



Patch 7.8 - Official Patch Notes

2/24/2021 | Updates | By The Community Team

Minions

1. Added the Minion Awakening function
 - S-Grade, Rank 4 Minions can now be awakened, which unlocks a special Mini-Minion slot.
 - Awakening a Minion requires another S-Grade, Rank 4 Minion to be consumed. Once awakened, this does not need to occur again.
 - Only Rank 4 minions (of any grade) can be equipped as Mini-Minions.
 - A Mini-Minion's active skill can be used while the awakened Minion is summoned, and they provide additional stats on top of the summoned Minion's based on their grade and the class of character that summons it:

Mini-Minion Grade	Additional Sub Attribute
S Grade	HP 3000 (Magic/Physical) Attack 80 (Magic/Physical) Accuracy 90 (Magic/Physical) Crit 80
A Grade	HP 1000 (Magic/Physical) Attack 40 (Magic/Physical) Accuracy 45 (Magic/Physical) Crit 40

Mini-Minion Grade	Additional Sub Attribute
B Grade	HP 500 (Magic/Physical) Attack 20 (Magic/Physical) Accuracy 20 (Magic/Physical) Crit 20
C Grade	HP 250 (Magic/Physical) Attack 10 (Magic/Physical) Accuracy 10 (Magic/Physical) Crit 10

- If the same S-Rank Minion (regardless of prefix) is equipped as the Mini-Minion, you'll receive additional stats.

S Rank Sub-Minions	Additional Sub-Attributes
Valiant Hyperion	PVE Bonus Defense 190
Fierce Hyperion	PVP Bonus Defense 190
Valiant Kromede	PVE Bonus Attack 190
Fierce Kromede	PVP Bonus Attack 190
Vivified Viola	Healing Boost 95
Rugged Viola	HP 2500
Deft Sheba	(Magic/Physical) Attack 660
Deadly Sheba	(Magic/Physical) Crit 380
Stubborn Modor	Magic Resistance 660
Agile Modor	Evasion 660

Items

- Added Yornforged Weapons.
 - Yornforged Weapons are in 3 tiers.
 - The first tier, Incomplete Yornforged Weapons, are available from world bosses and end-game instances.
 - Second and Third tier weapons are acquired via equipment promotion. They can only be promoted at Yornunerk in Inggison and Gelkmaros.
 - Promotion requires Essence of the Craftsman, which is obtained by extracting unwanted first and second tier Yornforged weapons.
- Added a +10 refinement effect to Gemstones.
- Some items now have a new section on their tooltip containing additional information about that item.
- Changed so that Ultimate Legion Scout's/Guard's Equipment Box can be sold and stored in account storage.
- Fixed an issue where [Event] Ultimate Bitterthorn dual-wielding weapons could not be equipped in the left hand.

6. Fixed an issue where gemstone skills would incorrectly gain a +5 buff in some situations.
7. Changed some equipment appearances.
8. Fixed an issue where hairstyles are shown when wearing Big Decoration Hat items.
9. Fixed an issue where attack animations look awkward for some weapons at high attack speeds.
10. Changed some features of Ultimate Starlight Soul Stones.
 - Changed the amount acquired from extracting Royal Heart equipment.
 - Added to the extraction rewards for Ultimate Scarlet Luminance Accessories/Feather Accessories.
 - Royal Heart equipment can now be purchased for Ultimate Starlight Soul Stones.
11. Bonus entry scrolls for Hard Mode dungeons now offer a choice.
12. Fixed an issue where Lugbug's Large Gold Star (7 days) did not have a time limit applied.
13. Fixed an issue where discontinued quest items could still be looted.
14. Fixed some awkward appearances when wearing some swimsuit costume items.
15. Added Glyph buff icons when a +5 enchanted Glyph is equipped.
16. Changed so that rare Glyph stat colors are only shown at +5.
17. Adjusted the requirements for rare Glyph stats.
18. Adjusted the transformation power recharge level of some consumable items used in Advanced Transmutation.

Instance

1. Changed several aspects of the Arena of Discipline to prevent exploiting.
 - Your entry will be deducted if you refuse entry or leave during a match.
 - If you win by default due to the opponent leaving or refusing entry, you will obtain a bonus entry scroll that can be used within the next 30 minutes.
 - Removed Kinah as a loss reward.
 - Opponent names and ranks can no longer be checked during a match.
 - Changed some of the treasure chest drops.
 - Removed quick matching.
2. Changed so that the hard-mode instances such as Infernal Drakenspire Depths (Hard), Primeth's Forge (Hard), etc. no longer share their entries with their normal-difficulty counterparts.
3. Changed the MP consumption of some skills in Minium Vault.
4. Fixed an issue where Lym Ore Grinder would not spawn in Primeth's Forge (Normal).
5. Fixed an issue where two stone statues of the same race appear in Illumiel Brawl.
6. Changed so that using the Crucible Spire (Middle Floor) 4th floor Teleport Scroll will cause Chronomancer Inggiril/Inggness to disappear.
7. Added Combat Relics that appear after defeating the soldiers on Illumiel Brawl and can be obtained for additional points.
8. Fixed a bug where the same racial icons appeared intermittently on Illumiel Brawl.
9. Fixed a bug where short range weapons could not attack in Esoterrace's Research Center ventilator.
10. Corrected some of Mortasha's patterns in Altar of Ascension (Easy).
11. Fixed an issue where Stellin Laboratory (Easy) Reward Chests would not spawn intermittently.
12. Fixed an issue where Efficient Pain Rune dealt unusually high damage in Chaotic Vale.
13. Changed some of the Crucible Spire (lower level) challenge completion rewards.
 - Increased the probability of obtaining a 'Crucible Spire (middle level) 4th Floor Teleport Scroll'.
 - Added 'Experience Extractor'.
 - Removed Alcemium Key, HP Cubicle.
14. Adjusted the XP acquired for defeating monsters in some parts of the Crucible Spire Middle/Lower levels.

Skills

Balanced skills for each class:

Class	Skill	Before Change	After Change
Gladiator	Second Wind	HP Recovery 20%	HP Recovery 20,000
		HP Increase 20%	HP Increase 10,000
Templar	Empyrean Armor	HP Recovery 25%	HP Recovery 25,000
		HP Increase 50%	HP Increase 25,000
	Unstoppable Iron Skin	Recovers 2% HP every 1 second for 10 seconds	Recovers 2000 HP every 1 second for 10 seconds.
	(Advanced) Unstoppable Iron Skin	Recovers 3% HP every 1 second for 12 seconds	Recovers 3000 HP every 1 second for 12 seconds.
	Empyrean Shield	Recovers 10% HP every 3 seconds for 20 seconds	Recovers 10000 HP every 3 seconds for 20 seconds
Cleric	Noble Grace	Boosts healing effects by 50%	Healing Boost 300 Increase
		HP 1800 Increase	HP 8,000 Increase
	(Advanced) Noble Grace	Boosts healing effects by 50%	Healing Boost 500 Increase
		HP 4455 Increase	HP 10,000 Increase
	Salvation	HP 50% Recovery	HP 25,000 Recovery
		MP 50% Recovery	MP 15,000 Recovery
	Acquittal	HP 30% Recovery	HP 30,000 Recovery
		Additional 20% HP recovery every 2 seconds for 15 seconds	Additional 20000 HP recovery every 2 seconds for 15 seconds
	Rapid Salvation	HP 50% Recovery	HP 25,000 Recovery
		MP 50% Recovery	MP 15,000 Recovery
	(Advanced) Rapid Salvation	HP 65% Recovery	HP 35,000 Recovery
		MP 65% Recovery	MP 18,000 Recovery
	Iron Wall Salvation	HP 30% Recovery	HP 15,000 Recovery
		MP 30% Recovery	MP 10,000 Recovery
	(Advanced) Iron Wall	HP 40% Recovery	HP 20,000 Recovery

Class	Skill	Before Change	After Change
	Salvation	MP 40% Recovery	MP 12,000 Recovery
	Sacrificial Power	Passive Skill	Active Skill
	(Advanced) Sacrificial Power		Cooldown 30 seconds
	Judge's Edict	20 seconds Magic Defense 1000 Decrease	12 seconds Magic Defense 300 Decrease
			Physical Defense 300 Decrease
			Cannot Dispel
	(Advanced) Judge's Edict	20 seconds Magic Defense 1500 Decrease	12 seconds Magic Defense 500 Decrease
			Physical Defense 500 Decrease
			Cannot Dispel
Chanter	Recovery Shield	Recovers 3% HP every 2 seconds for 20 seconds	Recovers 3000 HP every 2 seconds for 12 seconds
		Cooldown 2 minutes	Cooldown 1 minute 30 seconds
	(Advanced) Recovery Shield	Recovers 6% HP every 2 seconds for 20 seconds	Recovers 6000 HP every 2 seconds for 12 seconds
		Cooldown 2 minutes	Cooldown 1 minute 30 seconds
	Rejuvenating Spell	Instant Health Recovery	Instant Health Recovery 20% Increase
	(Advanced) Rejuvenating Spell	Additional health recovery every 2s	Additional health recovery every 2s 20% Increase
	Roaring Judgment	Requires a selected target	Does not require a selected target
	(Advanced) Roaring Judgment		
	Protective Ward	20s duration Cooldown 2 minutes	12s duration Cooldown 1 minute 30 seconds
	Protection Ward		
	Recovery Shield		
	(Advanced) Recovery Shield		
Spiritmaster	Spirit's Empowerment	HP Increase 30%	HP Increase 12,000
	(Advanced) Spirit's Empowerment	HP Increase 30%	HP Increase 12,000

Class	Skill	Before Change	After Change
Songweaver	Hymm of Hope	HP 20% Recovery	HP 20,000 Recovery
		MP 20% Recovery	MP 10,000 Recovery
	Aria of Hope	HP 30% Recovery	HP 30,000 Recovery
		HP 20% Increase	HP 10,000 Increase
	Rejuvenating Aria	Cooldown 1 minute 30 seconds	Cooldown 60 seconds
	Refreshing Melody	Cooldown 60 seconds	Cooldown 30 seconds
	Snowflower Melody	Max Protection 10000	Max Protection 12000
		HP Recovery 2820	HP Recovery 6000
		Cooldown 2 minutes	Cooldown 1 minute 30 seconds
	(Advanced) Snowflower Melody	Max Protection 12000	Max Protection 15000
		HP Recovery 8460	HP Recovery 10000
		Cooldown 2 minutes	Cooldown 1 minute 30 seconds
	Snowbound Melody	Max Protection 10000	Max Protection 12000
		HP Recovery 5640	HP Recovery 6000
		Cooldown 2 minutes	Cooldown 1 minute 30 seconds
	(Advanced) Snowbound Melody	Max Protection 12000	Max Protection 15000
		HP Recovery 8460	HP Recovery 10000
		Cooldown 2 minutes	Cooldown 1 minute 30 seconds
Vandal	Target Sketching	Cannot dispel	Can dispel with advanced dispel
	Target Concentration		
	(Advanced) Target Concentration		
	Time Bomb	Bleed effect after 4s	Stun effect after 2s
	(Advanced) Time Bomb		
	Healing Seal	Increases healing skill cast times	Increases healing skill cast times
	(Advanced) Healing Seal		Target's Healing Boost 200 Decrease
		Increases healing skill cast times	Increases healing skill cast times

Class	Skill	Before Change	After Change
			Target's Healing Boost 300 Decrease
	Blow	Reduces Healing Boost by 400 for 5s	Reduces Healing Boost by 400 for 10s
Gunslinger	Materialize Magic	HP Recovery 25%	HP Recovery 25,000
		HP Increase 25%	HP Increase 11,000
Aethertech	Hypergate Detonation	HP Recovery 100%	HP Recovery 100,000

Reworked Transformation: Guardian General at each level.

Skill Name	Before Change	After Change
Transformation: Guardian General (I ~ V)	I: PvP Attack 1,000 Increase, HP 234,000 Increase	I: PvP Attack, Defense 1,300 Increase, HP 351,000 Increase
	II: PvP Attack 1,200 Increase, HP 280,800 Increase	II: PvP Attack, Defense 1,500 Increase, HP 421,200 Increase
	III: PvP Attack 1,400 Increase, HP 327,600 Increase	III: PvP Attack, Defense 1,800 Increase, HP 491,400 Increase
	IV: PvP Attack 1,700 Increase, HP 374,400 Increase	IV: PvP Attack, Defense 2,200 Increase, HP 561,600 Increase
	V: PvP Attack 2,000 Increase, HP 468,000 Increase	V: PvP Attack, Defense 2,500 Increase, HP 702,000 Increase
	Attack/Cast speed limit applied	Attack/Cast speed limit removed
	Effect cannot be removed	Effect can be removed
Abyssal Fury I (I ~ V)	I: 5,000 Fixed damage	I : 12,500 Fixed damage
	II: 6,000 Fixed damage	II: 15,000 Fixed damage
	III: 7,000 Fixed damage	III: 17,500 Fixed damage
	IV / V: 8,000 Fixed damage	IV / V: 20,000 Fixed damage

Skill Name	Before Change	After Change
Summon Abyssal Energy (I~II)	I: Fixed damage 5,000 (6 targets)	I: Fixed damage 20,000 (6 targets)
	II: Fixed damage 5,000 (12 targets)	II: Fixed damage 30,000 (12 targets)

Environment

1. Changed the spawn location of the box in Pandarunerker's Delve Infiltration.
2. Edited some terrain in Inggison.
3. Fixed an issue where portions of the Hall of Eternity's outer wall were set as safety zones.

Sieges

1. Fixed an exploit that allowed entry into some fortresses at the start of the siege.
2. Changed so that flying is not possible in the Divine Fortress.

Renown

1. Reorganized the items available at Renown merchants.
2. Weekly limits will be reset at maintenance due to the above reorganization. Future weekly limit resets will occur as stated on the items.

Lugbug Missions

Fixed an issue where the mission [Common] New Strength would trigger incorrectly.

UI

1. Added the ability to control option sliders using the mouse wheel.
2. Improved sound related to the adjustment bar.
3. Increased the maximum number of buffs and debuffs.
4. Added video volume settings to [Environment Setting] – [Sound Setting] – [Sound].
5. Changed so that messages are output upon obtaining Ultimate Starlight Equipment through promotion.
6. Fixed an issue where some unobtainable equipment was shown on the Item Guide.
7. Fixed an issue where incorrect Runestone effect info was displayed in the transformation buff in some situations.

NPC

1. Changed the combat patterns of some monsters located in Inggison, Gelkmaros, and Silentera Canyon.
2. Edited some Demaha region NPC titles.

Miscellaneous

1. Fixed an issue where sound effects played twice when items are purchased or sold.
2. Fixed an issue where the game client would not run in some environments.

NCW Feature Changes

1. Increased the ratio for which items sell to NPC merchants to 15%.
2. For the first week after the update (until 3/3/2021), players logging in on a level 76+ character will receive the following items via survey:
 - 4x [Event] Ultimate Risiel Weapon Selection Box
 - 6x [Event] Ultimate Risiel Armor Selection Box
 - 1x [Event] Name Change Ticket
 - 1x [Event] Appearance Selection Box
 - 10x [Event] Legendary Transformation Potion Selection Box
 - 10x [Event] Aether Jelly
 - 5x [Event] Administrator's Boon – Single Use Ticket
 - 3x [Event] Consumables Bundle
 - 1x [Event] Versatile Dye
 - 1x [Event] Large Shard Bundle
 - 1x [Event] General Return Scroll Bundle