

# AION

CLASSIC EUROPE

## PATCH NOTES



### **AION Classic Europe 3.0**

~ The Path of the Brawler ~

### **Patch Notes**





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



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### Character

1. Added new Martial Artist and Brawler specialisations.



*The Brawler lost all his memories. Then the mysterious Sarakiel appeared and offered to help him search for his past. But how does she know him? Gradually, his memories return. The Brawler was once one of the promising students at the Manor of Illumination. The Daevas there formed new friendships and exuberantly thought of nothing but their daily routines. Until their dreams were eventually crushed. The Brawler remembered that fateful day in the Manor of Illumination which cost so many students dearly. For the first time, he left the realm of unconsciousness – and returned to that world of pain and anguish, where he must walk his own path.*

- Martial Artists can now change to the Brawler class through special campaigns.
  - The Brawler is specialised in melee combat, using Dragon Claws and leather armour.
  - When you create a Martial Artist, you will receive 2x Yasba's Grace via in-game quest.
2. Added the new Magic Suppression attribute.
    - More information can be found under the [Skills: Information and Balancing Changes](#).
  3. The character level cap has been increased to 60.
  4. When characters up to and including level 50 die, no experience points are lost.
    - The penalties for characters level 51+ remain unchanged.
  5. Fixed the camera issues when creating a male Elyos character.
  6. Fixed an issue where magic tomes did not open up after landing after a jump for female characters.

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### Manor of Illumination

1. Added the new Manor of Illumination instance.



*The Manor of Illumination is a place where young Daevas receive training. Among their ranks are certain chosen Daevas who are destined for a glorious and mysterious paradise. Since no one knows which of their number will be chosen, they all strive for this secret accolade. On the surface, the Manor of Illumination appears to be an idyllic mansion for promising young Daevas. But there is a sinister truth beneath this facade awaiting its clueless students...*

- When you create a Martial Artist, you start in Lacrima. You can continue your development in the Manor of Illumination.
  - Martial Artists and Brawlers cannot complete certain campaigns from Ishalgen, Altgard, Poeta and Verteron.
  - Only Martial Artists and Brawlers can enter Lacrima and the Manor of Illumination.
  - When a Brawler completes the Back to the World of Pain campaign, they can use the teleporter.
2. If you leave the Manor of Illumination during a campaign, the quest will be reset depending on progress:
    - If you leave a quest in progress, its status will be reset to accepted.
    - If you leave a quest ready to complete, this status will remain.
  3. You have a low chance to receive rewards from monsters in the Manor of Illumination:

Item
Manor of Illumination Earring
Manor of Illumination Ring



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### Laphsaran

1. Added the new region of Laphsaran.



*On their triumphant approach to Tiamaranta, the Elysian and Asmodian fleets fall into the gravitation trap laid in the clouds by Tiamat. They only barely manage to avoid crashing, and land in the strange and barren region of Laphsaran. This place was once ruled by the Balaur Lord Apsu. But the 5th Dragon Lord Tiamat was able to wrest control of the region and now dominates using her powers over gravitation, petrification and acid.*

Faction	NPC	NPC Location	Entry Requirement
Elyos	Eos Portal	Inggison Illusion Fortress	From level 56
Asmodian	Minox Portal	Gelkmaros Fortress	From level 56

- You require a small amount of Kinah to enter Laphsaran.
2. Added a garrison battle.
    - When you capture a garrison, you can choose between two group quests.
    - You can receive daily and weekly quest.
  3. Added supplies.
    - Added Garrison Seals to the reward for completing the daily quest to conquer garrisons in Laphsaran.
    - Added a new weekly quest in which you can receive a Garrison Seal in reward.
    - The supply merchant appears daily at certain locations in Laphsaran between 7 PM and 2 AM. You can use Garrison Seals to purchase supplies.

Swiftstride Guild Merchant	Nimblefoot Guild Merchant	Hotspur Guild Merchant
Saltspirit Plain	Veiled Yulf Bassin	Stillstone Gorge

- A supplies merchant appears when you capture a certain garrison. You can exchange the supplies you obtained from supply merchants for rewards.



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Faction	Swiftstride Guild Merchant	Nimblefoot Guild Merchant	Hotspur Guild Merchant
Elyos	5th Laphsaran Garrison 8th Laphsaran Garrison	3rd Laphsaran Garrison 4th Laphsaran Garrison	3rd Laphsaran Garrison 4th Laphsaran Garrison
Asmodian	6th Laphsaran Garrison 8th Laphsaran Garrison	3rd Laphsaran Garrison 6th Laphsaran Garrison	4th Laphsaran Garrison 5th Laphsaran Garrison

- You can exchange Adventurer's Seals for cosmetic items and animation skill books from Laphrunerk and Latarunerk.
4. Added a world raid.
    - The raid against Subterra starts in the Subterranean Haven in Laphsaran at 11 PM on Saturdays.
    - Players near the Subterranean Haven at the beginning of the raid will be teleported to an area outside the raid.
    - The remaining time is displayed on the map once the raid starts.
    - The faction which does the most to defeat the world boss wins. They will receive a reward in accordance with their performance.
  5. Added the Dyad Stormtroopers' Ambush.
    - It takes place near the Saltspirit Plain at 7 PM on Saturdays.
    - If you defeat at least 20 Dyad Stormtroopers, all of the Dyad Stormtroopers disappear and the Dyad Stormtrooper Captain appears in a certain location on the Saltspirit Plain.
    - Defeat the Dyad Stormtrooper Captain and you will receive a reward.
  6. The new Arch Dyad raid boss has been added in Laphsaran.
    - The raid starts in the Occupied Tiamat Legion Fortress at 10:30 PM every last Friday of the month.
    - The faction which does the most to defeat the world boss wins. They will receive a reward in accordance with their performance.
    - Defeat the Arch Dyad to have a guaranteed chance to drop the Greater Godstone Bundle.

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7. Added lawless zones to Laphsaran.

Location
Reian Refugee Camp
Polluted Syran Lake
Mistmorn Rift
Henash Garrison

- Lawless zones are those zones in which you can enjoy PvP against your own faction.
  - Entering the lawless zone in Laphsaran deactivates stealth skills.
  - Entering the lawless zone hides character info.
    - If you enter as a group/alliance, members' character info remains visible.
  - Added a display symbol for the lawless zone to the world map.
  - Treasure chests will appear in the lawless zone in Laphsaran.
  - The location will be randomised in the lawless zone.
8. Added the treasure hunt.
9. Changed the type and probability of the items which you can receive by destroying Dropped Supply Chests.
- Added a Skill Book (Level 58), Skill Book Page (Level 58) and a new level 59–60 stigma to the items.
10. The relic exchange NPC has been moved from Apheta Beluslan to Laphsaran.
11. The Adventurer's Seal merchant has been moved from Apheta Beluslan to Laphsaran.
12. Vindachinerk is now also in Laphsaran.
13. The Black Cloud Merchants quest is now in Laphsaran.
14. Added a quest via which you can acquire Ebony Gold Medals.
15. Added quests for the Fortuneers and Charliruner's Daemons.
16. Added Kensuner, a design merchant, to Laphsaran.
17. Some changes have been made to the Eos and Minox:
- Training Dummies have been added.
  - Added steps leading to the upper levels to the 1st level of the Eos/Minox.
  - The Soul Healer has been removed from the Eos/Minox.
18. Changed Runaway Yamennes' stats.



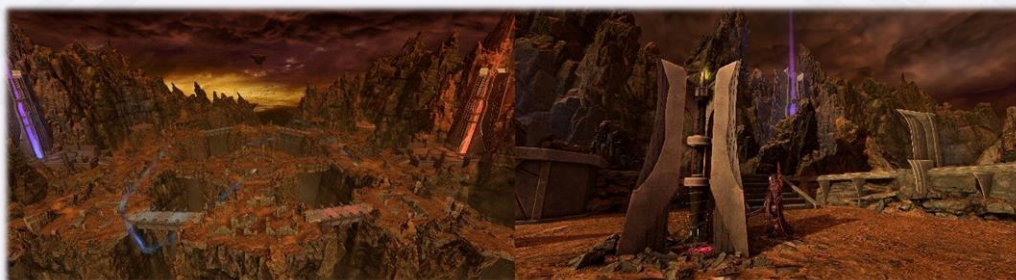
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### Battlefield

1. Added the Dranium Battlefield.



*Despite the barren nature of Laphsaran, it is a land rich in valuable hidden resources. Dragon Lord Tiamat once banished the Apsu Balaur to Laphsaran, where they ended their existence in petrification. Their resentment condensed over the centuries into stones called "black tears", but which is otherwise known under another name: Blood Drana. Buried under the layers of stone in Laphsaran, filled with the bitter spirits of the Apsu Balaur, these precious crystals were refined in their bodies into the keenly sought after Blood Dranium.*

*As the Blood Dranium was hidden deep beneath the surface in Laphsaran, nobody knew about it, until Tiamat's Balaur happened across specimens during their investigation into the rare properties of Blood Drana.*

*Just like Blood Drana, Blood Dranium had the ability to be strengthened in the shortest space of time – by those who hungered for great power.*

*In comparison to Blood Drana which was immediately consumed, Blood Dranium had an almost limitless durability when crafted into weapons or armour. This knowledge led to war between the Elyos and Asmodians, as both sides sought to appropriate the Blood Dranium for their own means.*

*Ultimately, the battle over the main source of the Blood Dranium came to a head in a clash between Tiamat's Balaur, the Elyos and the Asmodians, as all three factions made their claim over the Blood Dranium deposits.*

*But Dranium is ultimately a Balic force. In order to avoid the shame of openly using the power of the Balaur, the Daevas hid their real identities during the battle and avoided any revelation of their true factional allegiances.*



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Max. Players	Entry Level	Entries	Resets	Entry Time
6 vs. 6	From level 56	Twice per day	Daily at 9 AM	8 PM to 10 PM

- Click on the entry request button which appears in the HUD during the entry time to participate.
  - You can only enter solo.
  - Factions can be mixed together.
  - You receive points in regular intervals after capturing the mining devices.
  - You receive points for killing enemy players, NPCs or neutral monsters.
  - You receive points for interacting with certain objects.
  - You receive a buff for killing a neutral monster or capturing a mining device.
  - At certain times, a rift will appear in the each faction's waiting area which allows max. one person to teleport to the Hidden Mine.
  - If you kill Alashane, who appears first, then you have a certain chance to receive Lady Lumiel's Necklace.
  - If the Dranium Battle General of one of the two teams is defeated, the game ends and the scores are totalled up.
2. Added new quests for the Dranium Battlefield.
    - Elyos can get them from Eingael, Asmodians from Akunen.
  3. Increased the minimum entry level for the Chantra Dredgion to level 60.
    - Can be entered from level 56 to 60.
  4. Increased the standard AP rewards in the Chantra Dredgion.
  5. The Tiarkh Testing Lab has been deactivated.
    - The entry button for Tiarkh has been removed from the dialogues with Eingael and Akunen.

## Instances

1. Increased the max. entry level for normal instances from level 58 to 60.
2. The Fire Temple instance has been overhauled.

NPC	Max. Players	Entry Level	Entries	Resets
Fire Temple Entrance	1	From level 27	3 times per week	Wednesday at 9 AM

- You now receive a buff on entering.





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- Upon entering you receive Concentrated Cold. The item is deleted when you leave the instance.
  - The stats and rewards of all monsters in the Fire Temple have been adjusted.
  - Enraged Judge Kromede no longer appears in the Fire Temple.
  - Lava Gartneri, Black Smoke Asparn and Silver Blade Rotan are now guaranteed to appear in the Fire Temple.
  - You can leave the Fire Temple via the Suspicious Mirror.
  - The location of monsters in the Kyola Temple have been changed.
3. The Fire Temple for the Asmodian campaign has been merged with the regular Fire Temple.
- A Captive Flame campaign can be executed in the Fire Temple.
4. Wall of Lament has been changed:
- Wall of Lament can be entered just once per day.
  - The chance of equipment rewards has been adjusted to accommodate this change to the number of entries.
  - Doomed Samael's maximum HP has been reduced.
  - Doomed Samael's skill damage has been reduced.
5. Tartarus has been changed:
- The relic reward from the reward chest has been improved.
  - You can receive Mithril Medals instead of Ebony Gold Medals from the reward chest.
  - The chance to receive Condensed Time Echoes and Eris Fragments has been increased.
  - The Soul Gargoyle and Magic Gargoyle's Indomitable Armour skill in Tartarus has been removed.
  - Fixed some problem areas in Tartarus.
6. Adjusted the difficulty of Deathly Chamber.
- Removed one of two elite monsters at the 6 entrances to the relic room.
  - The elite monster in the time attack zone has been replaced by a regular monster.
  - The 30th Naga Superior Healer between the spawn point and the start of the rallying area has been removed.
7. Adjusted the levels of monsters in Taloc's Hollow.
8. There are now entrances to the following instances in Laphsaran:
- Tartarus, Wall of Lament, Phaestos' Disc, Sunken Telos and The Red Throne



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9. The Dark Poeta instance has been removed.
10. The Abyssal Splinter instance has been removed.
11. After killing Irascible Padmarashka, you now receive a Noble Irascible Padmarashka's Fragment.
  - All group members can receive a Noble Irascible Padmarashka's Fragment.
12. Increased the chance to receive Nutritious Poppy Snack from Poppy's Gift Box in the Crucible Challenge.
13. You can now receive Dwarf Acarun Snacks in Tempus, Wall of Lament, The Red Throne and Phaestos' Disc.
  - This can be found in the Premium Treasure Chest which appears in Tempus after reaching an S rank.
14. The Electric Field Generator in Phaestos' Disc now works as expected.

## Fortress Battle

1. The rewards and number of players who receive rewards for the respective fortress battle rank have been changed:  
[For Successful Fortress Capture]

Fortress	Rank 1 (Medals/ Players)	Rank 2 (Medals/ Players)	Rank 3 (Medals/ Players)	Rank 4 (Medals/ Players)	Rank 5 (Medals/ Players)
Altar of Avarice	Mithril 5/100	Mithril 4/100	Mithril 3/200	Mithril 2/200	Mithril Fragment 9/900
Temple of Scales	Mithril 5/100	Mithril 4/100	Mithril 3/200	Mithril 2/200	Mithril Fragment 9/900
Vorgaltem Citadel	Mithril 5/100	Mithril 4/100	Mithril 3/200	Mithril 2/200	Mithril Fragment 9/900
Crimson Temple	Mithril 5/100	Mithril 4/100	Mithril 3/200	Mithril 2/200	Mithril Fragment 9/900
Apheta Beluslan	Mithril 8/100	Mithril 6/100	Mithril 5/200	Mithril 4/200	Mithril 4/900





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[For Unsuccessful Fortress Capture]

Fortress	Rank 1 (Medals/ Players)	Rank 2 (Medals/ Players)	Rank 3 (Medals/ Players)	Rank 4 (Medals/ Players)	Rank 5 (Medals/ Players)
Altar of Avarice	Mithril 4/100	Mithril 3/100	Mithril 2/200	Mithril 1/200	Mithril Fragment 5/900
Temple of Scales	Mithril 4/100	Mithril 3/100	Mithril 2/200	Mithril 1/200	Mithril Fragment 5/900
Vorgaltem Citadel	Mithril 4/100	Mithril 3/100	Mithril 2/200	Mithril 1/200	Mithril Fragment 5/900
Crimson Temple	Mithril 4/100	Mithril 3/100	Mithril 2/200	Mithril 1/200	Mithril Fragment 5/900
Apheta Beluslan	Mithril 7/100	Mithril 6/100	Mithril 4/200	Mithril 4/200	Mithril 3/900

- The fortress times in Balaurea and Apheta Beluslan have been changed.

Time	Wednesday	Saturday	Sunday
10 PM	[Apheta Beluslan] Apheta Beluslan Fortress	[Inggison] Altar of Avarice Temple of Scales  [Gelkmaros] Vorgaltem Citadel Crimson Temple	[Apheta Beluslan] Apheta Beluslan Fortress

- Only fortress battles now still take place in Apheta Beluslan.
  - At 9:00 PM on Wednesdays and Sundays, a rift opens up in Laphsaran leading to Apheta Beluslan.
- 2. The fortress battles in the Abyss Core and Upper Abyss have been removed.
  - The Artefacts in the Abyss Core and Upper Abyss fortresses cannot be captured.
- 3. The despawn time for monsters which appear at the Guardian General's Illusion Gate in the fortress battle in Apheta Beluslan has been reduced.

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### Lord's Arrival

1. Added Lady Lumiel's Arrival.



- The Lord's Arrival is a new system. Collect Lumiel's Relics charged with their power to obtain a special appearance transformation.
- There is a chance to obtain Lumiel's Relics by collecting Lumiel's Painting Fragments.
- The painting fragments can be obtained as follows:
  - Loot from monsters in Skysling Canyon (Inggison) and Azure Gully (Gelkmaros)
  - Loot from monsters around the 5th Laphsaran Garrison
  - Guardians of the 5th Laphsaran Garrison
  - Purchased from supply merchants in Laphsaran
- There are four Lumiel's Relics in total. Combine them to receive Lumiel's Apostle.

You also have a chance to receive Lady Lumiel's Glory Chest.

Relic	Location	Details
Lady Lumiel's Ring	Can be looted from monsters instead of a lesser/major painting fragment with a certain chance.	Skysling Canyon (Inggison) Azure Gully (Gelkmaros) Monsters in/around the 5th Laphsaran Garrison





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Lady Lumiel's Earring	Can be obtained when fusing Fine Lumiel Painting Dust with a certain chance.	-
Lady Lumiel's Necklace	Can be obtained as loot from certain monsters on the battlefield with a certain chance.	Chantra Dredgion (Shipmate Badala) Dranium Battlefield (1st appearance of Alashane)
Lady Lumiel's Crown	Can be obtained as a reward from RvR raids with a certain chance.	Subterra Arch Dyad (1st place in league damage contribution, rollable)

- If Lumiel's Apostle is received a second time, it can be exchanged for the following items from the NPCs Steropes (Inggison) and Merhen (Gelkmaros): Lady Lumiel's Ring, Lady Lumiel's Earring and Lady Lumiel's Necklace.

## Balaurea

- Added world raids to Inggison/Gelkmaros.
  - The raid starts at the respective faction bases at 9:30 PM on Fridays.
 

Inggison	Gelkmaros
Zantra	Nuzanta
  - The faction which does the most to defeat the world boss wins. They will receive a reward in accordance with their performance.
  - You have a chance to get fabled Serenity weapons and level-60 Subterranean armour from the triumphant reward chest.
- Removed named field monsters from Inggison and Gelkmaros.
- Changed the items sold by Fighting Spirit Agate merchants.
  - Changed the exchange prices for certain items in the list.
- Changed certain areas of Gelkmaros.
- It was no possible to teleport to certain regions from the Wretched Garden in Inggison.



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## Quests

1. Apheta Beluslan quests can no longer be accepted.
  - Current quests accepted before the update will be deleted after the update.
2. You now receive a bigger reward for killing Captain Zanata.
  - The Elite Centurion's Armour Selection Box is now the Elite Tribunus's Armour Selection Box.
  - Current quests accepted before the update will be deleted after the update.
3. Added group quests.
  - You can only select and accept one of the quests listed in the group.
  - If you want to change the active group quest, you must either cancel or complete the current quest before accepting a new quest.
4. Added a request quest for the Dyad Stormtroopers' Ambush.
  - You can accept it from the Reian Scout Commander in the Reian Refugee Camp in Laphsaran.
5. Added 2 new quests for the Arch Dyad.

Faction	Quest	Requirement	Acquired Quest
Elyos	[League/Weekly] Another Attack on the Fortress	During a raid on the Occupied Tiamat Legion Fortress	Enter the Occupied Tiamat Legion Fortress during the raid
	[League] The Living Dark Mage		When the 3rd Garrison is occupied: Runaway Mont
Asmodian	[League/Weekly] A New Attack on the Fortress	During a raid on the Occupied Tiamat Legion Fortress	Enter the Occupied Tiamat Legion Fortress during the raid
	[League] The Growing Dark Mage		When the 4th Garrison is occupied: Escaped Mont





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6. Added a quest for expanding the new Greater Stigma slot.

Faction	NPC	Previous Quest	Quest Title
Elyos	Reemul	Stigma Enlightenment	A New Stigma Slot
Asmodian	Garath	Test Subject One	A New Stigma Slot

- Items required for the quest can be acquired from Apelles (Elyos) or Mepar (Asmodian).

7. Added two new quests for purchasing Greater Stigmas.

Faction	Quest	Quest Conditions	NPC
Elyos	First Steps to a Heroic Stigma	From level 50 Secret of the Shattered Stigma completed	Violetwing
	Hunting for a Fabled Stigma	From level 55 Secret of the Shattered Stigma completed	
Asmodian	Getting a Heroic Stigma!	From level 50 The Shulack's Stigma completed	Greywing
	Earning a Fabled Stigma	From level 55 The Shulack's Stigma completed	

8. Added a quest for Lady Lumiel's arrival for both factions.

Faction	NPC	Quest
Elyos	Steropes	Intelligence Staff Officer's Request
Asmodian	Merhen	Intelligence Staff Officer's Request

9. The repeatable quest for the Chantra Dredgion has been replaced by a daily.
10. Previous quest rewards for the Radiant Ops/Crusader Tokens have been replaced with Corps Medals.
11. Quests for the fortress battle in the Upper Abyss can no longer be accepted.
- Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.
12. Tiarkh Testing Lab quests can no longer be accepted.
- Current quests accepted before the update will be deleted after the update.
13. Dark Poeta quests can no longer be accepted.
- Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.



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- 14. Abyssal Splinter quests can no longer be accepted.
  - Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.

- 15. Added a new Fire Temple quest.

Faction	Quest Title	NPC	Repetitions
Elyos	Lavarinerk's Request	Lavarinerk	3x
Asmodian	Lavarunerker's Request	Lavarunerker	3x

- 16. Fire Temple quests can no longer be accepted.
  - Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.

- 17. Some Steel Rake quests have been removed.

- Current quests accepted before the update will be deleted after the update.

Elyos	Asmodian
Price of Goodwill	A Suspicious Call
Haorunerker's Rescue	Missing Haorunerker
Suspicious Shugo	The Shugo from Pandaemonium

- 18. Corrected some Steel Rake quest rewards.

Elyos	Asmodian
Kill the Special Delivery	Eliminate the Special Delivery
Kill Brass-Eye Grogget	Eliminate Brass-Eye Grogget
Kill the Engineer Lahulahu	Eliminate Engineer Lahulahu
Kill Chief Gunner Koakoa	Eliminate Chief Gunner Koakoa
Kill Largimark the Smoker	Eliminate Largimark the Smoker
Kill the Golden Eye Mantutu	Eliminate Golden Eye Mantutu
Kill Chief Mate Menekiki	Eliminate Chief Mate Menekiki

- 19. Added wells in which you can exchange Azure Gold Medals.

- The wells can be found in the faction capitals, Inggison and Gelkmaros.

- 20. The information about destroying items in the Vindachinerker quest has been expanded.

- 21. Removed instances will no longer be mentioned in certain quests.

- 22. Certain Balaurea quests can no longer be accepted.

- 23. After reaching a certain point in the Elyos A Dangerous Artefact campaign, the campaign now applies as completed.

- 24. Certain Kinah reward quests can no longer be accepted.

- Current quests accepted before the update will be deleted after the update.

- 25. Certain quest markers have been hidden.





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- The marker will no longer be displayed on the map, but the quest can still be accepted from the NPC.
- 26. The Lab Coat item couldn't be used if a transformation candy item was used during the Brawler campaign.
- 27. No quests could be completed during certain steps of the Unknown Encounter and Strange Meeting campaign.
- 28. When completing a quest which required several targets to be eliminated, the remaining targets would continue to have quest markers even though the requisite number had been eliminated.
- 29. Certain quest objects didn't count as target objects.
- 30. If you cancelled the [Spy] Letter to a Friend quest, it couldn't be accepted again.
- 31. If you accepted a quest again after destroying the quest items, the quest display button could not be clicked.
  - If you cancel a quest which is accepted automatically, you must wait 5 minutes before accepting it again.

### Items

1. Added Brawler items.
  - Changed the items which you can obtain for defeating monsters as well as the chance of obtaining them.
  - Changed the items which you can obtain/choose from bundles as well as the chance of obtaining them.
  - Added crafting designs for Dragon Claws.
2. The stats and values received when enchanting weapons and armour have been changed.
  - Depending on the level of the enchantment, equipment can now also receive the magic suppression stat.
  - The enchantment values of weapons and equipment enchanted to levels 11 to 15 have been increased.
3. Added Mithril Medal:



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- Can be received in reward for Empyrean Crucible, battlefield, instance quests etc.
  - Mithril Medals can be exchanged for the new Admiral Abyss gear.
  - 4. Added new Admiral Abyss gear.
    - You can get Admiral gear from the new distributor NPC in Inggison and Gelkmaros.
  - 5. Manastone socketing has been overhauled.
    - If socketing a manastone fails, the previously socketed stones will no longer be destroyed.
      - The chance of socketing each level of manastone has been adjusted accordingly.
    - The number of manastone socketing aids has been changed.
- | Manastone            | Socketing Aids |
|----------------------|----------------|
| Normal (<level 40)   | 1              |
| Normal (Level 50/60) | 5              |
| Rare (Level 20/30)   | 5              |
| Rare (Level 40)      | 10             |
| Rare (Level 50)      | 50             |
| Rare (Level 60)      | 100            |
- The duration of socketing a manastone has been reduced.
6. If you attack with a bow equipped, you no longer use arrows.
  - Equipment sets which include a bow must be saved again after equipping the bow.
  - You can no longer equip arrows.
  - You can no longer purchase arrows from NPCs.
7. The Elite Archon/Guardian Primus Pilus' set armour effects have been removed.
8. The Elite Archon/Guardian Primus Pilus' armour stats have been changed.
9. The amount of AP required for buying Abyss gear has been changed:
  - The amount of AP required for buying Elite Suicide Squad wings and armour has been reduced.
  - The amount of AP required for buying Elite Brigade General's armour has been reduced.
  - The amount of AP required for buying Brigade General's weapons, armour and accessories has been reduced.





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10. Any Apheta Beluslan Return Scrolls you own will converted to Laphsaran Return Scrolls after the update.
11. The chance that abnormal states are triggered when attacking with certain two-handed weapons (greatsword, polearm, staff and bow) has been adjusted.
12. The level requirement for equipping Debutant's weapons received from the Novice Pass have been removed.
13. If you sell Malekor's Star Corundum Ring, Malekor's Star Turquoise Ring, Sukana's Star Corundum Earring or Sukana's Star Turquoise Earring in a shop, you will now receive slightly less Kinah.
14. You now require 3x Glossy Tahabata Crystals to craft the [Supply] Tahabata's Weapon Selection Box.
15. Added a description for Nutritious Poppy Snack.
16. The items Yasba's Grace and [Event] Yasba's Grace can now be stacked 10,000 times.
17. The number of Moreth points increased by Abyss stigmas has been changed.
18. Radiant Ops/Crusader Tokens can now be stored in the account warehouse.
19. A new fabled Godstone of binding has been added.

Items	Effect
Godstone: Andre's Binding	Has a 5% chance to bind the target for 6 sec.

- There is a certain chance to find it in the Greater Godstone Bundle when you defeat the Arch Dyad.
20. Added effects for Serenity and Solitude weapons.
  21. Added [Supply] Irascible Padmarashka weapons.
  22. The cost of level 21–55 skill books available from NPCs has been reduced.
  23. Added Judge Kromede's weapons.
    - You can receive them by defeating Kromede the Corrupt in the Fire Temple.
  24. Added White Flame weapons.
    - You have a chance to receive them when defeating Lava Gatneri and Black Smoke Asparn in the Fire Temple.
  25. Added Rotan's Energy.
    - You can receive it by defeating Silver Blade Rotan in the Fire Temple.
    - When you use it, your maximum HP and maximum MP are increased by 150 for 30 minutes.
  26. Added White Flame Rings, White Flame Earrings and Burning Embers Necklaces.
    - You have a certain chance to receive them when you defeat Blue Crystal Molgat, Flame Branch Flavi, Tough Sipus and Broken Wing Kutisen in the Fire Temple.



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27. Fixed an issue where cloak-like wings were not displayed correctly during Aether Flight.
28. The max. level was not displayed correctly in the Apply Lethal Venom stigma description.
29. Fixed: When Asmodians wore the Kitten Costume, the back hair was displayed intermittently.
30. Fixed an issue where the description for the opposing faction was displayed after crafting the Noble Necsium Chain Helm and Necsium Chain Helm.
31. The Gentlewoman's Dress was not displayed correctly when worn by a female Elyos.
32. The effect of the Wise Dragon King's weapons were sometimes not displayed correctly in certain circumstances.
33. The [Event] Consumable Support Chest erroneously contained arrows.

### NPC

1. Traders now also sell Brawler weapons.
2. Added Brawler information to the info boards in Sanctum and Pandaemonium.
3. Added an NPC to Inggison and Gelkmaros who trades Ebony Gold Medals for Platinum Medals.
4. Added an NPC to Inggison and Gelkmaros who trades Mithril Medals for Ebony Gold Medals and Platinum Medals.
5. The Expedition Elite Rewards Officer no longer sells Elite Primus Pilus armour chests.
6. Meletos in Inggison and Eruca in Gelkmaros are now Corps Medal Administrators.
  - You can exchange the Corps Medals earned from quests for rewards.
7. The Radiant Lesser Godstone Pack and Crusader's Lesser Godstone Pack acquired from the Radiant/Crusader Token Administrators (Lesarius in Inggison and Nispero in Gelkmaros) have been replaced with the Radiant Ops Godstone Chest and Blood Crusade Godstone Chest.
  - The Radiant Ops Godstone Chest and Blood Crusade Godstone Chest contain the same contents as the Legion Merit Godstone Bundles you can purchase with Corps Medals.
8. You no longer need to complete a quest to use the teleport from the Empyrean Crucible next to Noratha (Elyos) and Virvain (Asmodian).





# PATCH NOTES

## Skills

- Each class has received a new stigma.

Class	Stigma	Skill Effect
Gladiator	Exhausting Wave I (Revival Wave I) I/I	Exhausting Wave: Deals physical damage to enemies within 7m and absorbs 30% of the damage as HP. Multicast 3 times.  Revival Wave: Inflicts physical damage to all enemies within a 7m radius of you and causes them to stumble.
Templar	Illusion Chains I/I	Drags a target within 15m and up to 6 enemies within 6m of them, increasing their Enmity to you and slowing their movement speed and attack speed for 10 sec.
Ranger	Skybound Trap I/I	Explodes and deals damage to max. 8 enemies within 10m, with a high probability to bind them in Aether's Hold.
Assassin	Shadowfall I/I	Deals physical damage to a stunned enemy, causing them to stumble in the process. Resets the cooldown of Focused Evasion.
Sorcerer	Meteorite I/I	Deals earth damage to enemies within a 10m radius and knocks them back with a certain probability. Multicast 4 times.
Spiritmaster	Soul Torrent I/I	Deals water damage to a target within 25m and has a certain chance to dispel 1 normal magic buff. Multicast 5 times.
Cleric	Prayer of Destruction I/I	Increases your magical accuracy and magic boost by 200, your crit spell by 50, and reduces your casting time by 10% for 20 seconds.



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Chanter	Rise I/I	Removes all your Stun, Knockback, Stumble, Spin, and Aether's Hold states. Increases your resistance to Stun, Knockback, Stumble, Spin, and Aether's Hold by 2,000 for 7 sec.
Revenant	Massive Thunderstrike (Massive Thundertide) I/I	<p>Massive Thunderstrike: Deals physical damage to 4 enemies in front of you and reduces the cooldown of Capacitor, Sonic Boom, Superconductor, Magnetic Discharge and Tonic Flash by 20%. Multicast 3 times.</p> <p>Massive Thundertide: Deals physical damage to 4 targets in front of you and knocks them back for 4 seconds. Charges 30 Ion Flux.</p>
Brawler	Silence Strike I/I	Inflicts physical damage to the target, binding and silencing them for 3 sec.

- If the stigma is equipped by a Gladiator or Revenant, they receive 2 chain skills.
- 2. Added 2 new skills for each class.
  - More information can be found under the [Skills: Information and Balancing Changes](#).
- 3. The existing class skills have been adjusted to the new levels.
  - More information can be found under the [Skills: Information and Balancing Changes](#).
- 4. Certain skill effects of various classes have been changed.
  - More information can be found under the [Skills: Information and Balancing Changes](#).
- 5. The Ice Harpoon IV skill and stigma has been added.
  - The display of the existing Ice Harpoon I-III stigmas has been changed with the introduction of the new highest level.
- 6. Added Storm Cover as a chain skill for the Sorcerer's Rolling Storm skill.
- 7. Changed the items sold by distributors for combat/magic stigmas.
  - Removed certain stigmas below level 50 from the list.
  - Revenant stigmas are now available from distributors for combat stigmas.
    - Removed the Revenant stigma merchant.





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8. The cost of Abyss stigmas has been changed.
9. The number of Stigma Shards required to equip certain Abyss stigmas up to level 55 has been changed.
10. When skills attached to the quickbar are deleted, they are now marked with a grey icon.
11. Corrected the description to Siel's Mutated Power.
12. Added information about the maximum number of players to the Revenant's area of effect skill.
13. Fixed an error which caused the Revenant's Fate's Executioner skill to share a cooldown with certain Taloc skills.
14. The Booming Smash IV debuff was not removed correctly.
15. The Unyielding Armour II skill effect was not applied correctly.
16. Some of the effects of the Sorcerer's Aether Flame skill were not activated correctly.
17. When transformed, certain skill effects were not displayed correctly.
18. Fixed the issue where skill resistance penetration was not increased.
19. Fixed the visual effects of the Asmodian Guardian General's Summon Abyssal Energy I-II skill.
20. The Spiritmaster's Spiritual Bond I/II skills no longer apply cumulatively.
21. Fixed an error which caused the Templar's Agonising Defence I skill to share a cooldown with certain item skills in Taloc's Hollow.
22. Fixed an error which caused the Chanter's Soul Lock skill to share a cooldown with the Time Dilator skill in Tempus.
23. The Asmodian and Elysian Spiritmaster's Magma Spirit and Tempest Spirit stats differed erroneously.
24. The Barrier of Severance I skill could not be removed by skills which were supposed to remove the protective effect.

### Legions

1. Some legion missions can now be carried out in Laphsaran.
2. The number of legion rewards for My Coin Production has been changed.
3. The legion reward for My Coin Production is now awarded every two days instead of daily.



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4. Rejoining a legion no longer resets My Coin Production.
5. Added a new legion crafting item [Supply] Irascible Padmarashka's Weapon Selection Box.
  - Once taken out of the legion warehouse, it cannot be stored again.
6. Changed the missions which can be conducted when setting up the legion PvP activities.
  - Removed the [PvP] Enter the Arena of Discipline or Arena of Cooperation 20x and [Universal] Join Battlefield 12x missions.
  - Added the [PvP] Enter the Chantra Dredgion 12x and [PvP] Enter the Dranium Battlefield 12x missions.

## Arenas

1. Changed the minimum entry level for the training and combat arenas to level 60.
2. The Volcanic Thunder debuff which Gran Volcan uses in the Arena of Cooperation now has a duration of 15 seconds.
3. The Volcanic Thunder debuff which Gran Volcan uses in the Arena of Cooperation can now be cleansed.
4. Fixed an issue that certain crucible items could not be used in the Arena of Glory.
5. Changed the contents of the skill book bundle sold by the Consumables Distributor for Cooperation/Discipline Medallions in the Empyrean Crucible.

Merchant	Consumable
Discipline Distributor	[Season] Skill Book Bundle: Herb Treatment: Play Rocking Chair V [Season] Discipline Skill Book Bundle (Return: Corridor)
Cooperation Consumables Distributor	[Season] Skill Book Bundle: Mana Treatment: Rocking Chair V [Season] Cooperation Skill Book Bundle (Return: Corridor)

6. Fixed an issue where the entry window would appear multiple times if entering the arena was unexpectedly interrupted.
7. Fixed an issue where arena scores were not recorded properly.





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8. Fixed an issue where you would receive a penalty for entering the arena shortly before the permitted time.

### Enchantment Effects

1. If the enchantment level of equipped weapon and armour add up to at least 80, a level-4 effect will now be activated.

Total Enchantment	PvE	PvP
80	Increases PvE Defence 5%.	Reduces the duration of Godstone blinding by 50%.

- If the total level adds up to at least 90, a level-5 effect will now be activated.

### Combat Talent

1. Added Combat Talent trophies for 14,000 and 15,000 points.

### Book of Legends

1. Added the Laphsaran Painting as a new ancient artwork.
2. Added the Lumiel Painting as a new ancient artwork.
3. Added the Reminiscences of a Young Daeva as a new Book of Adventure.
4. The Book of Legends painting fragments and unknown painting fragments can now be stored in the account warehouse.



## PATCH NOTES

### Pets

1. Added Poppy the Medal Muncher Egg.
  - It can be obtained from the pet merchant in the capital.
  - You can feed the pet 40 times and receive a gift each time.
2. The Runaway Poppy Egg is no longer available.

### Global Auction House

1. Fixed an issue where sold items were not displayed in the Revenues tab after sale.
2. Fixed an issue where sale records were not deleted after 28 days.
  - These will be deleted 28 days after the update.

### AION Look

1. Added a Hairstyle List tab.
2. You can add Hair Change Tickets to the Wardrobe to unlock the ability to change hairstyle.
  - Changing hairstyle consumes Quna.
  - Changing hairstyle keeps the character's existing dye.
  - Hair Change Tickets cannot be added to the Wardrobe twice.
3. Hair Change Tickets which have been added can be used on changing appearance and gender.
  - The Hair Change Ticket must be valid for the character's current gender.
4. By default you receive one slot and can expand the number of slots with Expansion Tickets (Wardrobe) and Quna.
5. You cannot change your hairstyle while flying, gliding, dead or using a private store.
6. If you delete your Hairstyle List you cannot restore it.





## PATCH NOTES

### Other

1. Removed the symbols for the fortress battles in the Abyss Core and Upper Abyss.
2. Symbols for the Abyss fortress battles have been removed from the map.
3. Memo Pad contents can now be saved on the server.
  - Clicking on the Save button saves the contents of the Memo Pad on the server. You can save once every 5 seconds.
  - Memo Pad contents saved on your PC can be loaded using the Load Memo button.
4. Fixed an issue where the camera position would move to the chest after zooming in after flight transportation.
5. Fixed an issue where, after changing gender, the casting time of skills would be same as before the change.
6. Fixed an issue where the appearance of shoulder armour items would not be displayed correctly in the profile window.
7. Fixed an issue where the shield was displayed in the wrong location upon landing after gliding with a shield equipped.
8. Fixed an issue where the Godstone effects of weapons with changed appearance were not applied.

### UI

1. The interface has been overhauled.
  - The font size in the HUD and interface has been changed.
  - As part of the general reworking of the interface, certain settings and tips have been improved.
2. The resolution is now 16:9.
3. The HUD can be edited.
4. Categories can now be chosen on the map.
5. More quests can be listed in the quest indicator.
6. The size of the compass can now be changed.



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- Using the buttons to the top-right of the compass you can increase/decrease its size.
- More/less of the area is displayed, depending on the size of the compass.
- 7. The flight menu has been updated.
  - Depending on the available flight time the colour displayed around the edge of the compass changes.
  - One complete circuit of the gauge equals 2 minutes.
- 8. The AION Home and Login Reward Event menus have been moved from the Quick Menu to the Support category.
- 9. Added the Title Favourites feature.
- 10. Added an option to save equipment set titles.
- 11. The Revenant's status bar now displays Ion Flux instead of MP.
- 12. When purchasing items from NPCs, you can now add multiple items to the basket and buy them all at once.
- 13. The tutorial has been removed.
- 14. The font size of certain menu titles has been changed.
- 15. Certain menu symbols have been adjusted/changed.
- 16. Gauge bars appear in front of other windows.
- 17. The font size and size of the party/alliance/league windows have been changed.
- 18. The colour of dead enemy players within your radar has been changed.
- 19. An emphasis effect/sound has been added when the requirements for certain HUD symbols have been fulfilled.
- 20. The design of the target information has been changed depending on monster level.
- 21. The background image displayed when selecting a server has been changed.
- 22. Inventory slots are now displayed in the shop menu.
- 23. The shop tab menu has been revamped.
- 24. The Gathering/Crafting window can now be moved when editing the HUD.
- 25. Added a new Greater Stigma slot.
- 26. The legion emblems can now be displayed in competitive content.
  - You can find these in the Rankings/Legion window.
  - All legion emblems collected by the client are now displayed. Missing legion emblems are displayed as standard emblems.
- 27. A red circle has been added as a hint to the top-right of certain symbols in the game menu.
  - The symbol is shown after completing the Daeva Pass campaign.





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- The symbol is shown if there are items which can be added to the Book of Legends.
  - The symbol is shown if there are rewards for reaching a certain level of Combat Talent.
  - The symbol is shown if there are items which can be claimed in the Global Auction House.
  - The symbol is shown if you have received a new title or unlocked a normal Stigma slot in your profile.
  - The symbol is shown if you exceed the maximum number of recordings in Moreth, Chronicle of Time.
28. The remaining time of items is now displayed on the item icon if it is less than 3 days until expiration.
- If an item has both an expiration time and a cooldown, the shorter duration is displayed first.
29. Changed how the 'Select next enemy player' keybind works:
- This can now select not just the next enemy player, but also players of your own faction whose names are displayed in red as enemies on battlefields/in lawless zones.
30. The name of the player who set up a Kisk will always be displayed, irrespective of their location.
- If the player is in a lawless zone where character names are hidden, the name will be displayed as Outlaw instead.
31. Added a feature to the map allowing you to move towards the lawless zone.
32. Fixed an issue where the Trade Broker window couldn't be moved by using the Auto-Arrange Windows feature if the bulk purchase feature had been used.
33. Added a Windstream Starting Point to the map.
34. Added 7 new brands.
35. The font size in the chat window can now be changed without changing the size of the window.
36. Quest markers were not displayed on monsters in certain quests.
37. The pop-up message when registering multiple items simultaneously in a private store is now displayed correctly.
38. The battlefield queue and entry confirmation window was displayed directly next to the Floating Quickbar 3.



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39. Using the Auto-Arrange Windows option no longer closes the previous menu if certain menus are open.
40. The size of the menu was not displayed correctly if the Auto-Arrange Windows option was selected or cancelled.
41. Certain consecutive menus were not arranged correctly.
42. Fixed an issue where the health bars and buff symbols of summoned creatures overlapped.
43. If you had several pets in the warehouse, certain pet bag contents were not displayed.
44. Fixed an issue where the selected character window and buff symbols overlapped.
45. A button was displayed in quest timers that could not be clicked.
46. The title in the Engaging a Trade Broker confirmation window was not displayed correctly.
47. The highlight effect when receiving a new item was not displayed correctly.
48. It was not possible to use the 'Auto search when leaving' option in the LFG window.
49. The score window which appears when selecting a character and leaving the game could not be moved.
50. Certain slot symbols in the floating quickbar were not displayed correctly.
51. Power shard slots were shown in the settings for the equipment set.
52. Fixed an issue where empty slots would be displayed even if the inventory was full.
53. Fixed an issue where when clicking on an area in the quest window where no quest was displayed you would not be teleported.
54. The quest list was not displayed correctly in certain circumstances.
55. Depending on the size of the client window, images in the Daeva Pass were sometimes displayed incorrectly.
56. The mouse cursor could sometimes get stuck on the game menu button.
57. If the Show Movement Buffs option was activated, the combat arrow could sometimes be displayed in the wrong location.
58. (De)activating the Auto-Arrange Windows option sometimes caused the options window to close.
59. The HP of cooperative NPCs was not displayed correctly.
60. An inactive scrollbar was displayed in the tabs of the Global Auction House.
61. Character names in the character selection window were sometimes not displayed correctly.
62. The chat window was not displayed correctly for certain characters.
63. Certain group quest markers were not displayed.





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64. You could not scroll properly in the Surrender Pet menu.

### Sounds

1. Fixed an issue where registering Kisks would play a background sound instead of an effect.

### Settings

1. Added AION Home to Settings → Key Mapping → Open/close window.
2. Fixed an issue where the compass would not show target information for distant targets depending on the Graphics Options → Object Range setting.

### Graphics Options

1. Resolution has been adjusted for 4K monitors. Pop-up windows and menus have likewise been changed for the new resolution.
  - You can only choose a 16:9 aspect ratio in the settings.  
Possible display options:
    - Minimum: 1920x1080
    - Intervening options depend on the user's hardware.
    - Maximum: 3080x2160 (4K)
  - Windowed
    - Minimum: 1280x720 (can be changed up to here)
    - If a resolution below 1920x1080 is chosen, the UI scaling will automatically be 1:1 with the monitor resolution.

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- The UI is not scaled automatically if a setting above 1920x1080 is chosen. (In this case the display settings must be chosen by the user themselves.)
- Modified settings:
  - Tab: Graphics Options
    - > Unused monitor resolutions (excluding widescreen) have been removed.
    - > Changed the minimum/maximum resolution
- Tab: Options
  - UI sizes have been changed:
    - > Current: 0.7 to 1.0
    - > New: 1.0 to 2.0
    - > Controls have been kept
- Added a shortcut key: Shift + Delete

### Classic Europe Specifics

1. The number of daily entries from the Chantra Dredgion has been increased from 1 to 2.
2. The Arena of Discipline/Cooperation/Glory will not be deactivated.
3. The Tower of Illusion event instance has been added.



*In order to keep the ever more powerful Balaur in check, Kaisinel and Marchutan used the power of illusions to create a new training facility.*

*The Tower of Illusion is designed to act as a training platform for elite Daevas.*

*Speed is to be the Daeva's core weapon, which is why the Daeva of Time was instructed with managed the tower.*



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*However the power of the illusions in the tower ebbed with the lack of Aether, and the creatures there began to develop a consciousness of their own.*

*The tower's manager entered the Tower of Illusion to bring the unstable illusions there back under control...*

Entry Location	Max. Players	Entry Level	Entries	Resets
Kaisinel Academy	1	From level 58	3 times per week	Wednesday at 9 AM
Marchutan Priory				

- The instance can be entered 3 times per week via a rift in Kaisinel Academy/Marchutan Priory.
- It has a total of 15 levels and a time limit of 20 minutes.
  - On each level there is another opponent to beat to progress in the instance.
  - An [Event] Tower of Illusion Reward Bundle is awarded for each successfully completed level.  
Upon opening, you receive one of many different items (enchantment stones, manastones, Forgotten Memory Fragments, Legion Quality Marks, painting fragments, Balic materials and consumables) in addition to Kinah, Stigma shards and Power Shards.
- Seasonal rankings have been added.
  - Each season lasts 4 weeks.
  - Ranks are determined by the highest level reached and the remaining time.
  - Ranks are sorted by class to avoid any advantages/disadvantages between the classes.
  - At the end of the season, rewards (manastones/enchantment stones) will be sent per parcel.

4. The following items can now be received from instance bosses:

Instance	Boss	Item	Amount
Beshmundir Temple (normal)	Stormwing	Excellent Manastone Bundle	1
		Special Greater Fluxes (quality: normal-fabled)	1
Beshmundir Temple (difficult)	Stormwing	Monumental Manastone Bundle	1
		Special Greater Fluxes (quality: normal- fabled)	1





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Padmarashka's Cave	Irascible Padmarashka	Monumental Manastone Bundle	1
		Special Greater Fluxes (quality: normal- fabled)	1
Sunken Telos	Raging Samael	Excellent Manastone Bundle	1
		Special Greater Fluxes (quality: normal- fabled)	1
Phaestos' Disc	Phaestos	Monumental Manastone Bundle	1
		Special Greater Fluxes (quality: normal- fabled)	1
Tartarus	Unstable Phaestos	Excellent Manastone Bundle	1
		Special Greater Fluxes (quality: normal- fabled)	1
Wall of Lament	Doomed Samael	Monumental Manastone Bundle	1
		Special Greater Fluxes (quality: normal- fabled)	1

5. The Enchantment Chest (Level 91–105) can be obtained from the following instance bosses with a certain chance:

Instance	Boss	Amount
Beshmundir Temple (normal)	Stormwing	1
Beshmundir Temple (difficult)	Stormwing	1
Padmarashka's Cave	Irascible Padmarashka	1
Sunken Telos	Raging Samael	1–2
Phaestos' Disc	Phaestos	1–3
Tartarus	Unstable Phaestos	1
Wall of Lament	Doomed Samael	1–3

- Raging Samael, Phaestos, Unstable Phaestos and Doomed Samael are guaranteed to drop 1x Enchantment Chest (Level 91–105).

6. Added 2x [Event] Rare Manastone Bag (Level 60) as rewards for the following quests in Laphsaran:

Faction	Quest Title
Elyos	[Weekly] [7th Garrison] Stopping the Blood Drana Extraction
	[Weekly] [7th Garrison] Removing Archons from the Blood Drana Fields
	[Weekly] [9th Garrison] Preventing the Blood Drana Harvest
	[Weekly] [9th Garrison] Removing Archons from the Blood Drana Mine
Asmodian	[Weekly] [7th Garrison] Stopping the Blood Drana Extraction Plan
	[Weekly] [7th Garrison] Removing Guardians from the Blood Drana Fields



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	[Weekly] [9th Garrison] Stopping the Blood Drana Harvest Plan
	[Weekly] [9th Garrison] Removing Guardians from the Blood Drana Mine

7. Added Laphsaran world drops.
- The following items can be dropped by monsters in Laphsaran with a certain chance:

Item	Amount
Enraged Veille/Mastarius weapons/armour	1
Manastone (Level 60) (Quality: normal, rare)	1
Manastone: Attack +3 and +5	1
Enchantment Stones (Level 91–100)	1
[Event] Skill Book Bundle (Level 58)	1
Forgotten Skill Book Page	1
Gliding Skill Book Page	1
Special Greater Fluxes (quality: normal-fabled)	1
Balic Materials	1
Premium Power Shard	10
Stigma Shard	10
Fighting Spirit Agate	1

8. Removed Apheta Beluslan world drops.
9. Added Manastone: Magic Suppression to the following bundles:

Item
Excellent Manastone Bundle
Monumental Manastone Bundle
[Event] Rare Manastone Bag (Level 60)
Empyrean Crucible Reward

10. Changed the contents of the Dwarf Acarun Lucky Bundle. The following items have a chance to appear:

Item	Amount
Lustrous Balaur Meat	10
Fresh Balaur Meat	10
Tender Balaur Meat	10
Thick Balaur Skin	10
Thick Balaur Horn	10
Thick Balaur Scale	10
Hard Balaur Skin	10



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Hard Balaur Horn	10
Hard Balaur Scale	10
Solid Balaur Skin	10
Solid Balaur Horn	10
Solid Balaur Scale	10
Boiling Balaur Blood Stain	10
Burning Balaur Blood Stain	5
Firm Balaur Skin	5
Firm Balaur Scale	5
Firm Balaur Horn	5

9. Reduced the HP of certain monsters and objects in the Apheta Beluslan Fortress.
10. Added a new Novice Pass season.
11. Added a new Progression Pass season.





# PATCH NOTES

## Skills: Information and Balancing Changes

### 1. Brawler Combat:

#### [Combat Style]

Many of you are doubtless curious about how the Brawler, main character in the new update, will fight.

The Brawler is a new class in AION Classic and was inspired by a character from a famous manga series. They are **melee combatants** who principally rely on **powerful chain skills and take on different forms by channelling their energy**.

The Brawler uses **Dragon Claws**, which have the smallest range of all AION's weapons. But they have very **high attack speed** and **short skill casting times**, so their skills and chain skills can be used very quickly. In addition, typical for a melee character, they have several **charging abilities** for quickly closing down enemies in movement.

We've also kitted them out with **resistance to special states and parrying skills** to give them an advantage in combat by engaging their enemies at close quarters.

Skill	Description	Features
Eclipse Strike	Deals physical damage to a target within 5m. All attacks are dodged/resisted for 2 sec.	All attacks are dodged/resisted.
Break Defence	Deals physical damage to the target, reducing their physical defence and cancelling knockback.	Cancels enemy knockback skills.
Eternal Corridor	Reflects damage from attack skills for 4 seconds.	Reflects all enemy attack skills.
Whirling Blow	Deals physical damage to a target. Reduces the target's recovery by 40% for 4 sec. (This skill cannot be removed.)	Adds a debuff which cannot be removed.

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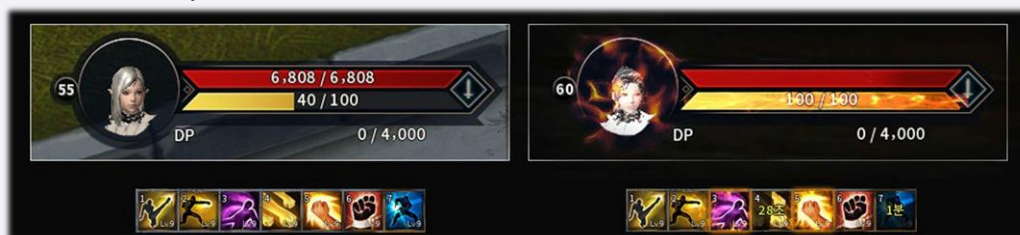
## PATCH NOTES

### [Ultra Qi]

The Brawler uses **Qi** which is stored up when attacking. Instead of MP, the Brawler can use this special **Qi**. Qi is not consumed to use skills but is instead **a type of strength point which can be gathered during combat**.

Once 100% Qi has been collected, there's a special effect and the Brawler enters **Ultra Qi** mode which changes the effects of their skills. It is comparable to super/special gauges in fighting games.

Once the Brawler has entered **Ultra Qi** mode, they can use their modified skills without limit for a certain time, thus having more combat strength than in regular mode. The symbols of boosted skills automatically change in Ultra Qi mode so that they can be used without any additional effect.



**Punching** chain skills which change with **Ultra Qi** go from Solar Plexus → Fists of Lightning → One-Inch Punch → Bear Fists → **Qigong** to Solar Plexus → Fists of Lightning → One-Inch Punch → Bear Fists → **Heavenly Qigong**. **Kicking** chain skills which change with **Ultra Qi** go from Flying Kick → Right Kick → Left Kick → **Spinning Kick** to Flying Kick → Right Kick → Left Kick → **Spinning High Kick**

Skill	Normal State	Ultra Qi
Spinning Kick/Spinning High Kick	Deals physical damage to 4 targets in front of you and stuns them for 1.5 seconds.	Deals physical damage to <b>6 targets</b> in front of you and stuns them for 1.5 seconds. <b>This condition cannot be removed.</b> Also <b>increases your resistance to immobilising and slow effects by 700 for 10 sec.</b>



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<b>Qigong/Heavenly Qigong</b>	Deals damage to 4 targets in front of you.	Deals damage to <b>6 targets</b> in front of you. They are <b>immobilised, even if they are attacked.</b> <b>Also increases your parry by 500 for 10 sec.</b> <b>The cooldown of some skills is reset.</b>
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With the [Ultra Qi], not only is the attack power increased, but the range and effect of the special conditions are also increased. We hope that you can fully enjoy the increased combat power of the Brawler.

### [Enhanced Aerial Combat]

Added a new **Air Shackle** skill.

Air Shackle is a **Brawler skill which can only be used in flight**. This allows you to **bind targets at long range**.

It was otherwise hardly possible for the Brawler to engage players moving through the air. Using the Air Shackle, it is possible to bind and attack enemies at great distance.

Skill	Description
<b>Air Shackle</b> <new> Automatically receive when you reach level 60.	Immobilises targets within 15m for 3 sec., even if they are attacked. Cooldown: 10 sec. Flight Only Skill

## 2. New Skills for Character Level 60:

As the level cap has been increased to 60 on Classic servers, each class has received 2 skills in the form of skill books. To keep the value of the existing skills, the new skills can be acquired through farming.

Class	Skill	Skill Effect
<b>Gladiator</b>	Body Combo I	Inflicts physical damage on the target. Multicast 2 times Chain Skill Level 2 Body Smash – Body Combo
	Energy Impact I	Inflicts physical damage on the target.



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		Chain Skill Level 2 Severe Blow, Weakening Blow, Severe Precision Cut, Sure Strike – Energy Explosion
Templar	Sword Storm I	Deals physical damage to max. 6 enemies between you and a target within 15m and causes them to stumble.
	Shield Shock I	Inflicts physical damage on the target. Multicast 3 times. Chain Skill Level 2 Shield Bash – Shield Shock
Ranger	Spread Shot I	Deals physical damage to up to 6 enemies within 25m. The targets may also be stunned. Multicast 3 times.
	Venomfinder Shot I	Deals physical damage to the target, and additional damage when the target is poisoned or stunned.
Assassin	Killing Spree I	Deals physical damage to the target, and additional damage when the target is poisoned or stunned. Multicast 3 times. Chain Skill Level 2 Assassination – Killing Spree
	Cross Slash I	Deals physical damage to the target.
Cleric	Flashbolt I	Deals wind damage to a target. Chain Skill Level 2 Smite, Punishing Earth – Flashbolt
	Aero Snare I	Deals wind damage to a target and additional damage every 3 sec. for 9 sec. Also reduces their movement speed.

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		Chain Skill Level 2 Storm of Aion – Aero Snare
Chanter	Unstoppable I	Increases your Stun Penetration and Stumble Penetration by 300 for 30 sec.
	Thunderbolt Strike I	Inflicts physical damage to targets within a radius of 25m. Chain Skill Level 1
Sorcerer	Wind Spear I	Deals wind damage to the target and reduces their movement speed with a high probability. Multicast 3 times.
	Wind Robes I	Increases your magic suppression by 200 and your movement speed by 7% for 30 sec.
Spiritmaster	Magic Explosion I	Removes 1 magic buff from the target, and inflicts fire damage. Deals additional damage every 3 sec. for 12 sec. Chain Skill Level 2 Disenchant, Dispel Magic, Ignite Aether, Magic Implosion – Magic Explosion
	Elemental Spirit Armour I	Increases the maximum HP of your spirit by 25% for 1 sec. A protective shield has a 10% chance of blocking 20% damage each time they receive damage. They also regenerate 5% HP every 3 sec.
Revenant	Divine Strike I	Inflicts physical damage to enemies within 20m and max. 4 enemies within 5m and knocks them back. Chain Skill Level 2 Remove Shock – Divine Strike

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	Ion Flux Regeneration I	Charges 70 Ion Flux and regenerates 20% HP. Chain Skill Level 2 Remove Shock – Ion Flux Regeneration
<b>Brawler</b>	Teleport Counter I	You teleport 7m forwards after a successfully parry, and all effects that cause immobilisation and movement speed reduction are removed.
	Qi Treatment I	Charges 100 Qi.

The cooldown of the class's skills have been changed to improve their usefulness. It is also planned to change the universal Remove Shock skill and some other class skills.

Skill	Before	After
<b>Remove Shock (Universal)</b>	Increases your resistance to Stun, Knockback, Stumble, Aether's Hold and Spin by 1,000 for 7 sec.	Increases your resistance to Stun, Knockback, Stumble, Aether's Hold and Spin by <b>2,000</b> for 7 sec.
<b>Oath of Accuracy I (Assassin)</b>	Increases your accuracy and magical accuracy by 500 for 20 seconds.  Cooldown: 5 min.	Increases your accuracy and magical accuracy by 500 for <b>30</b> seconds.  Cooldown: <b>3</b> min.
<b>Enfeebling Burst (Cleric)</b>	Deals magic damage to a target and additional damage every 3 sec. for 27 sec.  Reduces physical attack.	Changed the physical attack reduction.

### 3. Removed the Magic Boost limitation.

Magic boost can now be invested in and improved without limit, and all immediate magic buff boosts from buffs are applied. Please also note that the increase of magic boost to magical weapons of enchantment level 11 is bigger than before.





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With the increase to level 60, **Magic Suppression** has been added as a new stat for equipment and skill effects.

**Magic suppression** is a **magic defence state which counters magic boost**. It has been added to the new level-60 gear and can be adjusted with the **new Manastone: Magic Suppression** available in the new content.

After The Path of the Brawler update, the effect of magic suppression will be activated on gear depending on enchantment level. This effect will also be granted to previously enchanted armour. Check your character's magic suppression stat after the update.

#### 4. Templar/Gladiator Balancing Changes:

##### - Gladiator

In order to strengthen the Gladiator's aggressive combat style, we've changed the way some of their skills work.

For starters, the **Shadow Rage effect which reduced accuracy has been removed**, as this proved both a blessing and a curse. There were a lot of voices recently saying that it was difficult for the Gladiator to face off against Templars or Clerics/Chanters in PvP, so we decided to concentrate on the Gladiator's offensive rather than defensive attacks.

The **Crippling Cut has been changed to a skill which can be used while moving**. This allows it to be used as a quick chain skill after the enemy has been stumbled.

Skill	Before	After
Shadow Rage I	Increases physical attack by 80%, reducing accuracy by 200 and physical defence by 50% for 30 sec.	Increases physical attack by 80%, <b>reducing accuracy by 200</b> and physical defence by 50% for 30 sec.
Crippling Cut I-VII	Deals physical damage to a stumbled target. (movement impossible)	Deals physical damage to a stumbled target. <b>(movement possible)</b>



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## Templar

According to our data, we have found that the Templar is at a disadvantage in combat compared to earlier.

In this patch we want to give the Templar a boost, focusing on giving them the tank role in PvE and alleviating some of the problems in PvP.

To that end, we've **increased the amount of Enmity** generated by Incur Wrath and Threatening Taunt, allowing the Templar to more easily take on the role of tank.

Prayer of Victory, Bodyguard and Emphyrean Providence have been made easier to use by **increasing the PVP Defence and adjusting the cooldown**. This gives the class more survivability and allows them to protect their allies better, both playing to the Templar's strengths.

The Provoking Severe Blow skills also gets an **uncleansable effect which reduces the enemy's healing boost**, in addition to the enmity boost. This should make it easier to go up against Clerics/Chanters.

The requirements for using Break Power have been removed so that it can be **used whenever the cooldown is ready, without triggering an abnormal state**, thus increasing overall attack power.

Skill	Before	After
Incur Wrath I-VI	Provokes enemies within 15m and increases enmity.	Provokes enemies within 15m and increases enmity. <b>(Enmity increased)</b>
Threatening Taunt I-III	Provokes enemies within 15m and increases enmity. Also reduces the enemy's attack speed for 10 sec.	Provokes enemies within 15m and increases enmity. Also reduces the enemy's attack speed for 10 sec. <b>(Enmity increased)</b>
Prayer of Victory I-V	Increases the maximum HP of you and max. 6 allies within 30m by 1,300 for 2 minutes.	Increases the maximum HP of you and max. <b>12</b> allies within 30m by 1,300 for 2 minutes. <b>If you are attacked by a player, you take less damage.</b>
Emphyrean Providence I	Generates a shield on yourself and up to 6 allies	Generates a shield <b>on yourself and up to 6</b>

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	<p>within 30m for 15 sec. This absorbs 50% of the damage and increases resistance to Stun, Knock Back, Stumble, Spin, and Aether's Hold Resists by 1,000. Cooldown 10 min.</p>	<p><b>allies within 30m for 10 sec.</b> This absorbs 50% of the damage and increases resistance to Stun, Knock Back, Stumble, Spin, and Aether's Hold Resists by 1,000. Cooldown: <b>3 min.</b></p>
<b>Bodyguard I-II</b>	<p>You suffer 70% damage instead of the target. Cooldown: 2 min.</p>	<p>You suffer 70% damage instead of the target. Cooldown: <b>1 min. 30 sec.</b></p>
<b>Provoking Severe Blow I-IV</b>	<p>Deals physical damage to the target and increases their enmity.</p>	<p>Deals physical damage to the target and increases their enmity. <b>Also reduces the target's healing boost by 300 for 5 sec. and the target's recovery skills also take much longer to cast. This debuff cannot be removed.</b></p>
<b>Break Power I-IV</b>	<p>Deals physical damage to a stumbled or stunned enemy and reduces their physical attack by 30 for 30 sec. During this time, your physical attack increases by 30.</p>	<p>Deals physical damage to a <b>stumbled or stunned enemy</b> and reduces their physical attack by 30 for 30 sec. During this time, your physical attack increases by 30.</p>

### 5. Assassin/Ranger Balancing Changes:

#### - Assassin

In contrast to other melee classes, the Assassin mainly relies on stealth/ambush skills and attacks the enemy when they aren't expecting it.

But having charging skills forced the Assassin to move among the enemy, leading to importune situations after the Assassin's initial engagement.





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That's why we have added a **stealth mode to the Assassin's Fierce Storm attack skill**, giving them time to recover after the initial storm attack and gear up for a more tactical fight becoming of this class.

Skill	Before	After
<b>Fierce Storm</b>	Charge at a target within 35m, dealing physical damage to them and nearby enemies and blinding them.	Charge at a target within 35m, dealing physical damage to them and nearby enemies and blinding them. Afterwards you enter <b>stealth mode for 2 sec. which cannot be removed even if you are attacked.</b>

Alongside the change to the Assassin' storm skill, their balancing in aerial combat will also be addressed.

The Assassin's relatively short range makes it difficult to find the right range in aerial combat.

To this end, we've **added an effect to the Slayer Form which increases attack range**, making this aspect of combat somewhat easier.

Skill	Before	After
<b>Slayer Form I-II</b>	Increases your magical accuracy, maximum HP and attack speed for 40 sec. and MP is recovered very fast.	Increases your magical accuracy, maximum HP and attack speed for 40 sec. and MP is recovered very fast. <b>Your range is also increased by 2m while you are flying.</b>

The Assassin is one of AION's offensive characters who uses stealth mode to use the element of surprise to attack with melee chain skills. But the feedback we have received suggests that the Assassin has lost impact as the other characters have increased in combat strength.



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On the back of these suggestions, we've concentrated our balancing effects on improving the Assassin's arsenal and smoothing out certain problematic areas.

**The restrictions on chain skills which could not be used while moving have been removed.**

We hope this will provide more fluid combat and allow players to chain together some nice offensive skill combos.

Skill	Before	After
Assassination Agonising Slash Lightning Slash	(movement impossible)	<b>movement possible</b>

The second Cross Slash skill could only be used after using evade. But since there are so many Assassin skills limited by this restriction; **this has been removed so the skill can be used without requirement.**

Skill	Before	After
Cross Slash Skill Book	Deals physical damage to the target after a successful evasion. Cooldown 5 sec.	Deals physical damage to the target <b>after a successful evasion.</b> Cooldown: <b>10</b> sec.

Sigil Strike is an important tool in the Assassin's offensive toolkit.

For that reason, this **stigma skill has been changed into a skill book** so all Assassins can use it without having a spare stigma slot. We hope that this frees up a stigma slot for other uses.

Skill	Before	After
Sigil Strike (Normal)	Inflicts physical damage to the target and engraves a signet pattern on the target up to level 3. Stigma	Inflicts physical damage to the target and engraves a signet pattern on the target up to level 3. <b>Skill Book</b>

According to the feedback we have received, the long cooldown on the Wind Walk skill made it a rare choice, despite the fact that it is a Divine Power skill. As a result, we have reduced the cooldown by a third to make it more attractive to use.

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Skill	Before	After
<b>Shadow Cloak Divine Power Skill</b>	You are in advanced stealth mode for 10 to 20 sec., increasing your movement speed. You can use up to 3 magic boosts and still remain in stealth mode. Available during battle. Cooldown 30 min.	You are in advanced stealth mode for 10 to 20 sec., increasing your movement speed. You can use up to 3 magic boosts and still remain in stealth mode. Available during battle. Cooldown <b>20</b> min.

**The cooldown of Dash and Slash has been halved.** In addition, the fabled stigma skill Quickening Doom can now be used on **poisoned and stunned targets, and also stumbles the target. The physical damage and damage of additional hits has also been increased.**

Skill	Before	After
<b>Dash and Slash (Heroic)</b>	Sprints to a target within 20m and deals physical damage to them. Cooldown: 3 min.	Sprints to a target within 20m and deals physical damage to them. Cooldown: <b>1 min. 30 sec.</b>
<b>Quickening Doom (Fabled)</b>	Deals physical damage to the target. Deals extra damage if the target is poisoned and stuns them for a short time.	Deals physical damage to the target. Deals more damage if the target is poisoned or stunned <b>and causes them to stumble.</b> <b>(Physical damage and additional damage: +20%)</b>

### - Ranger

#### [Storm Attack Skill]

One of the main questions we have had to contend with when changing the storm attack skills has been: 'How do we square the circle of each of the classes' special properties and the fact that the storm attack skills force you to get close to your enemy?'





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Since the Ranger is a ranged class, we had to deal with the situation which arises when you use a storm attack skill which forces you to get close to your enemy.

That's why we added an extra effect which silences the enemy and allows the Ranger to resist/dodge physical/magic attacks. That should give them the ability to move to a new location after the storm attack.

Skill	Before	After
<b>Snarling Storm</b>	You charge at a target dealing them and enemies with 3m of the target physical damage and silencing them for 4 sec.	You charge at a target dealing them and enemies with 3m of the target physical damage and silencing them for 4 sec. <b>You can also dodge a physical attack or resist a magic attack for 5 sec.</b>

## [Stigma Skill]

After analysing the data for stigmas socketed by Rangers, we have determined that the Lightning Arrow branch is far more popular, as this can be used while moving, which is more fitting the class' current style of combat.

The Agonising Arrow branch, on the other hand, offers better DPS, but generally involves a casting time, meaning it is rarely used as it leads to standing still in combat.

Lethal Arrow and Agonising Arrow in particular were very rarely socketed in contrast to other similar stigmas. To offer more choice and a broader selection of tactics in combat, we've made some improvements to the rarely used skills. Agonising Arrow was previously seldom used, as a result of the low DPS of the poison effect and its lack of any other advantages. As a result, we've removed the poison effect of Agonising Arrow and replaced it with a **reduction to additional PvP defence**, to give Agonising Arrow more DPS in PvP.

We also decided we needed to improve the Lethal Arrow skill, to give the Agonising Arrow branch more oomph.

As already stated, the current combat style requires mobility, so we reduced the casting time to 0 to make the Agonising Arrow branch more palatable.



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Finally, with Breath of Nature we've increased the Ranger's survivability, which was one of the class' main weaknesses.

Breath of Nature now has an extra effect which increases HP by 1,000, putting the Ranger on a similar HP footing to other classes.

Skill	Before	After
<b>Agonising Arrow (Fabled)</b>	Inflicts physical damage to targets within a radius of 25m and poisons them for 1 min.	Inflicts physical damage to targets within a radius of 25m and <b>reduces their additional PvP defence for 12 sec.</b> <b>This debuff cannot be removed.</b>
<b>Lethal Arrow (Heroic)</b>	Deals physical damage to a target within 25m which has a high chance of hitting. Casting time: 2 seconds	Deals physical damage to a target within 25m which has a high chance of hitting. <b>Cast Instantly</b>
<b>Breath of Nature (Normal)</b>	Increases your natural healing and natural mana treatment for 5 minutes. Casting time: 2 seconds Cooldown: 5 min.	Increases your natural healing, natural mana treatment <b>and maximum HP by 1,000</b> for 5 minutes. <b>Cast Instantly</b> <b>Cooldown: 30 sec.</b> <b>This debuff cannot be removed.</b>

## [Skills]

In order to address the MP consumption issue which many players have reported, **we've reduced the MP cost of several key skills.** We've also removed the MP consumption increase from the Sharpen Arrows buff to change MP consumption in general.

Finally, we've ascertained that the Agonising Arrow skill needed a general boost to make it more potent.

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Skill	Before	After
Stunning Shot Rupture Arrow Gale Arrow Raging Wind Arrow Explosive Arrow Lethal Arrow Agonising Arrow Unerring Arrow Arrow Storm Focus Arrow Spread Shot Shock Arrow Shackle Arrow	-	<b>MP cost: -20% for each</b>
<b>Agonizing Arrow</b>	Deals physical damage to the target. If you are attacked by a Player, you suffer extra damage for 12 sec. Cooldown: 60 sec. (PvP Defence: around -8%)	Deals physical damage to the target. If you are attacked by a Player, you suffer extra damage for 12 sec. Cooldown: <b>30</b> sec. (PvP Defence: around <b>-15%</b> ) <b>(Hit chance has been increased and movement speed changed.)</b>
<b>Sharpen Arrows</b>	The bow's physical attack is increased by 10%, while MP consumption is increased by 10%.	The bow's physical attack is increased by 10%, <b>while MP consumption is increased by 10%.</b>

### 6. Cleric/Chanter Balancing Changes:

#### - Cleric

##### [Stigma Skill]

We discovered that the Cleric's healing and attack skills build (Call Lightning) was being used more often than with other classes. This lead us to believe that





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the Cleric class has been well received by you Daevas and the skills score very highly.

As a result, in our balancing changes we're not focusing on the Cleric's skills which already see a great deal of use, but will instead concentrate on buffing the less popular ones.

First and foremost, the skills **Yustiel's/Marchutan's Splendour** will be improved.

Despite being an AoE healing skill, it was difficult to actually determine the actual area as the skill affected the target within 25m of you plus allies within 25m of the target.

Instead, the **skill now applies to targets within a radius of the caster.**

It was also difficult to use this skill in combat with many players, since the effect applies to allies without distinguishing between groups. The **effect on group members and HP regeneration has thus been slightly boosted** to improve the value of this stigma skill.

The skills Yustiel's/Marchutan's Light have likewise been improved in the same manner, as they function in a similar manner to Yustiel's/Marchutan's Splendour despite not being stigma skills.

The Ripple of Purification skill **now also applies to group members, and the area of effect has been marginally increased** so it can be used to help group members quickly, for example in raids.

Finally, the Stability stigma skill has been adjusted.

It had a long cooldown time and its only effect was to reduce enmity, so it was rarely used by Daevas. It now has an effect which **reduces MP consumption and its cooldown/effective time have been changed** to counteract the current dearth of MP. We hope this makes the skill more attractive to use.

Skill	Before	After
<b>Marchutan's Light</b>	Regenerates the HP of a target within 25m and max. 6 allies within 25m of the target. Generates a shield which absorbs 1,427 damage for 10 seconds.	<b>Restores the HP of group members within a 25m radius.</b> Generates a shield which absorbs 1,427 damage for 10 seconds.

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<b>Marchutan's Splendour</b>	<p>Regenerates the HP of a target within 25m and max. 6 allies within 25m of the target.</p> <p>Generates a shield which absorbs 1,683 damage for 10 seconds.</p>	<p><b>Restores the HP of group members within a 25m radius.</b></p> <p>Generates a shield which absorbs <b>2,020</b> damage for 10 seconds.</p>
<b>Yustiel's Light</b>	<p>Regenerates the HP of a target within 25m and max. 6 allies within 25m of the target.</p> <p>Heals 285 HP every 2 seconds for 10 seconds.</p>	<p><b>Restores the HP of group members within a 25m radius.</b></p> <p>Heals an additional 285 HP every 2 seconds for 10 seconds.</p>
<b>Yustiel's Splendour</b>	<p>Regenerates the HP of a target within 25m and max. 6 allies within 25m of the target.</p> <p>Heals 336 HP every 2 seconds for 10 seconds.</p>	<p><b>Restores the HP of group members within a 25m radius.</b></p> <p>Heals an additional <b>436</b> HP every 2 seconds for 10 seconds.</p>
<b>Ripple of Purification</b>	<p>Removes up to 3 altered states cast on up to 6 allies within a 20m radius of you, and also heals HP.</p>	<p>Removes up to 3 altered states cast on <b>allies within a 25m radius of you</b>, and also heals HP.</p>
<b>Stability</b>	<p>Reduces enmity to you of a target within 25m of you and up to 6 enemies within 20m of the target.</p> <p>Casting time: 1 sec. Cooldown 10 min.</p>	<p>Reduces enmity to you of a target within 25m of you and up to 6 enemies within 20m of the target.</p> <p><b>For 60 sec., only consume 50% of the MP required to cast a skill.</b></p> <p><b>Cast Instantly</b></p> <p>Cooldown: <b>3</b> min.</p>



## PATCH NOTES

### [Skills]

Next in line is a change to the skill damage of the Cleric's Call Lightning. This main class skill deals a great amount of damage. Recently, however, we have often seen that this skill's high damage output in PvP led to players being knocked out and the combat being ended.

We decided the skill needed some tweaking for PvP, and since it is also often used in PvE, the balancing would be changed in PvE.

The skill's basic damage has been increased, increasing its damage in PvE but reducing the damage it does to players in PvP.

Despite the reduction to the damage in PvP, it will remain a strong main skill and play a major role in PvP and PvE combat, so its status should not in any way be challenged.

Skill	After
Call Lightning (Fabled)	Increased basic damage. Reduced damage to enemies in PvP.

### - Chanter

#### [Stigma Skill]

The Chanter is a versatile hybrid class which can fit support, defence and attacking roles.

We've noticed, however, that most Chanters focus on the survivability of the Elemental Screen build.

Fitting for the hybrid nature of the Chanter, we want to be able to offer a **wide variety of stigma skills. Attack skills which depended on certain states or activation chances have been improved** so that it pays not only to choose defensive but also attacking options.

First of all, we want to introduce the **reduced MP consumption of Word of Inspiration and Word of Protection**, which should make it easier for the Chanter to get a handle on their MP.

The Word of Inspiration and Word of Protection skills, when used repeatedly, can quickly eat through your MP, which is why we've reduced the MP consumption from 300 to 200.



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Skill	Before	After
Word of Inspiration Word of Protection (Normal)	MP Cost: 300	MP Cost: <b>200</b>

Next up are the **improvements to rarely used stigma skills**.

Soul Lock is a debuff skill which can bind a stunned or stumbled enemy, but its activation requirements made it difficult to use effectively. As a result, we've removed the activation requirements and made Soul Lock a skill which deals damage and a special state.

Skill	Before	After
Soul Lock (Normal)	Deals physical damage to a stunned or stumbled target and binds them for 3 sec.	Deals physical damage to a <b>stunned or stumbled</b> target and binds them for 3 sec.

The **fabled stigma skill Numbing Blow has also seen an improvement**.

Numbing Blow is a debuff skill which reduces enemy attack speed and increases their casting time. However we determined that the debuff which increases casting time had too little impact, putting Chanters at a disadvantage in combat against mages given their class-specific characteristics. So instead of increasing the casting time, we've changed it so the skill silences, hopefully making this fabled stigma skill a more attractive proposition.

Skill	Before	After
Numbing Blow (Fabled)	Inflicts physical damage on the target. Reduces the target's attack speed and magic casting time is increased by 50% for 7 sec.	Inflicts physical damage on the target. Reduces the target's attack speed, <del>magic casting time is increased by 50%,</del> <b>and they are silenced</b> for 7 sec.



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## [Skills]

We also plan to make some changes to skill book skills.

The requirement to use Resonance Haze and Seismic Crash on stumbled targets has been removed, so they can now be used without restriction. Similarly the Booming Assault chain skill which had a certain chance to activate is now guaranteed, which should increase the Chanter's basic damage output.

Skill	Before	After
<b>Resonance Haze</b> <b>Seismic Crash</b> (Skill Book)	Deals physical damage to a fallen enemy.	Deals physical damage to a <b>fallen</b> enemy.
<b>Booming Assault</b> (Skill Book)	Booming Smash – Booming Assault (Trigger chance)	Booming Smash – Booming Assault ( <b>Guaranteed to trigger</b> )

Finally, we want to tell you about changes to the Battle's Hold skill.

Battle's Hold was an attacking skill which increased your attack stats while reducing your defence. For that reason, it was only used in situations where all-out offence was called for.

We've now removed the physical defence reduction, and fitting the class' hybrid concept, added healing boost instead. The cooldown has also been marginally tweaked to give you more survivability and improve ease-of-use.

Skill	Before	After
<b>Battle's Hold</b> (Skill Book)	Increases your magic boost by 100, accuracy by 200 and physical attack by 10% and reduced physical defence by 20% for 30 sec. Cooldown: 5 min.	Increases your magic boost by 100, accuracy by 200, physical attack by 10% and <b>healing boost by 200 and reduces physical defence by 20%</b> for 30 sec. Cooldown: <b>3</b> min.



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## 7. Sorcerer/Spiritmaster Balancing Changes:

### - Sorcerer

#### [Storm Attack Skill]

Given that the Sorcerer is a ranged fighter, it was always a disadvantage for them to use their Storm skill and reduce distance to the enemy, making this skill an unappealing option for them.

For this reason, we decided to add an effect to the skill which not only reduces the enemy's movement speed, but also immobilises them, allowing the Sorcerer to put some distance between themselves and their enemy before continuing the fight.

Skill	Before	After
Rolling Storm	Charge at a target within 35m, dealing magic damage to them and nearby enemies and reducing the movement speed of enemies who attack you.	Charge at a target within 35m, dealing magic damage to them and nearby enemies and <b>immobilising them for 3 sec. even if they are attacked.</b>

In order to avoid making it too difficult to use the skill, it can also be used as a **chain skill**: Rolling Storm → Immobilising Debuff → Retreat

Skill	Description
[NEW] Storm Cover	(You receive it automatically when you get Rolling Storm. Chain Skill.)  You instantly move backwards 15m, restoring mobility and full movement speed.

#### [Stigma Skill]

The balance patch is aimed to balance out the weaknesses of the individual classes, whilst simultaneously identifying and improving unpopular stigma skills. To this end, we have **merged and improved some lesser-used stigma skills for the Sorcerer**.





# PATCH NOTES

- **Winter Armour**  
 Winter Armour was a powerful defensive skill in PvP, but its popularity waned after we buffed Glacial Shard. As a result, we've added a **debuff increasing spell casting time** to Winter Armour's knockback effect, giving this skill a different focus than the Glacial Shard option.
- **Barrier of Severance I**  
 The Barrier of Severance skill is a kind of emergency survival kit, blocking enemy attacks but making you immobile for a certain length of time. However, as the skill had a 2 second casting time, you needed to use it ahead of time, which made it difficult to use effectively and resulted in it seldom being used.  
 So we've removed the casting time and made using Barrier of Severance instant.
- **Fire Burst**  
 Our final change applies to the Fire Burst skill. Fire Burst deals damage to multiple enemies at once, but the damage output is so low that it was rarely used.  
 In order to make this skill more appealing, we've increased the range from 5m to 7m and also **slightly increased the magic damage output.**

Skill	Before	After
Wintry Armour I	Reflects 1,000 from enemies within 5m for 30 sec. and reduces the enemy's movement speed and attack speed for 2 sec.	Reflects 1,000 from enemies within 5m for 30 sec. and reduces movement speed and attack speed for 2 sec. <b>The enemy's magic casting time is also increased.</b>
Barrier of Severance I	Generates a shield which absorbs 20,000 damage for 8 seconds. You are stunned. Casting time: 2 seconds	Generates a shield which absorbs 20,000 damage for 8 seconds. You are stunned. <b>Cast Instantly</b>



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<b>Fire Burst I-IV</b>	Deals fire damage to a target within 25m of you and up to 6 enemies within 5m of the target.	Deals fire damage to a target within 25m of you and up to 6 enemies within <b>7m</b> of the target. <b>(Increased magic damage.)</b>
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### [Skills]

Next up is the change to the Sorcerer's Glacial Shard skill damage.

This main class skill deals a great amount of damage. Recently, however, we have often seen that this skill's high damage output in PvP led to players being knocked out and the combat being ended.

We decided the skill needed some tweaking for PvP, and since it is also often used in PvE, the balancing would be changed in PvE.

The skill's basic damage has been increased, increasing its damage in PvE but reducing the damage it does to players in PvP.

Despite the reduction to the damage in PvP, it will remain a strong main skill and play a major role in PvP and PvE combat, so its status should not in any way be challenged.

Skill	After
<b>Glacial Shard (Fabled)</b>	Increased basic damage. Reduced damage to enemies in PvP.

### Spiritmaster

#### [Storm Attack Skill]

The Storm attack effect which reduced the attack speed of players attacking you following the attack only triggered if you were attacked.

We've removed this passive effect and instead replaced it with a buff which **greatly increases your movement speed for 7 seconds**.

This will allow you to quickly reach the currently maximum possible speed after the Storm attack and quickly dash to a more favourable position from which to continue the fight.

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Skill	Before	After
<b>Terror Storm</b>	You charge at a target within 35m and remove 3 magic buffs from enemies within 5m of the target. Enemies within 5m who attack you have their attack speed reduced for 7m.	You charge at a target within 35m and remove 3 magic buffs from enemies within 5m of the target. <del>Enemies within 5m who attack you have their attack speed reduced for 7 sec.</del> <b>Your movement and flight speed are greatly increased for 7 sec.</b>

### [Stigma Skill]

Rarely used stigmas have been partly improved to make them more usable in the current PvP/PvE environment.

For the Spiritmaster, this affects their **Withering Gloom** stigma.

Withering Gloom is a skill which gives the enemy a debuff reducing their max HP and MP. But since it can easily be removed with a spell, it was rarely used.

In response, we've added an effect which reduces the enemy's healing boost and cannot be removed. The casting time has been reduced to 0, which should ensure that the Spiritmaster can be more aggressive in PvP, especially in combat against Clerics/Chanters.

Skill	Before	After
<b>Withering Gloom</b>	Targets within 25m of you have their maximum HP and maximum MP reduced by 2,000 each for 1 minute. Can be removed with skills that dispel magical debuffs. Casting time: 2 seconds	Targets within 25m of you have their maximum HP and maximum MP reduced by 2,000 each and their <b>healing boost reduced by 1,000</b> for 1 minute. <b>During this time, the enemy's MP does not regenerate.</b> <b>This debuff cannot be removed.</b>



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[Redacted]	Can be removed with skills that dispel magical debuffs. <b>Cast Instantly</b>
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### 8. Revenant Balancing Changes:

#### - Revenant

The Revenant is the first new class to be introduced to AION Classic. Since its introduction, it has enjoyed growing popularity thanks to your support and increasing skill points. In this balancing adjustment, we want to focus on the usefulness of buffs and knockback to increase their use in the game.

Ion Storm deals additional damage to knocked back enemies, so this skill was pretty feeble against enemies with immunity to knockback.

So we've added an effect to Ion Storm which reduces enemy physical defence, **allowing it still to have some use against enemies who cannot be knocked back.**

Reserve Mode is a buff which reduces the consumption of Ion Flux. We've now added the **Knockback Penetration effect** allowing this skill to be used aggressively.

**The cooldown of the Revenant's main defensive skill, Magnetic Discharge, has also been changed to improve their defence.**

Skill	Before	After
<b>Ion Storm I-V</b>	Inflicts physical damage on the target. If cast on a knocked back enemy, it deals additional damage.	Inflicts physical damage on the target. If cast on a knocked back enemy, it deals additional damage. <b>If the enemy has immunity to knockback, their physical defence is also reduced.</b>
<b>Reserve Mode I</b>	Consume only 50% of the required Ion Flux for 20 sec.	Consume only 50% of the required Ion Flux for 20 sec. and your <b>Knockback Penetration is increased by 200.</b>



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<b>Magnetic Discharge I</b>	You can resist two magic attacks for 10 seconds. Cooldown: 2 min.	You can resist two magic attacks for 10 seconds. Cooldown: <b>1 min. 30 sec.</b>
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## [Stigma Skill]

The Revenant differs from other classes in the chainblades' medium range, their versatile chain skills, and the use of Ion Flux. We wanted to ensure this class had enough flexibility to be able to react to all possible situations, but some of you felt that the Revenant's attack power and attack speed was too low compared to other classes, making it difficult to use this class advantageously in PvP. Instead of focusing on the Revenant's rarely used stigmas, as we have with the other classes, we're concentrating on **balancing the main branch stigma skills and those skills which can be synergised with them.**

By improving the chainblades' range, increased attack speed and special states, we want to underline the Revenant's characteristic of **attacking from a comfortable range of safety.**

### ➤ **Stigma (Fabled) – Ion Flux Concentration/Electric Shock**

The first change relates to the last two fabled stigmas in the stigma branch.

**Ion Flux Concentration is now active for max. 30 seconds, attack speed increases by max. 12% and the cooldown has been reduced from 5 minutes to 2 minutes,** increasing this stigma's appeal.

Electric Shock already has a powerful effect, but the consumption of 30 Ion Flux was too high, making this skill see little use. We've hence **reduced the Ion Flux consumption to 10,** allowing you to use this skill branch without having to concentrate so much on charging Ion Flux.

Skill	Before	After
<b>Ion Flux Concentration (Fabled)</b>	Ion Flux Concentration I: Consume no Ion Flux for 12 seconds. Increases physical attack by 30% and movement speed by 10%.	Ion Flux Concentration I: Consume no Ion Flux for <b>24</b> seconds. Increases physical attack by 30%, movement speed by 10% and <b>attack speed</b> by 10%.

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	Ion Flux Concentration II: Consume no Ion Flux for 24 seconds. Increases physical attack by 40% and movement speed by 10%. Cooldown: 5 min.	Ion Flux Concentration II: Consume no Ion Flux for <b>30</b> seconds. Increases physical attack by 40%, movement speed by 10% and <b>attack speed</b> by 12%. Cooldown: <b>2</b> min.
<b>Electric Shock (Fabled)</b>	Deals wind damage to a target within 20m of you and 8 enemies within 7m of the target and reduces their movement speed. Consumes 30 Ion Flux.	Deals wind damage to a target within 20m of you and 8 enemies within 7m of the target and reduces their movement speed. Consumes <b>10</b> Ion Flux.

➤ **Heavenly Judgement/Lightning Strike Stigma (Heroic)**

The Heavenly Judgement skill knocks back an individual target. While the Revenant can use powerful chain skills after this knockback, it wasn't a particularly useful combination given that the Heavenly Judgement skill only affects one enemy.

To this end, we've **upped the range to 20m, the skill now hits up to 6 enemies, and it can be used while moving**, which should make the skill a more attractive proposition and increase its usefulness. Lightning Strike is a skill which applies a special state, blinding the target, albeit having no effect on magic users. This issue has now been addressed, making the skill more versatile. **The target is now blinded as well as silenced for 8 seconds, and the cooldown has been greatly reduced from 4 minutes to 40 seconds.**

Skill	Before	After
<b>Heavenly Judgement (Heroic)</b>	Inflicts wind damage to an enemy within 15m and knocks them back. (movement impossible)	Deals wind damage to a target within <b>20m</b> of you <b>and 6 enemies within 5m of the target</b> and knocks them back. <b>(movement possible)</b>



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<b>Lightning Strike (Heroic)</b>	Deals physical damage to the target and blinds them for 10 sec. Cooldown: 4 min.	Deals physical damage to the target, <b>blinding and silencing them for 8 sec.</b> Cooldown: <b>40 sec.</b>
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We've made some additional changes to the skills which are used in combination with the stigma skills.

Ion Storm is a skill which simply reduces the physical defence of targets which have immunity to knockback. This basically restricted its usefulness to elite monsters in instances/PvE who have immunity to special states.

We've now removed this limitation from the skill and changed it to a **damage + debuff skill which reduces the physical defence of all enemies**. Combing this skill with the aforementioned Lightning Strike means you'll be able to use it tactically in 1vs1 battles and remove special states.

Finally, we could to the Lightning Blast skill.

**The range of Lightning Blast (Electroferno) has also been increased to 20m, it has been turned into an AoE skill and its cooldown halved to 30 seconds.** This means it can be used together with Heavenly Judgement from a range of 20m.

Skill	Before	After
<b>Ion Storm (Skill Book)</b>	Deals physical damage to the target. Deals additional damage if used on knocked back enemies. If the enemy has immunity to knockback, their physical defence is also reduced by 500 for 10 sec.	Deals physical damage to the target. Deals additional damage if used on knocked back enemies. If the <b>enemy has immunity to knockback</b> , their physical defence is also reduced by 500 for 10 sec.
<b>Lightning Blast Electroferno (Skill Book)</b>	Deals wind damage to a target within 15m of you and 4 enemies within 7m of the target. Cooldown 1 min.	Deals wind damage to a target within <b>20</b> m of you and 4 enemies within 7m of the target. Cooldown: <b>30</b> sec.