



Patch Notes: Shadows Over Balaurea Update

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Instances

- The second boss of Infernal Drakenspire Depths (Hard), Berserk Immortal Orissan, has been added.
- Players who die in The Red Cellar will now resurrect inside the instance.
- Players can now obtain Ereshkigal Cubicles in Qubrinerk's Monster Cubic Lab.
- Accessories and feather accessories that drop from some instance named monsters will now drop as a box containing the item, rather than dropping the item directly.
- Adjusted amount of AP and experience obtained from some instances.
- Fixed an issue where the summoner of the first boss of Infernal Drakenspire Depths (Hard) does not consistently disappear.
- Changed some patterns of Ereshkigal in The Veilenthron.

Balance Changes

Runestones

Skill Name	Changes
Attack: Successful Attack	Increased effect duration from 3 seconds to 5 seconds.
Attack: Reduced Recovery	Increased target's recovery effect reduction from 20% to 30%.

Skill Name	Changes
Attack: AoE Strike	Can no longer critical strike.
Attack: Extra Strike	Can no longer critical strike.
Support: Increased Recovery	Increased HP recovery effect bonus from 5% to 10%. Now displays in the buff window.
Support: Critical Hit Damage Reduction	Now displays in the buff window.
All Boost Runestones	Now displays in the buff window.

Gladiator

Skill Name	Changes
Armor of Revenge	Increased absorption from 1000 HP to 1500 HP.
Unwavering Devotion	Increased resistance value boosts from 800 to 1200.
Dauntless Spirit	Increased shield strength from 2398 to 3117.
(Advanced) Dauntless Spirit	Increased shield strength from 3237 to 4208.
Earthquake Wave	Decreased cooldown time from 1m 21s to 40s.
(Advanced) Earthquake Wave	Increased physical damage from 1438 to 1653. Decreased reuse time from 1m 3s to 30s.
(Advanced) Battle Banner	Increased healing reduction from 1000 to 1200.

Templar

Skill Name	Changes
Unwavering Devotion	Increased resistance value boosts from 800 to 1200.
Empyrean Providence	Increased resistance value boosts from 1000 to 1500.
(Advanced) Empyrean Providence	Increased resistance value boosts from 1000 to 1500.
Barricade of Steel	Increased resistance value boosts from 1000 to 1500.
(Advanced) Barricade of Steel	Increased resistance value boosts from 1000 to 1500.
Magic Smash	Increased healing boost reduction from 400 to 800.
(Advanced) Magic Smash	Increased healing boost reduction from 400 to 800.

Assassin

Skill Name	Changes
Blinding Burst	Increased magic accuracy reduction from 500 to 1500.
Concussion Bomb	Increased magic accuracy reduction from 1300 to 2000.
(Advanced) Shimmerbomb	Increased magic accuracy reduction from 1300 to 3000.
Feral Ambush	Reduced HP recovery from 50% to 30% of damage.
(Advanced) Feral Ambush	Reduced HP recovery from 70% to 50% of damage.
(Advanced) Break Away	Increased resistance value boosts from 1000 to 1200.
Deadly Abandon	Increased evasion reduction from 200 to 800.
(Advanced) Deadly Abandon	Increased evasion reduction from 200 to 800. Reduced cooldown time from 43.2s to 10s. Changed to toggle type skill.

Ranger

Skill Name	Changes
Blessing of Nature	Increased HP boost from 4000 to 5000. Increased resistance value boosts from 100 to 200.
Dodging I	Increased evasion boost from 1000 to 1200.
Strong Shots	Increased Attack boost from 150 to 200.
Sandstorm Trap	Now reduces attack effect accuracy while the target is blinded.

Aethertech

Skill Name	Changes
Trauma Plate Trigger	Increased weapon defense boost from 770 to 1000.
(Advanced) Trauma Plate Trigger	Increased weapon defense boost from 1000 to 2000.
Convulsion Beam	Immobilization now has a low chance of being canceled.

Skill Name	Changes
(Advanced) Convulsion Beam	Immobilization now has a low chance of being canceled.
Life Support Trigger	Increased MP boost from 6200 to 8060. Increased MP natural recovery boost from 120 to 156. Increased HP natural recovery boost from 240 to 312.
(Advanced) Life Support Trigger	Increased MP boost from 8370 to 10881. Increased MP natural recovery boost from 162 to 211. Increased HP natural recovery boost from 324 to 421.
Aimbot Assist	Increased magic accuracy boost from 750 to 2000.
(Advanced) Aimbot Assist	Increased magic accuracy boost from 900 to 2500.

Gunslinger

Skill Name	Change
Juggernaut Cannon	Decreased magic damage from 2786 to 1950. Increased magic defense reduction from 400 to 600.
(Advanced) Juggernaut Cannon	Decreased magic damage from 3761 to 2633. Increased magic defense reduction from 400 to 600.
Precise Shots	Removed knockback effect.
(Advanced) Precise Shots	Removed knockback effect.
Mental Lock	Increased PvP Bonus Defense boost from 3000 to 3500. Increased resistance value boosts from 1000 to 1200.
Restorative Fire	Increased HP recovery from 1000 to 1500. Increased bonus HP recovery on crit from 2000 to 2500.
Recovery Fire	Increased HP recovery from 1000 to 1500. Increased bonus HP recovery on crit from 2000 to 2500.
Fire Forge	Increased HP recovery from 10000 to 15000.
(Advanced) Recovery Fire	Increased HP recovery from 2500 to 3000. Increased bonus HP recovery on crit from 2000 to 2500.
(Advanced) Fire Forge	Increased HP recovery from 15000 to 20000.
Rapid Reload	Removed magic attack boost and attack speed boost effects.
(Advanced) Rapid Reload	Removed magic attack boost and attack speed boost effects.
Stopping Power	Increased magic attack skill boost from 10% to 15%.
(Advanced) Stopping Power	Increased magic attack skill boost from 12% to 20%.

Skill Name	Change
Pressurized Chamber	Increased bonus damage from 1084 to 1192. Increased duration from 8s to 10s. Decreased PvP Bonus Attack boost from 780 to 500. Added PvE Bonus Attack boost by 500.
(Advanced) Pressurized Chamber	Increased bonus damage from 1463 to 1609. Increased duration from 8s to 10s. Decreased PvP Bonus Attack boost from 780 to 500. Added PvE Bonus Attack boost by 500.
Aion's Favor	Increased bonus damage from 304 to 395. Increased chance of bonus damage from 20% to 30%.

Sorcerer

Skill Name	Changes
Oath of Iron-Clad	Increased resistance boosts from 1500 to 2000.
Spear of Gust	Increased magic damage from 559 to 587.
Thundering Spear	Reduced HP recovery from 50% to 20% of damage.
(Advanced) Thundering Spear	Increased magic damage from 671 to 705. Reduced HP recovery from 60% to 30% of damage.
Elemental Ward	Increased magic defense boost from 1000 to 1500. Increased magic resist boost from 1000 to 1500.
(Advanced) Elemental Ward	Increased magic defense boost from 1300 to 1800. Increased magic resist boost from 1300 to 1800.

Spiritmaster

Skill Name	Changes
Fear	Increased magic and physical defense boosts from 1000 to 2000.
Fear Shriek	Increased magic and physical defense boosts from 1000 to 2000.
Nightmare Scream	Increased magic and physical defense boosts from 1000 to 2000.
Curse of Fire	Increased magic and physical defense boosts from 1000 to 2000.
Curse of Water II	Increased magic and physical defense boosts from 1000 to 2000.
Flames of Anguish	Increased magic and physical defense boosts from 1000 to 2000.
Nightmarish Shriek	Increased magic and physical defense boosts from 1000 to 2000.
(Advanced) Nightmarish Shriek	Increased magic and physical defense boosts from 1000 to 2000.
Nightmarish Lament	Increased magic and physical defense boosts from 1000 to 2000.

Skill Name	Changes
(Advanced) Nightmarish Lament	Increased magic and physical defense boosts from 1000 to 2000.
Infernal Blight I	Increased physical defense reduction from 470 to 800.
(Advanced) Infernal Blight	Increased physical defense reduction from 560 to 900.
Summon Group Member	Can no longer be used inside fortresses.

Songweaver

Skill Name	Changes
Protective Ode	Increased shield strength from 3744 to 4118. Increased PvP bonus defense boost from 500 to 700.
Resonating Melody	Increased bonus MP recovery per tick from 1184 to 1539.
Blazing Requiem	Decreased magic damage from 7229 to 4337. Reduced casting time from 3s to 1s. Reduced cooldown from 60s to 30s.
(Advanced) Blazing Requiem	Decreased magic damage from 10842 to 6505. Reduced casting time from 3s to 1s. Reduced cooldown from 42s to 20s.
Snowflower Melody	Increased MP recovery per tick from 403 to 1209.
(Advanced) Snowflower Melody	Increased MP recovery per tick from 403 to 1209.
Snowbound Melody	Increased MP recovery per tick from 403 to 1209.
(Advanced) Snowbound Melody	Increased MP recovery per tick from 403 to 1209.
Hymn of Thanksgiving	Increased HP recovery from 3292 to 3950. Increased additional HP recovery from 243 to 1243.
Mvt. 1: Spring	Increased resistance value boosts from 1000 to 1200.

Chanter

Skill Name	Changes
Rise	Increased resistance value boosts from 500 to 650.
(Advanced) Rise	Increased resistance value boosts from 600 to 780.
Healing Conduit	Increased HP recovery on hit from 500 to 600.

Skill Name	Changes
(Advanced) Healing Conduit	Increased HP recovery on hit from 675 to 810.
Word of Wind I	Added casting time reduction effect of 7%.
Celerity Mantra	Increased HP recovery per tick from 180 to 230.

Cleric

Skill Name	Changes
Healing Splendor	Increased cooldown from 3s to 12s.
Ripple of Healing	Increased cooldown from 3s to 12s.
Amplification	Increased MP recovery from 4690 to 5628.
Blessed Shield	Increased MP recovery from 4574 to 5489. Increased MP recovery per tick from 459 to 551.
Ripple of Purification	Decreased HP recovery from 5979 to 3588. Increased HP recovery per tick from 1383 to 1590. Now removes all status effects.
(Advanced) Ripple of Purification	Decreased HP recovery from 8071 to 4843. Increased HP recovery per tick from 2519 to 2897. Now removes all status effects.
Splendor of Rebirth	Increased HP recovery from 1051 to 1261. Increased HP recovery per tick from 1051 to 1261. Reduced HP recovery interval from 3s to 2s. Reduced full duration from 30s to 15s.
(Advanced) Splendor of Rebirth	Increased HP recovery from 1418 to 1702. Increased HP recovery per tick from 1418 to 1702. Reduced HP recovery interval from 3s to 2s. Reduced full duration from 30s to 15s.
Chain of Suffering	Reduced magic damage from 1702 to 1532. Reduced magic damage per tick from 1702 to 1532. Reduced damage interval from 3s to 2s. Reduced full duration from 1m to 30s.
(Advanced) Chain of Suffering	Reduced magic damage from 2297 to 2067. Reduced magic damage per tick from 2297 to 2067. Reduced damage interval from 3s to 2s. Reduced full duration from 1m to 30s.
Blinding Light	Reduced cooldown reduction decrease per enchantment level from 2.4s to 1.2s.
(Advanced) Blinding Light	Increased cooldown from 43.2s to 75s.

Vandal

Skill Name	Changes
Colorful Jab	Increased damage per tick from 1425 to 1568.

Skill Name	Changes
(Advanced) Colorful Jab	Increased damage per tick from 1923 to 2115.
Blow	Increased damage from 4970 to 3976.
Retreat	Increased damage from 1106 to 1648.
Chroma Blessing	Decreased damage from 3048 to 2743.
(Advanced) Chroma Blessing	Decreased damage from 3658 to 3292.
Chroma Burst	Increased damage from 2012 to 2314.
(Advanced) Chroma Burst	Increased damage from 2414 to 2776.

Additional Skill Changes

- Fixed an issue that caused some skill visual effects to not display.
- Fixed an issue that caused some skills to display incorrectly in the Daevanion skill window.
- Fixed an issue where the Cleric Gemstone skill Divine Paralyze would apply 1 damage randomly.
- Fixed an issue where the Ranger’s Daevaion skill Rupture Arrow Onslaught would sometimes not apply crits correctly.

Transformations

Added two new Ultimate Transformations

Rank	Transformation	Stats
Ultimate	Ereshkigal	Attack Speed+55% Casting Speed+50% Movement Speed+100% Healing Boost +80 Accuracy +378 Magic Accuracy+378 Physical Crit +331 Magic Crit +331 PvP Bonus Attack +472 PvE Bonus Attack +180 PvE Bonus Defense +180

Rank	Transformation	Stats
Ultimate	Tiamat	Attack Speed +55% Casting Speed +50% Movement Speed +100% Healing Boost +80 Accuracy +378 Magic Accuracy +378 Physical Crit +331 Magic Crit +331 PvP Bonus Attack +180 PvE Bonus Attack +472 PvP Bonus Defense +180

Added New Transformation Collections

Collection name	Applied Ability
Ereshkigal Legion	Physical/Magic Crit Damage +20
Tiamat Legion	Physical/Magic Crit Damage +20
Here for the Raids	Physical/Magic Crit Damage +40

Siege Changes

The siege schedule is changing:

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
12:00 PM	Altars	Altars	Altars	Altars	Altars	Altars	Altars
7:00 PM				Altars			Altars
8:00 PM	Altars	Altars	Altars	Fortresses	Altars	Altars	Fortresses

1. Siege rewards have been modified.

- Acquired GP will now be focused on the top participation tier, with lower tiers providing much lower amounts of GP.
- AP and item rewards have been increased to account for the lower number of fortress sieges, so the same amount can be earned per week.
- AP earned from monsters and gates has been decreased, while AP from the Guardian Deity has increased.

2. A protective shield buff will be placed on Guardian Deities in Inggison/Gelkmaros sieges, which will drop when all fortress gates are destroyed.

3. Some of the Guardian Deity's attacks have had their damage reduced.

Lugbug's Missions

Updated Lugbug's missions:

- Added new daily missions and changed some daily missions to weekly missions.
- Added new weekly missions and deleted some weekly missions.

Renown

1. Updated items available at the Reputation Reward shop.
2. Changed the Reputation Reward shop's weekly reset time to noon every Monday.

Environment

1. Fixed an issue where Kisks can be installed in some areas near Gelkmaros fortresses.
2. Fixed an issue that allowed bypassing the fence around some altars in Demaha.
3. Fixed some miscellaneous terrain issues.

Items

1. Added Flight Time and Flight Speed stats as optional stats to recently-added feather accessory items.
2. Using the Fierce Challenger of Katalam (7 days) item now allows the player to use the title for 7 days regardless of the time remaining until the item expires.
3. Fixed an issue where using Experience Extractors repeatedly while not having enough EXP sometimes consumed the item only.
4. Fixed an issue where linking an equipment with upgraded Gemstones/Runestone displayed incorrect information.
5. Removed some unused items from the NPC shop list.
6. Fixed an issue where the corruption effect applied to some items registered at the auction house.
7. Changed some of sales items of Katalam fame shop.
8. Some accessories and feather accessories can now be tuned. Retuning and Selective Retuning are now possible with these items.
9. When retuning a previously-existing accessory or feather accessory for the first time, there may be a ??? text display in the tooltip.
10. Removed some unobtainable equipment from the item guide.
11. Added crafting recipes for Gemstones, Runestones, Enchantment Stones, Refining Stone Dust Boxes, and Sanctifying Dust Boxes.
12. The buff effects of Highly Nutritious Mushroom can now be self-removed.
13. Fixed a display bug for some weapons not appearing in combat.
14. Added 2 types of Ultimate Enchantment stone bundle and Enchantment stone re-dismantling chest production formulas, and 8 types of Polishing stones / purifying powder box production formulas.
15. Added new Runestones that can enhance the new Ereshkigal and Tiamat transformations.
16. Decreased drop rate of 'Titan coins' and 'Titan coin pieces' of Inggison and Gelkmaros areas.
17. Added an NPC (Combineruner) that can combine Titan Coin Pieces into Titan Coins to Inggison and Gelkmaros.
18. Added the Berserk Immortal Orissan, which can be obtained from Qubrinerk's Monster Cubic Lab and the Monster Platinum Cubicle Bundle.

Quest

1. Fixed an issue where the quest [Group] Target: Lepharist Secrets would be reacquired as soon as it is completed.
2. Fixed an issue where some quests could not be abandoned.
3. Fixed an issue where some quest items could not be obtained.
4. Fixed an issue where some cutscenes were not displayed.
5. Fixed typos in some quests.
6. Fixed an issue where certain buffs could incorrectly affect the amount of Renown earned from quests.
7. Corrected where monsters do not respawn in Elyos Mission, A Knife in the Heart.

Character

1. Fixed an issue flight time resets when switching to integrated servers.
2. Fixed an issue where the location of equipment slots was different between the character information and the detail view window.
3. Fixed some incorrect information in the Transformation collection effect tip.
4. Fixed an issue where the Guardian Deity General battle sometimes doesn't occur.
5. Fixed an issue where some pet animations would not play correctly.

NPC

1. Adjusted item drop rates, stats, and levels of some monsters in Heiron and Beluslan.
2. Adjusted the Renown experience values of monsters appearing in Crimson Katalam bases.
3. Fixed an animation issue for some NPCs.
4. Added ultimate weapon/armor boxes and experience potions to some monsters in Lakrum, Demaha, Inggison, Gelkmaros, Silentera Canyon, and Crimson Katalam.
5. Fixed an issue where navigation was available for hidden monsters in Inggison and Gelkmaros.
6. Renown NPCs were moved to Inggison and Gelkmaros

NCW Feature Changes

1. Revamped the Prestige merchant item list.
 - Most item prices have been drastically reduced.
 - Many new items are available, including highly requested consumables.
2. Reduced the Selective Retuning cost to 20 Luna.