

AION

CLASSIC EUROPE

PATCH NOTES



AION Classic Europe 2.8

— Conquest —

Patch Notes





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* All times in this document refer to server time.

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Apheta Beluslan

1. Added the new region of Apheta Beluslan.



Apheta Beluslan is an inverted space-time created by Tiamat's experiments with an unearthly new power in Balaurea.

Among her cadre of scientists, there is a renegade Daeva who has succumbed to the madness. While Tiamat's experiments continue unabated, an unusual power resembling Siel's own materialises and plunges the land into darkness, creating a sinister and twisted version of Beluslan – Apheta Beluslan.

Much like with their expeditions to Telos, the Daevas report of worrying irregularities in Apheta Beluslan. A small expeditionary force on its own would be insufficient, so they decide to dispatch a huge warship.

When the Daevas arrive in Apheta Beluslan, they are met by weirdly mutated creatures everywhere they look. As in the Beluslan of old, Elyos and Asmodian are soon at each other's throats, but the entire land is now twisted almost beyond recognition. Soon both Elyos and Asmodian come to recognise that Tiamat's Legion have managed to extract a new power like Siel's own. The factions use their warships as a base of operations for launching an assault against the Tiamat Legion.

Faction	Entry Location	Entry Requirement
Elyos	Eos Portal	From level 56
Asmodian	Minox Portal	From level 56

- You require a certain amount of Kinah to enter Apheta Beluslan.
2. Added garrison battles.
 - When you conquer a garrison, you can carry out one daily or one weekly quest.
 - If a faction conquers all the garrisons, the opposing faction receives a buff.
 3. Added a neutral raid.
 - This takes place in Apheta Beluslan every Saturday at 11 PM.



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- Players near Alukina's Palace at the beginning of the raid will be teleported to the Elyos/Asmodian base.
 - Raid points apply throughout the entirety of Alukina's Palace.
 - The remaining time is displayed on the map once the neutral raid starts.
 - The faction which completes the neutral raid first wins and receives rewards according to their contribution points.
 - If you leave the raid after it starts, you can no longer see the menu used in the raid to resurrect with skills/your teammate's items.
4. Added a new NPC for exchanging relics.
 - Appears when a garrison has been conquered. The type of relic which can be exchanged depends on the garrison.
 - Exchanged at a rate 50% higher than standard Abyss Points.
 5. Added a new merchant for crafting material fragments.
 - Appears when a garrison has been conquered. The type of material traded depends on the garrison.
 6. Added a new merchant for weaponsmithing and accessory designs.
 - Appears at certain times and at random in certain locations in Apheta Beluslan.
 - Disappears 1 hour after appearing.
 7. Added material supply contents.
 - Added Garrison Seals to the reward for completing the daily quest to conquer garrisons in Apheta Beluslan.
 - Added a new weekly quest in which you can receive a Garrison Seal in reward.
 - The supply merchant appears daily at certain locations in Apheta Beluslan between 7 PM and 2 AM. You can use Garrison Seals to purchase supplies.

<A> Guild Merchant	<PHE> Guild Merchant	<TA> Guild Merchant
Malek Mine	Hoarfrost Outpost	The Whispering Forest

- Supply buyers appear when you conquer a garrison. You can exchange the supplies you obtained from supply merchants for rewards.

<A> Guild Merchant	<PHE> Guild Merchant	<TA> Guild Merchant
62nd Garrison of Apheta Beluslan	67th Garrison of Apheta Beluslan	65th Garrison of Apheta Beluslan
63rd Garrison of Apheta Beluslan	68th Garrison of Apheta Beluslan	66th Garrison of Apheta Beluslan

- You can exchange Aphetan Adventurer's Seals for cosmetic items and animation skill books from Tasunerk and Tapherunerk.

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8. Added named monsters:

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
7 PM	Mutant Priest Zitan / Mutant High Priest Heka						

- You can receive the rewards you'd get from Priest Zitan and High Priest Heka from these two mutants, as well as stigmas normally available from regular monsters in Apheta Beluslan.
9. Notes on named monsters:
- Certain named monsters appear after a variable rather than a fixed amount of time.
 - Certain named monsters now appear at a certain series of locations.
 - Certain named monsters now move along set paths.
 - The title for named monsters has been unified to <Chaotic Tyrant>.
 - The size of named monsters has been adjusted, and the movement speed of certain monsters during combat has been changed.
10. Certain parts of the legion menu cannot be used in Apheta Beluslan.

Instances

1. Added the new instance Phaestos' Disc.



Radan, once himself a Daeva, went renegade when Tiamat started her campaign of kidnappings, and has served as her right-hand man ever since. Harnessing the powers of thunder and lightning, he transformed many Daevas into Thunderstream legionaries who served the Balaur's orders.

But then the Thunderstream legionary and experimental guinea pig managed to escape. Tiamat had already ordered Siel's Power throughout Atreia to be gathered, and now



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orders Radan to infiltrate Beluslan. His knowledge of the area from his many years as a Daeva serves him well.

Radan continues his research into the mysterious substance Auridion, that golden material in the ruins where ancient weapons technology lies hidden.

For its immense potential, the Auridion was to be extracted by Tiamat's Legion.

Nevertheless, given its origins in Siel's Power, the material proved difficult to control and Radan was incapable of harnessing the Auridion to his ends. He takes a liking to the technologies lying buried in the ruins to construct a powerful new weapon. Finally, he manages to gain control of the Auridion, that fruit of Siel's Power.

Beluslan suffered under the effects of his experiments, becoming twisted through the distortion of space-time. Radan continues his research in the twisted depths of the ruins, in a place called Phaestos' Disc.

Now that he has access to a power that neither Daeva nor Balaur ever thought possible of mastering, the hegemony over Aphertha Beluslan and the whole of Atreia is in the making.

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

- Added a new Phaestos' Disc quest.

Faction	Entry Location	Quest
Elyos	Chronos	[Group] Deep Mine Din
Asmodian	Xythei	[Group] Noise from Inside the Mine

- Increased the max. entry level for certain instances to level 58.
- Reduced the difficulty of The Red Throne: Telos.
 - Reduced the HP of Exploding Drakie, Vasharti Special Search Officer and Vasharti Vindicator.
 - Reduced the number of monsters summoned in each phase.
 - Changed how often Vasharti Vindicator uses the Capture skill.
 - Reduced the Vasharti Special Search Officer's attack range.
- Steel Rake, Theobomos Lab, Adma Stronghold, Dark Poeta, Taloc's Hollow, Tiarkh Testing Lab, Tempus and The Red Throne: Telos can now be entered without completing the prerequisite quest.
 - The entry level and item requirements remain unchanged.
- Reduced the difficulty of Taloc's Hollow.
 - You no longer instance receive skill items, instead the Taloc Fruit transformation is applied.



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- While Taloc Fruit is active, you can use the instance skills.
 - Reduced the cooldown of instance skills.
 - Reduced the HP of Kinquid, Queen Mosqua and Celestius.
 - Reduced the HP of Bug Fluid and Cracked Huge Insect Egg.
 - Changed the level of Reian NPCs in the instance to level 55 and increased some stats.
7. Changed the rewards from certain monsters in Udas Temple.
- You no longer receive heroic or lower gear from Devoted Anurati, Lord Vallakhan or Nexus.
 - Fabled gear can now only be gained from Devoted Anurati.
8. Changed the rewards from certain monsters in Lower Udas Temple.
- You no longer receive heroic or lower gear from Debilkarim the Maker, Chura Twinblade, Anvilface or Oddwood.
 - Fabled gear can now only be gained from Debilkarim the Maker.
 - The chance to receive eternal earrings from Debilkarim the Maker has been increased.
 - The Jotun Blacksmith's Leather Belt/Sash and Jotun Worthy Leather Hat previously found in the treasure chest in Lower Udas Temple can now be acquired from Debilkarim the Maker.
 - Increased the chance to obtain the Jotun Blacksmith's Leather Belt.
9. The Jotun Vault in Lower Udas Temple can no longer be used.
- The Jotun Vault Key is no longer obtainable.
10. Changes to Steel Rake.
- You now receive a buff on entering.
 - Increased the damage of Shulack Bomb.
 - Reduced the HP of Golden Eye Mantutu.
11. Made some changes to Padmarashka's Cave:
- Fixed: Padmarashka's Spawn could appear after the battle in Padmarashka's Cave.
 - Fixed: The egg in Padmarashka's Cave sometimes would not appear during the battle.
12. Made some changes to Locked Tiarkh Testing Lab.
- You now receive a buff on entering.
 - Reduced the Lab Director's HP.
 - Removed some monsters.



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13. Fixed: Players would lose the transformation effect from the instance if they had more than a certain number of buffs.

Battlefields

1. Removed the Dredgion battlefield.
2. Changed the minimum entry level for the Chantra Dredgion to level 56.
3. Changed the minimum entry level for the Tiarkh Testing Lab to level 56.

Arena

1. Changed the minimum entry level for the training and combat arenas to level 56.
 - New reward items are available in combat arenas with an entry level requirement of 56.
2. Fixed: Incorrect rewards were awarded in the Arena of Discipline and Arena of Cooperation.
3. Updated the Arena of Glory.
 - Changed the 4-player 1v1v1v1 mode to a 2-player 1v1 mode.
 - Removed the maps Alquimia Cesspool, Zigguratia and Trepone Floating Tower.
 - Changed the points for relics and killing monsters.
 - Changed the score calculation for the 1v1 mode.
 - Removed some Togs from the Blacksand Arena.
4. Changed the contents of the skill book bundle sold by the Consumables Distributor in the Emyrean Crucible.
5. Changed the contents of the comeback skill book bundle sold by the Consumables Distributor in the Emyrean Crucible.



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Abyss

1. The relic trader Ogerunerk no longer appears in the Abyss Core.
2. There are no longer fortress battles in Asteria Fortress or Roah Fortress.
3. The conquest of Siel's Eastern Fortress, Siel's Western Fortress, Sulphur Fortress, Asteria Fortress and Roah Fortress no longer impact the influence ratio.
4. You can no longer teleport to the Asteria Fortress and Roah Fortress from the Abyss faction bases.
5. Removed artefacts from the Asteria Fortress and Roah Fortress.
6. Deleted the Asteria Chamber and Chamber of Roah instances.

Fortress Battles

1. Changed the times of fortress battles for fortresses in Inggison and Gelkmaros:

Time	Wednesday	Saturday	Sunday
7 PM	[Lower Abyss] Siel's Left Wing Siel's Right Wing Sulphur Fortress		[Upper Abyss] Krotan Fortress Kysis Fortress Miren Fortress
10 PM	[Inggison] Altar of Avarice Temple of Scales [Gelkmaros] Vorgaltem Citadel Crimson Temple	[Core] Divine Fortress	[Inggison] Altar of Avarice Temple of Scales [Gelkmaros] Vorgaltem Citadel Crimson Temple

2. Changed the rewards for participating 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	Azure Gold (x7) / 72	Azure Gold (x5) / 108	Gold (x7) / 144	Gold (x5) / 156	Silver (x4) / 288
Siel's Western Fortress	Azure Gold (x7) / 72	Azure Gold (x5) / 108	Gold (x7) / 144	Gold (x5) / 156	Silver (x4) / 288
Sulphur Fortress	Azure Gold (x7) / 72	Azure Gold (x5) / 108	Gold (x7) / 144	Gold (x5) / 156	Silver (x4) / 288



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Krotan Fortress	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 288
Kysis Fortress	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 288
Miren Fortress	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 288
Divine Fortress	Ebony Gold (x7) / 72	Ebony Gold (x5) / 108	Ebony Gold (x4) / 144	Ebony Gold (x3) / 156	Ebony Gold (x2) / 288
Altar of Avarice	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 288
Temple of Scales	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 288
Vorgaltem Citadel	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 288
Crimson Temple	Ebony Gold (x5) / 72	Ebony Gold (x4) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold Fragment (x9) / 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	Azure Gold (x5) / 72	Azure Gold (x3) / 108	Gold (x5) / 144	Gold(x3) / 156	Silver (x3) / 288
Siel's Western Fortress	Azure Gold (x5) / 72	Azure Gold (x3) / 108	Gold (x5) / 144	Gold(x3) / 156	Silver (x3) / 288
Sulphur Fortress	Azure Gold (x5) / 72	Azure Gold (x3) / 108	Gold (x5) / 144	Gold (x3) / 156	Silver (x3) / 288
Krotan Fortress	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x9) / 288
Kysis Fortress	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x9) / 288
Miren Fortress	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x9) / 288
Divine Fortress	Ebony Gold (x6) / 72	Ebony Gold (x5) / 108	Ebony Gold (x3) / 144	Ebony Gold (x2) / 156	Ebony Gold (x1) / 288
Altar of Avarice	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x5) / 288



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Temple of Scales	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x5) / 288
Vorgaltem Citadel	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x5) / 288
Crimson Temple	Ebony Gold (x4) / 72	Ebony Gold (x3) / 108	Ebony Gold (x2) / 144	Ebony Gold (x1) / 156	Ebony Gold Fragment (x5) / 288

- Removed defence rewards for the following fortresses:
Krotan Fortress, Kysis Fortress, Miren Fortress, Asteria Fortress, Roah Fortress, Siel's Left Wing, Siel's Right Wing and Sulphur Fortress.
- Kisks can no longer be set up at certain locations of the Divine Fortress.
- If you leave the fortress battle after it starts, you can no longer see the menu used in the battle to resurrect with skills/your teammate's items.

Characters

- Increased the level cap from 55 to 58.
- Added Total Enchantment.
 - Equipment is divided into PvP and PvE gear and weapons.
 - When the weapons and gear meet the requirements, the following effects are activated:
 - Equipment of fabled level and above
 - Weapons and gear of level 55 and above
 - At least 5 PvE/PvP weapons and armour equipped

Level	Total Enchantment	PvE	PvP
1	60	Received Healing Boost +7%	Received Godstone Elemental Damage: -50%
2	65	HP: +500	Godstone Stun Duration: -50%
3	75	PvE Attack vs Bosses: +10%	Godstone Silence Duration: -50%



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4	90	Drop Rate: +30%	Godstone Paralysis Duration: -50%
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- For weapons, the higher level of enchantment between the left- and right-hand slots is applied.
- 3. You can now create up to 12 characters per account.

Legions

- Updated some legion campaigns.

Before	After
[Gathering/Crafting] Gather Items Containing Essence 4x	[Gathering/Crafting] Collect Items in Apheta Beluslan 20x
[Universal] Kill 6x 50th Drakan Elites in Silentera Canyon	[Universal] Defeat 3x Tiamat Officers in Apheta Beluslan
[Universal] Enter Chantra Dredgion 24x	[Universal] Join Battlefield 24x
[Universal] Enter Tiarkh Testing Lab 24x	[Universal] Collect 5x Level-50/60 Balic Materials
[PvP] Use Fine Siege Weapon 12x	[PvP] Use Multi-fire Cannon Rig/Fine Siege Weapon 20x

- Reduced the difficulty of certain legion campaigns.
- Added new items to the legion crafting list.

Faction	Item Name
Elyos	10x Legion Essence
	50x Legion Essence
	Birthday Cake Persistent Legion Kisk (Elyos)
	Sanctum Flag Persistent Legion Kisk (Elyos)
	Reshanta Flag Persistent Legion Kisk (Elyos)
	Poeta Flag Persistent Legion Kisk (Elyos)
Asmodian	10x Legion Essence
	50x Legion Essence
	Birthday Cake Persistent Legion Kisk (Asmodian)
	Pandaemonium Flag Persistent Legion Kisk (Asmodian)
	Reshanta Flag Persistent Legion Kisk (Asmodian)



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	Ishalgen Flag Persistent Legion Kisk (Asmodian)
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- Added new items to the Mint Coin list.

Required Materials	Result
Platinum Medal	250x Mint Coin
Azure Gold Medal	200x Mint Coin
Gold Medal	150x Mint Coin
Silver Medal	100x Mint Coin

- Added a Crafting Log to the legion window.
 - The Crafting Log includes the production start/completion previously displayed in the History.
- Added a Usage Log (Warehouse) to the legion window.
- Hovering over coins now displays information about them.
- Added information about Mint Coins and Legion Essence to the legion info.
- Fixed: The Production Points Overview sometimes wasn't updated.

Quests

- Added 3 new campaigns for level 56 for each faction.
 - You automatically receive them upon reaching level 55. When you complete a campaign, you get the next one.
- Added an Instant Report system for quests.
 - Once you've fulfilled the requirements for certain quests, you can use the Instant Report in the campaign/quest window to collect the reward.
- Added Radiant Ops and Blood Crusade quests which you receive when you reach level 56.
- Increased the level for accepting arena-related quests.

Faction	Quest Title	Level
Elyos	A Coliseum Contestant	56
	First Blood	
	The Chilling Truth	
	[Daily] Continuing the Training	
Asmodian	Crucible Coliseum	56
	A Test of Blood	



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	The Coliseum's Secret	
	[Daily] Battle in the Crucible Coliseum	

- If any of these quests had previously been accepted before the update, they will be automatically abandoned.
- Completed quests will not be deleted.

5. Increased the level for accepting Tiarkh Testing Lab quests.

Faction	Quest Title	Level
Elyos	Reinvestigating the Tiarkh Testing Lab	56
	[Daily] Exciting Lead on the Test Subject	
	[Daily] New Suspicion	
	[Daily] For a Smooth Investigation	
Asmodian	New Investigation of the Tiarkh Testing Lab	56
	[Daily] Clues on the Test Subject	
	[Daily] Successor Investigations	
	[Daily] For Undisturbed Investigations	

- If any of these quests had previously been accepted before the update, they will be automatically abandoned.
- Completed quests will not be deleted.

6. Dredgion quests can no longer be accepted.

Faction	Quest Title
Elyos	[Group] To Kill a Captain
	[Group/Daily] Prison Break
	[Group] Heart of the Dredgion
	[Group] Inspection Concluded
	[Group] Steal the Surkanate
	[Group/Daily] Destruction of the Surkana
	[Group/Daily] Key to Chaos
	[Group] Dredging the Dredgion
Asmodian	[Group] The Dredgion Captain
	[Group/Daily] Escape From the Dredgion!
	[Group] Chaos on the Dredgion
	[Group] Stalk the Auditor
	[Group] Capturing the Surkanate
	[Group/Daily] Damaging the Dredgion
	[Group/Daily] This Time It's Personnel



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	[Group] Ceaseless Attack
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- If any of these quests had previously been accepted before the update, they will be automatically abandoned.
- Completed quests will not be deleted.
- If you have any quest-related items, these will be deleted.

7. Increased the level for accepting Chantra Dredgion quests.

Faction	Quest Title	Level
Elyos	[Group] Dredgion Blues	56
	[Group] Obtain the Balaur Supplies	
	[Group] My New Toy	
	[Group] Disarm the Chantra Dredgion	
Asmodian	[Group] Rise of Chantra Dredgion	56
	[Group] New Weapon Test	
	[Group] Seize the Balaur Supplies	
	[Group] Balaur Agent Assassination	

- If any of these quests had previously been accepted before the update, they will be automatically abandoned.
- Completed quests will not be deleted.

8. The [Daily] Banishing the Shadowborn, [Daily] Snuff the Sunsuckers, [Weekly] Everything is Radiant, and [Weekly] Clash in the Canyon quests can no longer be accepted.

- Previously accepted quests can be completed.

9. Changed the level required to accept the Arena of Glory to the Victors quest to level 56.

10. Removed Kinah rewards from certain quests.

11. Changed the Steel Rake quest in which you receive fabled gear in reward.

- If you complete the quest once, you will now receive an armour selection box.
- Changed the number of times the quest can be repeated.
- Changed the location of Koruchinerk.
- Depending on the number of active quests and their progress before the update, you will receive an armour chest.

Number of Quests	Status	Rewards
1	Accepted/In Progress	No reward
	Completed	
2	Accepted/In Progress	Receive reward
	Completed	



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3	Accepted/In Progress	
	Completed	
4	Accepted/In Progress	No reward
	Completed	

12. Deleted or modified certain quests in Roah Fortress and Asteria Fortress.

- Completed quests will not be deleted.
- Changed the names of items named after the rewarding NPC.

Faction	Quest	Change
Elyos	[Group] Decimate the Asteria Garrison	Quest deleted
	[Group] Decimate the Roah Garrison	
	[Group] Attack Asteria Elites	
	[Group] Capture Roah Fortress	
	[Group] Assault Roah Elites	
	[Daily] Enemy in the Abyss	
	[Daily] The Last Balaur in the Chamber	
	[Daily] Securing Treasure in the Asteria Chamber	
	[Daily] Securing Treasure in the Chamber of Roah	
Asmodian	[Group] Preemptive Strike	Quest deleted
	[Group] Defeat the Roah Garrison	
	[Group] Attack Asteria Elites	
	[Group] Seize Roah Fortress	
	[Group] Attack Roah Elites	
	[Daily] Cleansing the Asteria Chamber	
	[Daily] The Balaur in the Chamber	
	[Daily] Grabbing Treasure in the Asteria Chamber	
[Daily] Grabbing Treasure in the Chamber of Roah		
Elyos	[Alliance] Top Gatekeepers	Changed monsters
	[Alliance] Defeat Upper Generals	
	Tenacious Archon	
	Clearing out the Asmodian Landing	
	Making Our Own Weapons	
	Ending the Ancients	
Asmodian	[Alliance] Top Gatekeepers	Changed monsters
	[Alliance] Reshanta's Hero	
	Thwart the Elyos Sabotage	
	Hair Apparent	



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	Medicinal Purposes	
	Dangerous Statue	
Elyos	Jakuner's Shot at the Big Time	Changed content
Asmodian	Sign on the Dotted Line	

- 13. The Struggle Within quest can no longer be accepted.
 - If these quests had previously been accepted before the update, it will be automatically deleted.
- 14. Increased the XP rewards for certain campaigns above level 50.
- 15. Reduced the difficulty of the following Balaurea quests:

Faction	Quest Name
Elyos	Sword of Transcendence
	Pearl of Protection
	An Important Choice
	Proving Yourself to Outremus
	Friends for Life
	Support the Inggison Outpost
	Sulla's Startling Discovery
	Will the Aether Rain?
	It's Better! It's an Obelisk!
Asmodian	Spirit Blade
	But What we Make
	To Face the Future
	Nasty Lightfingers
	The Aether Must Flow
	Spreading Asmodae's Reach
	Kumbanda's Whereabouts
	Battles at Vorgaltem
	At the End of the Hunt

- The following quest items acquired before the update will be deleted:

Items
Aether Energy Marble
Celestius' Heart
Klaw Digestive Gland
Drana Sample
Fly Agaric Juice
Parchment Map



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Hanarkand Map
Aether Bomb
Power Generator Core
Balaur's Belongings
Weighty Cube
Taloc's Tears
Taloc Fruit
Klawtiar's Scentbag
Concentrated Vitality

- If you have completed more than step 1 of the following quests before the update, the quest progress will be reset.

Faction	Quest
Elyos	Pearl of Protection
	Proving Yourself to Outremus
	Friends for Life
	Support the Inggison Outpost
	Sulla's Startling Discovery
	Will the Aether Rain?
	It's Better! It's an Obelisk!
Asmodian	But What we Make
	Nasty Lightfingers
	The Aether Must Flow
	Spreading Asmodae's Reach
	Kumbanda's Whereabouts
	Battles at Vorgaltem
	At the End of the Hunt

16. Reduced the difficulty of the following campaigns:

- Steps and progress in the relevant campaigns have been simplified.

Faction	Quest Title
Elyos	Something in the Water
	A Dangerous Artefact
	Speaking Balaur
	The Calydon Ruins
	Illegal Logging
	Hunting Leparist Revolutionaries
	Odium in the Dukaki Settlement



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	Frillneck Hunt
	Mark of Vengeance
	Power of the Elim
	Aether Insanity
	Indratu Legion
	Fragment of Remembrance 2
	The Klaw Threat
	Sataloca's Heart
Asmodian	The Protector of Nepra
	Suppressing the Bakarma Legion
	Speaking Balaur
	Looking for Leibo
	Take the Initiative
	Guardian Spirit
	An Undead Occupation
	Graves of the Red Sky Legion
	An Undead Occupation
	The Secret Passage
Light up the Lighthouse	

17. Fixed: The Spreading Asmodae's Reach quest sometimes couldn't be completed.
18. [Group] Destruction and Rebirth and [Group] 2 Fragments of Agrif's Rage can no longer be accepted.
 - If these quests were accepted/completed before the update, they will be deleted.
19. Fixed: Some Dragon Sword quests couldn't be completed.
20. Reduced the difficulty of the Take the Initiative campaign.
 - Removed some monsters.
 - Some monsters no longer use support skills in combat.
21. Changed the equipment rewards of certain Elyos/Asmodian campaigns.
22. Added turn-in quests for Abyss gear.
 - If you have 5 types of matching Elite Squad Leader/Centurion/Tribunus armour, you receive a reward.

Faction	NPC	Quest Title
Elyos	Alcyone	Elite Guardian Squad Leader's Memories
		Elite Guardian Centurion's Memories



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		Elite Guardian Tribunus' Memories
Asmodian	Riegle	Elite Archon Squad Leader's Memories
		Elite Archon Centurion's Memories
		Elite Archon Tribunus' Memories

- 23. Fixed: The Rooting Out Corruption and Saving Dalia quests sometimes couldn't be completed.
- 24. Added daily quests for Fortuneers and Charliruner's Daemons available from level 56.
 - You can now receive Convent Medals and Brotherhood Tokens for the new daily quest.
 - The Convent Medals and Brotherhood Tokens can be exchanged for Radiant Tokens and Crusader Tokens respectively.
- 25. The following quests can no longer be obtained:

Quest
[Spy/Weekly] Balaurean Art Raid in Gelkmaros
[Spy/Weekly] Balaurean Art Raid in Inggison
[Rep] Balaurean Art Raid in Silentera Canyon

- 26. A Greater Dramata Painting Fragment has been added as a reward to the following quests:

Faction	Quest
Elyos	[Spy/Weekly] Protect the Artefact from the Asmodians
	[Weekly] Annihilate the Asmodians
	[Spy/Weekly] Petrahulk in The Great Fissure
	[Spy/Weekly] Drakies Sully the Fortress
	[Spy/Weekly] Drakes at the Fortress
	[Spy/Weekly] A Shield Situation
Asmodian	[Spy/Weekly] Protect the Artefact from the Elyos
	[Weekly] Annihilate the Elyos
	[Spy/Weekly] Mudthorn in Inggison
	[Spy/Weekly] Bolstering Our Defences
	[Spy/Weekly] Food for Rationing
	[Spy/Weekly] Sandstorms Get in Your Eyes

- 27. Added monsters and reward items to the following Elyos/Asmodian quests in Balaurea:
 - If the quest is already in progress, it will be reset after the update.



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Quest
[Spy/Weekly] Protect the Artefact from the Asmodians
[Spy/Weekly] Protect the Artefact from the Elyos
[Weekly] Annihilate the Asmodians
[Weekly] Annihilate the Elyos

- 28. Reduced the difficulty of the A Captive Flame quest.
 - Removed the fake chalice from the Fire Temple.
 - You can use the /where function to find out where the Chalice Guard Denlavis is located.

Items

- 1. Added Ebony Gold Medals.
 - Can be obtained in fortress battles.
 - Can be obtained from new and some existing quests.
 - Chance to be obtained as a reward in the Emyrean Crucible.
 - Can be obtained in the Esoterrace and Abyssal Splinter.
- 2. Added new Elite Suicide Squad Abyss armour.
 - Can be purchased with Ebony Gold Medals and AP.
- 3. Added new necklaces, earrings and rings.
 - These are available for completing new campaigns.

Type	Name
Necklace	Expedition Elite Corundum Necklace
	Expedition Elite Turquoise Necklace
Earring	Expedition Elite Corundum Earring
	Expedition Elite Turquoise Earring
Ring	Expedition Elite Corundum Ring
	Expedition Elite Turquoise Ring

- 4. Added Kisk Return Scrolls.
 - Each Kisk Return Scroll has a different usable level in 10-level increments and can be purchased from General Goods Merchants.
 - Kisk Return Scrolls can only be used when you are bound to a Kisk.



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- The possible number of Kisk returns and resurrections are shared. Once all resurrections/returns have been used up, the Kisk is destroyed.
- 5. Added Premium Inquin Dye.
 - Premium Inquin Dye can only be used on the respective cosmetic item. When used there is a certain chance to apply certain animations and colours.
 - The Premium Inquin Dye can be removed again with Dye Remover.
 - Select the Inquin Costume from AION Look → Wardrobe → Dye appearance, and then the Premium Inquin Dye to see a preview of the dyed appearance.
- 6. Improved the appearance of the Disco Ball Look.
- 7. Improved the appearance of the Dating Outfit.
- 8. Fixed: The effect of Tornado Chainblades was not displayed.
- 9. Arena items can be stored in regular cubes.
- 10. Changed the contents of the Legion Reward Bundle which can be purchased for Legion Arete Coins.
- 11. Fixed: Ears were displayed while wearing Daeva Ranger Headgear.
- 12. Fabled gear from the Steel Rake quest reward bundle has been changed to [Supply] gear.
 - The [Supply] Steel Rake gear set effect is not swappable with that of previous gear items.
- 13. Your legion members can see Camouflaged Legion Kisks, even if they are not in your group or alliance.
- 14. Improved the information on Secret of the Gatherer items.
- 15. Changed the cooldown of stat transformation candies to 10 minutes.
- 16. Using the same temporary title card again now extends the duration.
 - Can be extended to a maximum of 365 days.
- 17. Added a Doom Lure I skill book with the same effect as the Templar's Doom Lure I stigma skill.
- 18. Fixed: The rank of certain skill book items differed from the item of the previous level.
- 19. The cooldown of some scrolls is now 1 second.

Scroll	Cooldown
Running Scroll	1 second
Raging Wind Scroll	
Courage Scroll	
Word of Awakening	
Crit Strike Scroll	



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Crit Spell Scroll	
Crit Strike Resist Scroll	
Spell Resist Scroll	

20. The cooldown of certain scrolls is no longer shared.

Scroll	Group
Running Scroll	1
Raging Wind Scroll	
Courage Scroll	
Word of Awakening	
Crit Strike Scroll	2
Crit Spell Scroll	
Crit Strike Resist Scroll	
Spell Resist Scroll	
Fireproof Scroll	3
Earthproof Scroll	
Waterproof Scroll	
Windproof Scroll	

- 21. You can now get the Transformation: Krall and Transformation: White Tiger skills of level V (instead of IV) from the Crucible Jewel Bundle and Crucible Herb Bundle.
- 22. Fixed: The stats of Enraged Veille and Enraged Mastarius gear which you received from Agent Battle Participation Bonus Bundles were applied incorrectly.
- 23. Added items which can be exchanged for Fighting Spirit Agate.
- 24. Changed the amount of Fighting Spirit Agate required for items.
- 25. The Slayer's Decorations item has a different composition.
- 26. Certain items can no longer be looted from monsters in the open world.

Balaurea

- 1. The Space-Time Rift of Balaurea is now open permanently.
- 2. Added a new medal merchant.
 - 1 Ebony Gold Medal can be exchanged for 1 Platinum Medal.
 - Can be exchanged at the War Effort Rewards in Inggison and Gelkmaros.



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- Added an Elite Suicide Squad distributor to the War Effort Rewards in Inggison and Gelkmaros.
 - Ebony Gold Medals and AP can be exchanged for Elite Suicide Squad gear.
- Balic materials and Fine Elemental Stones are no longer available from monsters in Inggison, Gelkmaros or Silentera Canyon.
 - They can still be obtained from monsters in Balaurea fortress battles.
- Removed Kinah rewards from some monsters in Balaurea and Silentera Canyon.
- Changes to the agent battle:
 - If you leave the agent battle after it starts, you can no longer see the menu used in the battle to resurrect with skills/your teammate's items.
 - Fixed: The Inggison Outpost guards did not spawn after the end of the agent battle.
- Increased the chance of getting eternal gear from Omega and Ragnarok.
 - You now have a 100% chance to get an eternal hat or necklace from Omega.
 - You now have a 100% chance to get eternal earrings or a ring from Ragnarok.
- Changed the times Omega and Ragnarok appear.

Monster	Before	After
Omega	Wednesdays/Fridays at 11 PM	Tuesdays/Thursdays at 11 PM
Ragnarok	Tuesdays/Thursdays at 11 PM	Wednesdays/Fridays at 11 PM

- Enraged Debilkarim and Enraged Lakhara no longer appear in Silentera Canyon.
- The following named monsters no longer appear.

Region	Monster
Inggison	Priest Zitan
	Rockhorn
	Head Priest Nashuma
	Sukana the Learned
Gelkmaros	High Priest Heka
	Skully Crimsonshell
	Turatu Spawnfoot
	Elder Malekor



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Book of Legends

1. Added the Aphetta Painting as a new ancient artwork.
2. Added a feature to identify unknown painting fragments.
 - The feature can be found under Start Menu → Book of Legends → Ancient Artwork.
 - Removed art expert NPCs and identification quests for unknown painting fragments.
3. You are now guaranteed to get Lesser/Greater Brohum Painting Dust in Balaurea.
4. Increased the number of Unknown Normal/Major Brohum Painting Fragments earned for beating certain instances.
5. When you merge together Lesser Brohum Painting Dust, you no longer get Unknown Fine Brohum Painting Fragments.
6. Increased the chance of getting an Unknown Fine Brohum Painting Fragment when merging Brohum Painting Dust (Normal to Major).
7. Reduced the HP of Plundered Art Chests in Balaurea.
 - Reduced the respawn time.
 - Added spawn points in Inggison and Gelkmaros.
8. Increased the number of Major Dramata Painting Dust available in the Chantra Dredgion and Tiarkh Testing Lab.
9. Increased the chance of getting an Unknown Fine Dramata Painting Fragment when merging Dramata Painting Dust (Normal to Major).

Moreth, Chronicle of Time

1. Fixed: Record points were sometimes set incorrectly.
2. Fixed: Certain items incorrectly displayed whether they could be recorded in Moreth, Chronicle of Time.



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Skills

1. Added 2 new skills for each class.
 - These can be learned via skill book.

Class	Skill
Gladiator	Charge Stamina I
	Counterattack Serum I
Templar	Wisdom's Shield I
	Agonising Defence I
Ranger	Focus Arrow I
	Nimble Breath I
Assassin	Debilitating Seal Destruction I
	Obliteration I
Sorcerer	Robe of Nature I
	Temperature Drop I
Spiritmaster	Soul Drain I
	Horror Shackles I
Cleric	Prayer of Concentration I
	Protective Shield I
Chanter	Steeled Body I
	Battle's Hold I
Revenant	Sonic Boom I
	Chain of Hatred I

2. Added a new level to some class skills.
3. Added the skill Quick Glide.
 - Quick Glide can be learned up to level 58 via the skill book.
 - Using Quick Glide sets the movement speed to 18.
 - You can activate Quick Glide by double-tapping the key to rise vertically twice while gliding.
 - Quick Glide consumes 3.5 seconds of flight time in flying zones.
 - Quick Glide consumes 15 seconds of flight time in no-fly zones.
 - Using Quick Glide adds 1 second to the cooldown before flying again.
 - Quick Glide ends when you use the landing/jump key.
 - Quick Glide cannot be used in the following situations:
 - In geysers, updraughts or windstreams



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- Quick Glide ends if you are attacked or enter a special state
 - Quick Glide ends automatically if total flight time is less than 12 seconds
4. Added Storm Attack skills.
 - You can learn them from a skill book and use them during Quick Glide.
 5. Changed some Templar, Assassin and Ranger skill effects.
 - More details can be found under Skill Changes at the end of this document.
 6. Removed the Elyos/Asmodian limitation for certain class skills.
 - More details can be found under Skill Changes at the end of this document.
 - Skills of the opposing faction can be acquired from preceptor NPCs. Skill books have the same level and price as hitherto and are displayed in the purchase list.
 - Stigma skills of the opposing faction are already dropped, so no additional way to acquire them has been added.
 7. The Summon Group Member skill can also be used on a target in the same group within a league.
 8. Increased the damage of Strike of Darkness I–V, Darkness Rune I and Rune Swipe I.
 9. Fixed: Flash Shield I and Flash Shield II didn't share a cooldown.
 10. Fixed: The damage from Swift Shot V level 2 was weaker than that of Swift Shot IV level 9.
 11. Fixed: The Mau Form skill appearance was sometimes displayed incorrectly.

NPC

1. Removed the Dredgion entry and quest NPCs.
2. Morph book items sold in Abyss fortresses can now be purchased from a new NPC in Sanctum and Pandaemonium.
 - The prices of the books have been partly changed.

Faction	NPC Names	Location
Elyos	Semelle	Sanctum: Artisans Hall
	Pherdix	
Asmodian	Tazze	Pandaemonium Plaza: Temple of Artisans
	Acetlar	



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Crafting

1. Added new weaponsmithing for level 58.
2. Added new accessory crafting for level 58.
3. Added new recovery potions and serums.
4. Added new gathering materials for 480+ skill points.
 - The new gathering materials are found in Apheta Beluslan.
5. New designs and materials are available from faction crafting merchants.

Sounds

1. The stun sound effect is now only played once.
2. Changed the sound effect when obtaining Major Ancient Crowns, Greater Ancient Crowns, Ancient Crowns and Lesser Ancient Crowns.
3. Fixed: No sounds were played when a named monster appeared.
4. Fixed: Footsteps were sometimes not played when climbing stairs.
5. Fixed: Certain background sounds were not played.
6. Fixed: Jumping sound effects were occasionally not played correctly.

UI

1. Changed the menu for resurrecting.
 - a. Added the option to Resurrect at Bind Point.
 - b. Resurrect at Bind Point is only available in Apheta Beluslan.
2. Fixed the resurrection tips displayed when you die in an instance.
3. Changed the splash image displayed when starting the game from the launcher.
4. Fixed: The inventory window was displayed in the wrong location in the Wardrobe.
5. The way secondary items are arranged in the enchantment menu has been changed.
6. Changed the message displayed when clicking the Global Auction House symbol (before changing to Daeva).



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7. Fixed: Certain interface elements were displayed incorrectly when expanding the Wardrobe.
8. Fixed: Hovering over a group member or alliance member list displayed the tooltips in the wrong location.
9. Enemies are highlighted on the compass during Quick Glide.
10. Only enemies using Quick Glide ahead of you are shown.

Miscellaneous

1. Added the option Show Ranking Badges to the game options.
 - You can choose to hide your ranking badge from everyone.
2. Added the option Show Speech Bubbles to the game options.
 - If you choose Hide, no speech bubbles will be displayed.
3. Added an event display to the World Map (M) → Show on Map → Basic Information list.
4. Added region names display to the World Map (M) → Show on Map → Basic Information list.
5. Changed Exchange Core to Apheta Beluslan Exchange in the Relic Appraiser.
6. Fixed: The Display FPS option was automatically deactivated after reconnecting.
7. Added a time display to the chat window options.
 - Options apply to individual characters, and different settings can be applied to each tab.
8. Fixed: Breath of the Land could be received from certain gathering items in Elysea/Asmodae.
9. Increased range for identifying the nearest target from 40m to 50m.
10. Fixed: Pets could sometimes not be summoned again after teleporting/moving to an instance server.
11. Fixed: Resetting a modified item did not remove the dye.
12. Fixed: Linking items in the chat window did not display information about the item's upgrade.
13. Fixed: The number of items listed in the Global Auction House was displayed incorrectly.
14. AION Look changes:
 - Earrings are no longer automatically equipped in the preview.



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- Fixed: Sometimes the automatic search menu would appear even though the AION Look window was closed.
- Fixed: The AION Look window was not displayed correctly in windowed mode.
- Fixed: The shortcut key for opening/closing the window in the AION Look window was not displayed correctly.



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Skill Changes

1. Some Templar, Assassin and Ranger skills have been changed:

- **Templar**

Templars protect themselves and their party with strong defence. For this reason, they are usually only used as bodyguards in combat. We've made some changes to alleviate this situation.

*Firstly, **Capture** and **Focused Capture** – the Templars' bread and butter skills – **no longer share a cooldown.***

*In addition, a **Capture skill book with the same effect as the Capture stigma skill has been added.***

(The Capture skill book can be obtained from the preceptor NPC.)*

Capture paralyzes the target, and this cannot be removed. This ensures the target can be completely separated from their allies. This change will allow Capture and Focused Capture to be used more frequently. The stigma slot has also been expanded so that the Templar has a more important role to play in combat.

*The **cooldown** for **Dazing Severe Blow** has been separated from the cooldown for two other Blow skills.*

Blunting Severe Blow now has a buff which increases PvE damage by 20%. Templars already have a big role to play in PvP, so we have focused on improving their PvE stats, rather than their skills.

Skill	Before	After
Doom Lure I	Drags an enemy right up in front of you. Increases your enemy's Enmity toward you. Reduces movement speed for 10 seconds. Stigmas (Cooldown is shared with Focused Capture.)	Drags an enemy right up in front of you. Increases your enemy's Enmity toward you. Reduces movement speed for 10 seconds. Skill Book (Cooldown is no longer shared with Focused Capture.)
Focused Capture I	Drags max. 4 enemies in front of you.	Drags max. 4 enemies in front of you.



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	<p>Increases your enemy's Enmity toward you. Reduces movement speed for 10 seconds. Cooldown: 30 sec. (Cooldown is shared with Capture.)</p>	<p>Increases your enemy's Enmity toward you. Reduces movement speed for 10 seconds. Cooldown: 1 min. (Cooldown is no longer shared with Capture.)</p>
Dazing Severe Blow	<p>Deals physical damage to the target. Reduces the attack speed of enemies for 12 sec. (Cooldown shared with Dazing Severe Blow, Severe Blow and Blunting Severe Blow.)</p>	<p>Deals physical damage to the target. Reduces the attack speed of enemies for 12 sec. (Cooldown of Dazing Severe Blow is separate.)</p>
Major Blow	<p>Deals physical damage to the target. Reduces physical defence by 500 for 6 seconds. Increases your enemy's Enmity toward you. Deals additional damage to Balaur. (Cooldown shared with Dazing Severe Blow, Severe Blow and Blunting Severe Blow.)</p>	<p>Deals physical damage to the target. Reduces physical defence by 500 for 6 seconds. (Cooldown shared with Dazing Severe Blow, Severe Blow and Blunting Severe Blow.)</p>
Blunting Severe Blow	<p>Deals physical damage to the target. Reduces accuracy and evasion by 200 for 12 seconds. (Cooldown shared with Dazing Severe Blow, Severe Blow and Blunting Severe Blow.)</p>	<p>Deals physical damage to the target. Reduces accuracy and evasion by 200 for 12 seconds. Also increases damage to enemies (excluding players) by 20% for 20 seconds. (Cooldown shared with Dazing Severe Blow, Severe Blow and Blunting Severe Blow.)</p>



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Assassin

Assassins move in the shadows, targeting the enemy's weaknesses, and are thus able to end a fight in a single assault. With the increase in multi-player battles and the introduction of Apheta Beluslan, we've recently seen that this strength of the Assassin in 1v1 combat has become less important.

Nevertheless, we didn't feel that it would be appropriate to give the Assassin area effect skills as these would be contrary to the Assassin's ethos. Instead, we've changed some of the standard combat skills to underline the Assassin's characteristics.

The Throw Dagger skill, which could previously only be used in flight, is now available on the ground. As this stuns the enemy, it will improve the Assassin's performance on the ground.

Throw Dagger and Ambush also no longer share a cooldown.

Additionally, the Blinding Burst skill reduces the magical accuracy of nearby enemies, allowing it to be used as an escape from enemies using both physical and magic attacks.

Skill	Before	After
Throw Dagger I and II	Deals physical damage to an enemy within 20m and stuns them for 2 seconds. Cooldown: 40 sec. Flight Only Skill	Deals physical damage to an enemy within 20m and stuns them for 2 seconds. Cooldown 2 sec. Flight Only Skill ※ Cooldown is no longer shared with Ambush.
Blinding Burst I	Blinds enemies within 15m for 15 to 25 seconds.	Blinds enemies within 15m for 15 to 25 seconds and reduces their magical accuracy by 300.

Ranger

In our opinion, the strength of the Ranger depends heavily on the situation and their skill points. What particularly makes the Ranger unattractive is the low hit chance, and the high difficulty ceiling for using their skills.

That's why we want to make some fundamental changes to the Ranger's difficulty, adjusting their range, and making them more survivable and easier to play.

The first change is to make the Ranger's core skill, Bestial Fury, a toggleable active skill.



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The knockback will be nudged up from 10m to 12m so the Ranger is no longer forced to fight within range of the Revenant and various other weapons, and has the option to escape.

Focused Shots, which gives the Ranger a major DPS boost, is also being changed so it can be cast instantly. The MP cost has also been reduced.

Although this skill was usually activated at the beginning of a fight, the casting time made it more difficult to use effectively. We hope that the skill will be used more following this change.

Calming Whisper now provides resistance to stun and knockback, giving the Ranger a bit more survivability.

Skill	Before	After
Bestial Fury I	Range is reduced by 15m for 1 minute, whilst increasing physical attack by 50% and attack speed by 20%.	Range is reduced by 13m for 1 minute , whilst increasing physical attack by 50% and attack speed by 20%. Active skill
Focused Shots I	Your next 5 physical attack skills are improved by 30% for 1 min. In return, your physical defence is reduced by 50%. MP Cost: 248, Casting time: 0.5 seconds	Your next 5 physical attack skills are improved by 30% for 1 min. In return, your physical defence is reduced by 50%. MP Cost: 199 (-20%) Casting time: 0 seconds
Calming Whisper I, II and III	Decreases the Enmity of a target at a distance of up to 25m.	Decreases the Enmity of a target at a distance of up to 25m. Also increases resistance to Stun, Counterstroke, Stumble, Spin, Aether's Hold by 250 for 30 seconds.

2. Changes to the use and restrictions of skills of the other faction:

- Gladiator

Elysian Gladiators' **Force Blast** is a long-range skill that can also be used while moving, while with **Piercing Wave** Asmodian Gladiators have a skill with high



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damage that can be used while stationary. As these two skills are so fundamentally different, we have decided to lift the faction restrictions.

This also applies to the **Rupture** series with their differing ranges and areas of effect. As the other faction-specific skills barely differ from one another, their restrictions remain in place.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book	Force Blast Deals physical damage to a target within 15m and up to 5 enemies within 10m of them. Reduces the enemy's physical defence by 600 and evasion by 200 for 30 seconds.	Piercing Wave Deals physical damage to up to 12 enemies within 10m. Reduces the enemy's physical defence by 500 for 30 seconds.
Stigma	Shattering Wave Deals physical damage to a target within 15m and up to 18 enemies within 10m of them. Reduces the enemy's physical defence by 1,000 and evasion by 500 for 30 seconds.	Piercing Rupture Deals physical damage to up to 18 enemies within 10m. Reduces the enemy's physical defence by 600 for 30 seconds.

- Templar

The Templar's faction-specific skills *Chastise* and *Punishment* have special effects such as block vs absorb/reflect and stun vs life leech. The effects are being kept to preserve the unique nature of these skills, but the Elyos/Asmodian faction restrictions are being lifted.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book 1	Divine Chastisement Deals physical damage and generates additional Enmity.	Punishment of Darkness Deals physical damage and generates additional Enmity.



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	You block all attacks for 15 seconds.	You generate a shield which absorbs 50% of the damage and reflects 50 damage for 15 seconds. The shield can absorb up to 10,000 damage.
Skill Book 2	Holy Punishment Deals physical damage to the target. Stuns the target for 2 seconds.	Righteous Punishment Deals physical damage to the target. Absorbs HP equal to 100% of the damage.
Stigma	Punishment of Light Deals physical damage to the target. Stuns the target for 2 seconds.	Punishment of Darkness Deals physical damage to the target. Absorbs HP equal to 100% of the damage.

Assassin

The skills of the Assassin differ greatly between their Elysian/Asmodian counterparts. In comparison to the equivalent Elysian Divine Strike skill, the Asmodian Strike of Darkness effect was weak. As a result, we've slightly increased the damage to make Strike of Darkness more effective in certain situations.

Many players have also requested changes to Pain Rune.

We've slightly increased the damage of Darkness Rune and Rune Swipe to improve their effectiveness.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book 1	Divine Strike Deals physical damage to the target. Restores your HP.	Strike of Darkness Inflicts physical damage on the target. ▶ Physical damage increased by 10%.
Skill Book 2	Spelldodging You can resist up to two magic attacks for 10 seconds. In return, your physical attack is reduced by 50%.	Shadow Rage Increases your physical attack by 100% for 10 sec. Evasion is reduced by 50% and resist magic by 500.

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Skill Book 3	<p>Radiant Rune Detonates the rune carved on a target within 20m up to level 5, damaging them.</p> <p>Also reduces their attack speed and silences them for 7 sec.</p>	<p>Darkness Rune Detonates the rune carved on a target within 20m up to level 5, damaging them.</p> <p>Also blinds the targets for 4 sec. ▶ Attack increased by 200%.</p>
Skill Book 4	<p>Divine Rune Detonates the rune carved on a target within 20m up to level 5, damaging them.</p> <p>Also reduces their attack speed and silences them for 7 sec.</p>	<p>Rune Swipe Detonates the rune carved on a target within 20m up to level 5, damaging them.</p> <p>Also blinds the targets for 4 sec. ▶ Attack increased by 200%.</p>

Ranger

The Ranger's faction stigma *Mau Form* was used by Elyos for evading and by the Asmodians for attacking.

As we assume that the preferences for these two stigmas differ greatly for that reason, we've decided not to change their effects.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book 1	<p>Mau Form Uses DP to transform you into a Mau Warrior for 2 minutes.</p> <p>While transformed physical attack is increased by +22%, evasion by 120, attack speed by +39% and movement speed by +39%.</p>	<p>Mau Form Uses DP to transform you into a Mau Warrior for 2 minutes.</p> <p>While transformed physical attack is increased by +27%, accuracy by 50, attack speed by +26% and movement speed by +39%.</p>



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- **Sorcerer**

The restrictions of a skill with different effects and applications has been lifted from both factions from the Robe series of skills.

We've removed the faction limitations from **Boon of Strength**, which increases magic buff and magical accuracy, and **Boon of Quickness**, which reduces casting time by 50%.

For the Elyos, this skill is the source of high damage by increasing attack stats, while for Asmodians it allows multiple skills to be used in quick succession. Although similar, we have decided to lift the faction restriction as the pros and cons of both skills are unique.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Stigma	Boon of Strength Increases your magical accuracy and magic boost by 500 for 15 seconds.	Boon of Quickness Reduces the casting time of all your magic skills by 50% for 15 seconds.

- **Spiritmaster**

Spiritmasters are in the unique situation that the design and effect of their **Command** skills differ greatly depending on the type of spirit summoned.

Until now it was not possible to summon the highest grade spirits – the **Tempest Spirit** and **Magma Spirit** – but this limitation has been removed and **both skills can now be freely chosen.**

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book	Summon Tempest Spirit Summons a Tempest Spirit for 20 minutes. *Main Tempest Spirit skill* Spirit Disturbance I Tempest: Water damage and stun Storm Wall of Protection I: Magical accuracy, resist magic, increased accuracy/evasion chance	Summon Magma Spirit Summons a Magma Spirit for 20 minutes. *Main Magma Spirit skill* Spirit Disturbance I Lava: Absorbs some damage as HP and reduces physical defence Lava Wall of Protection I: Increases HP regeneration and physical attack.



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Cleric

The restriction for the Cleric's **Yustiel's/Marchutan's Light** and **Yustiel's/Marchutan's Splendour** has been removed.

As with the Chanter, these skills have different effects depending on the situation, which is why we decided to remove the restriction.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book	Yustiel's Light Instantly heal targets within 25m and up to 6 allies within 25m. Heals every 2 sec. for 10 sec.	Marchutan's Light Instantly heal targets within 25m and up to 6 allies within 25m. Generates a shield which absorbs 1,387 damage for 10 seconds.
Stigma	Yustiel's Splendour Instantly heal targets within 25m and up to 6 allies within 25m. Heals every 2 sec. for 10 sec.	Marchutan's Splendour Instantly heal targets within 25m and up to 6 allies within 25m. Generates a shield which absorbs 1,683 damage for 10 seconds.

Chanter

The **Word of Spellstopping/Divine Curtain** and **Aetheric Field/Curtain of Aether** skills are the main Chanter defensive abilities for the respective factions.

The protective effect was not particularly pronounced for the Elyos, instead focusing on healing. The Asmodians on the other hand have no healing, but absorb 10% of the hits. To give both factions the option to choose their effects based on the situation, we've removed the faction restriction.

The restrictions to Yustiel's/Marchutan's Protection (identical effect) and Inescapable Judgment and Soul Strike (different damage amounts) will not be removed.

Classification	Skill (Elyos) <i>Can also be used by Asmodians</i>	Skill (Asmodian) <i>Can also be used by Elyos</i>
Skill Book	Word of Spellstopping Creates a shield for 15 seconds that has a 100%	Aetheric Field Creates a shield for 15 seconds that has a 100%



PATCH NOTES

	<p>chance of absorbing damage each time you and up to 12 allies within a 20m radius are attacked.</p> <p>Heals every 3 seconds. (The shield absorbs 45% damage every time you take a hit and can absorb up to 5,000 total damage.)</p>	<p>chance of absorbing damage each time you and up to 12 allies within a 20m radius are attacked.</p> <p>(The shield absorbs 55% damage every time you take a hit and can absorb up to 5,000 total damage.)</p>
Stigma	<p>Divine Curtain Creates a shield for 15 seconds that has a 100% chance of absorbing damage each time you and up to 12 allies within a 20m radius are attacked.</p> <p>Heals every 3 seconds. (The shield absorbs 55% damage every time you take a hit and can absorb up to 5,000 total damage.)</p>	<p>Curtain of Aether Creates a shield for 15 seconds that has a 100% chance of absorbing damage each time you and up to 12 allies within a 20m radius are attacked.</p> <p>(The shield absorbs 65% damage every time you take a hit and can absorb up to 5,500 total damage.)</p>