's Wisdom I</b>	Increases your magic boost by 300 for 15 seconds. (Cooldown shared by Vaizel's Wisdom, Zikel's Wisdom and Lumiel's Wisdom.)	Increases your magic boost by 300 for 15 seconds. <b>(Zikel's Wisdom's cooldown is no longer shared and it can be combined with Vaizel's Wisdom or Lumiel's Wisdom)</b>



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<b>Cometfall I-II</b>	Inflicts magic damage to a target and enemies within 10m of them.  Cooldown: 10 sec. MP Cost: 437 Flight Only Skill	Inflicts magic damage to a target and enemies within 10m of them.  Cooldown: <b>15</b> sec. MP Cost: <b>568</b> (+30%) <b>Ground targets only.</b>
<b>Glacial Shard I</b>	Inflicts magical damage on the target.  Casting time: 4 seconds	Inflicts magical damage on the target.  Casting time: <b>0</b> sec.

### - Spiritmaster

AION's Spiritmasters have always been powerhouses in PvP, enjoyed by a large number of players, and that's no different in AION Classic.

However, we've come to recognise that their relatively weak defence was too low in group play. In addition, certain stigma skills rarely see any use. As a result, we've made some changes to **improve Spiritmasters' survivability in group play.**

The **Chain of Earth** and **Blade of Earth** skills have simple effects, with one having a single target and the other multiple targets. However, as both skills share a cooldown, they were used relatively infrequently, so we decided to give them their own cooldowns.

**Spirit Preserve** is a defensive skill which can only be used once a spirit has been summoned. The effect applies to the caster, and only very briefly, so we decided to change it so that **the effect also applies to all group members.**

As mentioned, we're also making changes to the stigma skills which are rarely used. Firstly, the **cooldown and duration of Infernal Blight has been changed so that this skill can be used repeatedly.** **Transference** only had the effect of consuming HP to regenerate MP, hence it was seldom chosen. The skills effects have been buffed so that it **increases the MP and elemental defence of all group members, without consuming your HP.** In addition, the **cooldown has been reduced**, so that this skill should have a greater impact on group play.



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Skill	Before	After
<b>Chain of Earth I-IV</b>	Inflicts magical damage to the target, reducing the movement speed and dealing additional damage every 3 seconds. (Chain of Earth and Blade of Earth share a cooldown.)	Inflicts magical damage to the target, reducing the movement speed and dealing additional damage every 3 seconds. (Chain of Earth and Blade of Earth <b>no longer</b> share a cooldown.)
<b>Blade of Earth I</b>	Decreases the movement speed of a target and all enemies within 15m of the target. (Chain of Earth and Blade of Earth share a cooldown.)	Decreases the movement speed of a target and all enemies within 15m of the target. (Chain of Earth and Blade of Earth <b>no longer</b> share a cooldown.)
<b>Spirit Preserve I</b>	The spirit creates a protective shield to protect the caster for 10 seconds.  (The shield absorbs a total of 3,000 damage.) Cooldown: 3 min.	Creates a shield to protect <b>up to 6 group members within 20m</b> of you for 12 seconds.  (The shield absorbs a total of <b>5,000</b> damage.) Cooldown <b>2</b> min.
<b>Infernal Blight I</b>	Reduces the physical defence of enemies within 25m by 1,000, their elemental defences by 200 and their resist magic by 200 for 30 seconds.  Cooldown: 1 min. 30 sec. Stigma Skill	Reduces the physical defence of enemies within 25m by 1,000, their elemental defences by 200 and their resist magic by 200 for <b>1 minute</b> .  Cooldown <b>1</b> min. Stigma Skill
<b>Transference I-III</b>	Consumes 10% of your HP to restore the MP of a targeted ally within 25m by 4,500.	Increases MP for you and all group members within 25m of you by 4,500 <b>and increases all elemental</b>

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Skill	Cooldown: 5 min. Stigma Skill	defences by 200 for 1 minute.  Cooldown 3 min. Stigma Skill
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### Cleric

As a healer responsible for keeping their group alive, and whose abilities cannot be replaced by anyone else, the Cleric is highly prized for their role in group hunts and in PvP.

But in PvE and especially in solo instances where Clerics have to battle against monsters alone, their combat speed was disappointing in contrast to other classes. Additionally, the Cleric's abilities are heavily dependent on the gear they have equipped and on the individual player's level of control. As a result, in our changes to the Cleric we've concentrated on **improving their abilities in PvE and other dissatisfying aspects of the class.**

Skill	Before	After
Shatter Memory I-IV	Decreases the Enmity of a target within a 25m radius.	Decreases the Enmity of a target within a 25m radius and regenerates 500 MP every second for 5 seconds.
Chain of Suffering I-IV	Inflicts magical damage on the target, reduces Resist Magic by 400 and causes additional magical damage every 12 seconds for 2 minutes. If the target is another player and you die while it is in effect, you are resurrected at the Kisk or Obelisk.  Cooldown: 5 min. (Can only be used on players.)	Inflicts magical damage on the target, reduces Resist Magic by 400 and causes additional magical damage every 12 seconds for 2 minutes. If the target is another player and you die while it is in effect, you are resurrected at the Kisk or Obelisk.  Cooldown: 3 min. (Can also be used in PvE.)



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<b>Amplification I</b>	Increases your magic boost by 300 and healing boost by 500 for 30 seconds.  Casting time: 1 sec.	Increases your magic boost by 300 and healing boost by 500 for 30 seconds.  Casting time: 0 sec. (movement possible)
<b>Call Lightning I</b>	Inflicts magical damage on the target.  Casting time: 3 sec.	Inflicts magical damage on the target.  Casting time: 0 seconds (movement impossible)

**Shatter Memory** previously only had the effect to reduce Enmity. Now an **effect has been added which increases your MP, making the skill more useful**. We've also increased the **range of Chain of Suffering**, and allowed it to be **used in PvE**, making it more useful in solo combat.

**Reducing the casting time of Amplification and Call Lightning** should hopefully compensate for the Cleric's relatively slow attack rate.

### - Chanter

Some changes have also been made to the Chanter to increase the use of stigma skills and make unpopular skills more attractive.

The requirements for activating **Magic Recovery** are now the stigmas **Safer Ward and Safeguard** (previously only Safer Ward). **This makes using the Safeguard build easier**. In the future, you'll be able to use remaining stigma slots to make other stigma builds.

The **Battle's Hold** skill book is very difficult to acquire as a raid reward. The **healing boost reduction** has therefore been removed to increase its value. In addition, the **casting time of Word of Wind has been reduced by 10%**, to **greatly improve the effectiveness** of this main Chanter skill against physical and magic attacks.

Finally, to **compensate** for the **lack of regenerative effects** from the Numbing Blow stigma build, **Stamina Restoration now restores your MP**, the cooldown of **Blessing of Wind** has been reduced, and the **attack power of Disorientating Blow** has been increased. This should provide a wider array of choices in stigmas.



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Skill	Before	After
<b>Magic Recovery I–IV</b>	Recovers 2,433 MP to you or a target. Requires the stigmas: Word of Inspiration and Safer Ward  Cooldown: 5 min.	Recovers 2,433 MP to you or a target. Requires the stigmas: Word of Inspiration and Safer Ward <b>or Safeguard</b>  Cooldown <b>3</b> min.
<b>Battle's Hold I</b>	Increases magic buff, accuracy and phys. attack for 30 seconds, reducing your healing boost by 300 and your physical defence by 20%.	Increases magic buff, accuracy and phys. attack for 30 seconds, reducing <b>your healing boost by 300</b> <b>and</b> your physical defence by 20%.
<b>Word of Wind I</b>	Increases movement speed by 20% and attack speed by 20% for you and group members within 20m for 5 minutes.	Increases movement speed by 20% and attack speed by 20% for you and group members within 20m for 5 minutes <b>and reduces the casting time by 10%</b> .
<b>Stamina Restoration I–IV</b>	Restores 3,267 of your HP.	Restores 3,627 of your HP <b>and 2,250 of your MP</b> .
<b>Blessing of Wind I–IV</b>	You have a 100% chance of inflicting additional damage on the target for 30 seconds.  Cooldown: 3 min.	You have a 100% chance of inflicting additional damage on the target for 30 seconds.  Cooldown: <b>2</b> min. <b>30</b> sec.
<b>Disorientating Blow I–III</b>	Deals physical damage to the target and causes them to stumble.	Deals physical damage to the target and causes them to stumble.  <b>(phys. damage: +200%)</b>

### - Revenant

The Revenant, introduced this year as the first new class in AION Classic, is currently considered the best class. Players particularly appreciate the fact that it is highly compatible with other classes and offers easy progression.



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But only a few particular skills tended to be used in the game, which led to a reduction in gaming enjoyment.

That's why we're concentrating in this patch on **buffing the rarely used skills** and giving you more **flexibility in the skills you can choose**.

Skill	Before	After
<b>Electric Shock I</b>	Deals damage to a target within 15m and up to 8 enemies within 7m of them, and reduces their movement speed.  Cooldown: 2 min.	Deals damage to a target within 20m and up to 8 enemies within 7m of them, and reduces their movement speed.  <b>Cooldown: 30 sec.</b>
<b>Loaded Slash I</b>	Inflicts physical damage on the target.  Charges 20 Ion Flux. Cooldown: 30 sec.	Deals physical damage to the target and absorbs 100% of the damage as HP.  <b>Charges 30 Ion Flux.</b> <b>Cooldown: 16 sec.</b>
<b>Electromagnetic Charge I-III</b>	You charge a slowed target within 35m and deal physical damage to them.	You charge a <b>slowed</b> target within 35m and deal physical damage to them.
<b>Power Circuit I</b>	Teleports you to the location where you used the Surge Sprint skill.  Surge Sprint – Power Circuit Stigma Skill	Teleports you to the location where you used the Surge Sprint skill.  <b>Skill Book Skill</b>

First, we have **buffed the Electric Shock stigma build**, which had a less than 10% chance to proc, giving you a broader selection of skills to choose from.

While **Electromagnetic Charge** has a long range of 35m, we've ascertained that it was difficult to meet the requirements for activating the skill, so the skill can now be used **without restriction**.

**Power Circuit** is a typical Revenant skill, but we realised that in comparison to attack stigmatas it rarely saw much use, so it has been converted to a skill book skill to make it simpler to use.