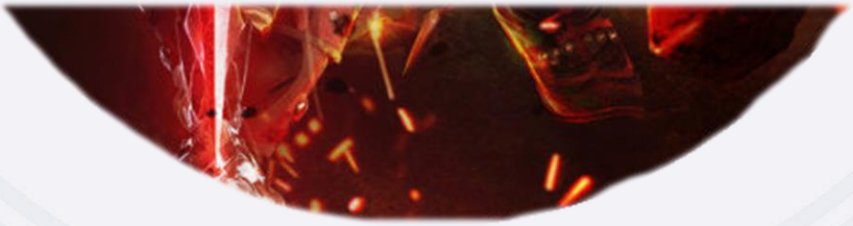
AION CLASSIC EUROPE

PATCH NOTES

AION Classic Europe 3.7

~ Wrath ~

Patch Notes



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GAMEFORGE

AION CLASSIC EUROPE

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* All times in this document refer to server time.

Instances

1. Added the new instance Burning Blood Fortress.

The hidden depths of the Laphsaran fortress have long served the Arch Dyad as a hiding place for his awful experiments. Now the lot has fallen to the dragon Raksha, who has been sealed since rebelling against Tiamat: What is the Arch Dyad up to with this most powerful of test subjects…?
In the midst of a new series of experiments, the Arch Dyad makes a crucial mistake: Against all reason, he omits the usual examination of the power extracted from the other side of the rift and injects the Fire Dragon King's aura emanating from there into Raksha. Raksha's consciousness splits almost immediately, and he transforms into the terrible demon, Yaksha, who can no longer differentiate between friend and foe.
Mercilessly tormented by the Fire Dragon King's aura, Yaksha rears up against his tormentor and turns the depths of Laphsaran into a bloody inferno.
This violent event won't remain unnoticed for long, and Daevas will soon be descending into the dangerous depths of the fortress where the fractured dragon lies in wait for them. Will the Daevas be able to defeat the demonic Yaksha and stop the Balaur's advance?

Entry Location	Max. Players	Entry Level	Entries	Resets
Laphsaran (Occupied Tiamat Legion Fortress)	2–6	From level 56	5 times per week	Wednesday at 9 AM

- The instance has a time limit: max. 40 min.
- Your rank will be determined based on how much time is left after defeating the named monster.

Rank	Time
S	Within 7 minutes
A	Within 12 minutes
B	Within 15 minutes
C	Within 30 minutes
D	Within 40 minutes

- Rewards are determined based on rank.

2. Added the new instance Dokkaebi Realm.

A holy land where Bhulra, the fire dragon, is said to have been born.
At its deepest point, there are shrines and caves where Bhulra's descendants worshipped him. For hundreds of years, pilgrims travelled there and founded a village.
Under the protection of Bhulra's descendants, this was the safest place in the world until, one day, a powerful evil appeared from another world and began to destroy it.
This evil aura from another world made the village's clear water run dry, parched its nature, and attracted every demon imaginable.
Terrified, people began to leave the village which had become a shadow of its former self.
Imoog and the village guard continue to protect the few remaining residents from the monsters.
This is the story of another world that is not part of Atreia. Of an unknown, faraway world, known as the Dokkaebi Realm.

Entry Location	Max. Players	Entry Level	Entries	Resets
Laphsaran	2–6	From level 56	5 times per week	Wednesday at 9 AM

3. The following instances have been removed:
   - The Red Throne: Telos
     - ➢ Current quests accepted before the update will be deleted after the update.

- Beshmundir Temple
  - Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.
  - Changed the names of some areas in Silentera Canyon.
- Udas Temple
  - Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.
- Lower Udas Temple
  - Current quests accepted before the update will be deleted after the update.
  - Quest items received before the update will be deleted after the update.

4. Adjustments made to Wall of Lament:
   - You can now enter the Wall of Lament 4 times per week.
   - If you die in the Wall of Lament, Doomed Samael now reappears 30 sec. after disappearing.
   - Doomed Legion Commander's shoulder armour, gloves and shoes have been added to the reward for storming the Wall of Lament.
5. Adjustments made to Phaestos' Disc:
   - Reduced the difficulty of Phaestos' Disc.
   - Damage from Smart Electric Missile has been changed.
   - Phaestos' max. HP has changed.
6. Adjustments made to Sunken Telos:
   - You can no longer obtain any Azure Gold, Gold or Silver Medals from the Garrison Treasure Chest, Settlement Treasure Chest and Adjutant's Treasure Chest in Sunken Telos.
     - Azure Gold Medals that you received in the Garrison, Settlement and Adjutant's Treasure Chests in Sunken Telos have been replaced by Platinum Medals.

- Increased the probability of receiving Platinum Medal Fragments from the Garrison Treasure Chest, Settlement Treasure Chest and Adjutant's Treasure Chest in Sunken Telos.
- Adjusted the difficulty of Sunken Telos.
    - When you enter the instance, you will start at the Western Telos Shore.
    - You can enter the Samael garrison even if you haven't defeated the Vasharti Captain.
    - Reduced the number of Bionic Smelly Clodworms from the Drana Contaminator.
    - Adjutant Anuhart's maximum HP has been reduced.
- The dialogue for some of the named monsters in Sunken Telos has been modified.
- Fixed: Some of Minion Samael's skills were not executed correctly in Sunken Telos.

7. Adjustments made to Padmarashka's Cave
    - You can now enter Padmarashka's Cave 4 times per week.
    - Reduced the difficulty of Padmarashka's Cave.
    - Irascible Padmarashka's fabled armour that you received for defeating Irascible Padmarashka has been replaced by Padmarashka Guardian's Fabled Armour (Level 57).
        - Increased the chances of obtaining armour.
    - If you defeat Irascible Padmarashka, you are now guaranteed to receive Manastones in increased quantities.
    - Added 2 new buff items which you can receive for defeating Irascible Padmarashka.
    - If you defeat Irascible Padmarashka, you are now guaranteed to receive a Stigma Shards Bundle instead of stigma shards.
    - Eternal accessories that you could obtain in the Udas Temple and Lower Udas Temple can now be obtained as Padmarashka's Cave rewards.
        - The sales price of the corresponding eternal accessories has been adjusted as part of this change in rewards.
    - You now receive eternal Stormwing's equipment items in Padmarashka's Cave.
8. Adjustments made to Tempus:
    - The entry location for Tempus has been changed.

- The minimum points required for reaching Tempus D rank has been changed.
- A [Supply] Fabled Drakan Elite's Armour Selection Box (Level 57) has been added to the Tempus Treasure Chest rewards that you receive when you reach Tempus (rank S).
- First-class, mighty, large and bonus treasure chests in Tempus now drop Platinum Medals and Platinum Medal Fragments instead of Azure Gold Medals.
- Research journals have been added to Tempus, with which you can either win or lose a lot of points.

9. Adjustments made to Fire Temple:
    - Omne Solum and Talking Mirror have been repositioned in the Fire Temple.
    - Deleted Suspicious Mirror in the Fire Temple.
        - ➢ You can exit the instance through Omne Solum.
10. Lightning Drakie in the Empyrean Crucible no longer drops any boxes containing Crucible Mithril Medals.
11. Mithril Medals have been added to the rewards contained in Arminos' Treasure Chest in the Crucible Challenge.
12. Adjusted the number of Mithril Medals received from the Tartarus Treasure Chest.
13. You receive the Temple Protection buff when you enter the Sky Temple of Arkanis.
14. Triroan, Lord Lannok and Brigade General Bakarma's levels have been changed to 51.
15. Some items available in Theobomos Lab, Adma Stronghold and Draupnir Cave are now dropped regardless of any level difference.
16. The drop rate of some items in Haramel has been changed.

Battlefield Instances

1. Tiarkh Testing Lab has been revamped and reopened.

Group Size	Entry Days	Entry Time	Attack Duration
Single player Max. 3 players	Tue, Thu, Sat, Sun	7 PM to 10 PM	20 min.

- Click on the entry request button which appears in the HUD during the entry time to enter.
- Factions can be mixed together.
- You receive points for killing enemy players, NPCs or neutral monsters.

- Added combat 'Rescuing Gold Porgus' and combat quest.
    - Starts when the points difference is more than 1,000, or 10 min. after combat begins. A message will inform you 1 min. before the start.
    - Gold Porgus Baby appears in battle for extra points.

2. The following changes have been made to the Dranium Battlefield:

Group Size	Entry Days	Entry Time	Attack Duration
Single player Max. 3 players	Mon, Wed, Fri	7 PM to 10 PM	20 min.

- The Dranium Battlefield waiting time has been changed to 2 min. 30 sec.
- If a player leaves the battlefield after it starts, the battle ends and 1 entry will be counted.
    - Characters who leave the battlefield before it starts will not receive an additional entry.
    - Characters who did not leave the battlefield before it started will not lose their entry.
- If you cancel matching (group allocation), you will now receive a penalty.
- The Group Abyss Points received upon victory, defeat or in the event of a draw, have been changed:
    - If you win, you receive 10,000 Group Abyss Points.
    - Defeats and draws earn you 500 Group Abyss Points.
- Your personal score received on the Dranium Battlefield will be distributed evenly between all players, and the rest converted to group points.
- 6 min. after the battlefield starts, buff skills of increasing strength will be used every 2 min.
    - If you die, or in situations where a skill cannot be used, the buff will not be activated.
- The Dranium Chest, which gives you 200 points if you destroy it, now appears an additional 3 times every 3 min - starting 6 min. after the battlefield begins.
- In combat, Massive Dranium Ore now disappears once points have been distributed.
- Alashane and Lunatic Alashane's max. HP have been reduced.
- Commanders regenerate a portion of their HP if they finish the battle.
- Vascaron's rewards have been added to the [Dranium Battlefield] Stigma Bundle.

- Vascaron is now guaranteed to appear on the Dranium Battlefield at the start of the second battle.
- If you use the teleporter that appears in the respective waiting areas and revival locations on the Dranium Battlefield, you will be teleported to the entrance of your battlefield outpost.
- A teleporter has been added that you can use to teleport from the entrance of your battlefield outpost to the entrance of the enemy's battlefield outpost.
- The casting time of the Return to Prep Zone and Battlefield Outpost Teleporter skills has been revised to 3 sec.
- The [Daily] A Strategic Move and [Daily] Strategy for Victory quests will no longer be updated if you defeat monsters at the outpost.
- Gliding now allows you to use the Windstream in parts of the Dranium Battlefield.
- Changes have been made to some location names in the Dranium Battlefield.
- Bug fixed: The cursor at the Battlefield Portal (Red Team) is now displayed correctly.
- Bug fixed: Not receiving any points when you destroyed Dranium Battlefield outpost objects.

3. The following adjustments have been made to the Chantra Dredgion:
   - The entry times have changed:

Before	After
12 PM~2 PM	12 PM~2 PM
6 PM~8 PM	**5 PM~7 PM**
11 PM~1 AM	11 PM~1 AM

   - Points received in the Chantra Dredgion will be distributed evenly between all players, and the rest discarded.
4. If you log out while searching for a battlefield group, the matching request will be deleted.
   - If a group member cancels matching during the group entry request, requests will be deleted for all group members.
5. You cannot make a group entry request as an alliance.

Arenas

1. Arenas have been reworked.

Arenas	Entry Day
Arena of Discipline	Daily, 6 PM–midnight
Arena of Cooperation	Thu, Fri, Sat and Sun, 6 PM–midnight
Arena of Chaos	
All training arenas	Entry any time
Arena of Glory	No longer accessible

2. All arenas and training areas can now be entered from level 60.
3. Removed items required to enter an arena.
   - Every arena (except training arenas) can be entered twice a day. Entries reset daily at 9 AM.
4. Some scoring rules for arenas and training areas have been changed.
   - Changed the number of additional points in the Arena of Discipline's 3rd round and Discipline Training Grounds.
   - The number of points for prematurely leaving the Arena/Training Camp of Cooperation/Chaos Training Grounds has changed.
5. The season for arena rankings now lasts 2 weeks.
   - Only rank pins can be obtained as a season reward.
   - All servers, factions and classes are taken into account when calculating the arena ranking.
6. The arena ranking levels have undergone some changes.

Class Ranking	Rank Level
Rank 1	Master
Rank 2	Diamond
Rank 3	Platinum
Rank 4–5	Gold
Rank 6–10	Silver
Rank 10–20	Bronze

7. Changed the Arena of Cooperation ranking badge symbol.

Ranking Season

1. The ranking season is starting.
    - Previous rankings have been reset. The lowest rank is Elyos/Asmodian Soldier, rank 9.
    - The rankings show at least officers with one star from both factions (max. 100).
    - The number of players for each rank has been changed, and the amount of PvP AP obtained or lost by each rank has been adjusted.
2. You receive PvP AP when you defeat the enemy faction on the corresponding field.
    - Applies to the fields: Inggison, Gelkmaros, Silentera Canyon, Laphsaran World and Apheta Beluslan.
    - The decimal places of PvP AP may not be accurate.
    - If the defeated opponent has 0 PvP AP, you receive the set value for the lowest rank. If the opponent has less PvP AP than the set value, you receive only the AP that they have.
3. If you are defeated by the enemy faction, your PvP AP will be deducted.
    - The decimal places of PvP AP deductions may not be accurate.
    - The upper limit of AP you can receive for defeating the same target multiple times within a short space of time has been removed.
4. The rankings are updated every 5 min. The corresponding Abyss skill is issued or withdrawn depending on your rank at the time of the update.
    - The rankings are now updated on the battlefield server.
        - Legion ranking is not displayed.
5. If the AP of the respective ranks is below a certain value, the enemy only receives the minimum RP (Rank Points).
6. After you've received PvP AP, it takes a maximum of 1 min. for the points to be displayed.
    - If the rankings are updated before the points are displayed, they will be taken into account the next time the rankings are updated.
7. Ranks for characters from the opposing faction who rank higher than Army 1-Star Officer will be shown on the battlefield server.
8. You will be removed from the ranking list four weeks after you last received PvP AP.
    - If you delete a character from the ranking list, they will be removed from the list following the next update.

9. Characters retain their PvP AP rank following a class change. Information about the class change will be displayed the next time the rankings are updated.
10. You cannot receive PvP AP in the lawless zone.
11. The minimum values for PvP AP are fixed for each rank.
    - You can only reach a given rank once you have the minimum amount of PvP AP required for that rank.
    - Ranks 1–9 are updated in real time.
    - The ranks of officer to governor will be changed at the time of the ranking update.
    - If you are unable to maintain the minimum PvP AP as an officer to governor, you will be stripped of your rank immediately.
    - Ranking designations have been renamed.
        - PvP AP are now known as Rank Points (RP).
        - Total Abyss points have been renamed Abyss points (AP).
12. Points received from PvP battles are now immediately credited as RP and AP.
    - Ranks are reset after a certain time.
    - No AP is deducted even if your rank is reset.
13. The amount of RP and AP earned or deducted on a defeat or death has been adjusted.
14. The update of the rankings in instance server dungeons was adjusted to match the update time of the rankings.
15. Added Summon Abyssal Bulwark.
    - Can be used once you reach the rank of commander or governor.

World

1. A transformation into a Guardian General is now possible in Laphsaran/Apheta Beluslan.

Laphsaran

1. The supply contents have been changed.
    - The supply merchant (for Elyos/Asmodians) appears on the Saltspirit Plain every day from 8 PM to 10 PM. You can use Garrison Seals to purchase supplies.
    - The supply merchant who appeared every day at certain locations between 7 PM and 2 AM has been deleted.
    - The sales quantity of Guild Resource Supplies (30 min) has been changed to 300 pieces.
2. The supply contents have been changed.
    - Changed the time at which the supply merchants appear.

NPC Name	Appears
Swiftstride Guild Merchant	7:30 PM
Nimblefoot Guild Merchant	8:30 PM
Hotspur Guild Merchant	9:30 PM

    - The sales quantity of supplies sold by each guild has been changed.
3. Kisks can no longer be set up in the lawless zone.
4. Kisks can no longer be installed near the Occupied Tiamat Legion Fortress.
5. Some monsters in the Occupied Tiamat Legion Fortress have been deleted and their respawn time has changed.
6. Balic Materials dropped by some monsters in Laphsaran as loot have been deleted.
7. Sirakha Elite Mau and Dhumata Elite Krall's respawn time has changed.
8. The Garrison Commander's attributes have been reduced.
    - You will no longer be attacked by other nearby opponents during the battle against the commander.
9. The attributes of Balaur monsters in the 8th and 9th garrisons, Henash Overseer and Henash Warden have been changed.
10. The range of some monsters has been corrected.
11. The relic merchants Krorunerk and Chelsirunerk have been removed.
12. The relic merchants Kairunerk, Lairunerk, Berirunerk and Roirunerk have been added.
    - Exchangeable relics vary with each relic merchant, and the merchants can be approached at any time.
13. The locations of the Eos/Minox in Laphsaran and the bases (north/south) have been changed.
    - The positions of the bases have been switched between factions.

- The costs for the Eos and Minox Portals have been changed to 5,000 Kinah.
- Guardian NPCs have been positioned on the ships of each faction.

14. Some collectible items can now also be gathered with a low level of essencetapping skill points.
    - The probability of a result from collectible items that require fewer skill points now differs from the probability for the regular collectible items.
15. Israphel's Apostle and Siel's Apostle have been added to Laphsaran.
16. Changed the Laphsaran Garrison quest.
    - The 1st and 2nd Garrison quests are now weekly group quests.
    - The 3rd till 9th Garrison quests are now daily normal quests.
17. Improvements to some Laphsaran areas.
    - Garrisons 1, 2, 7, and 9 in Laphsaran have been repositioned.
    - Added 3 new Laphsaran updraughts.
    - Added 2 new Laphsaran windstreams.
    - Added 3 new Laphsaran supply routes.
    - Corrections have been made to some existing updraught and windstream routes.
18. Adjusted the speed of all windstreams in Laphsaran.
19. The treasure hunt contents have been changed.
    - Information about the location of the treasure chest has been updated.
    - The treasure chest appears 2 minutes after the message is displayed and the arena administrator has appeared.
    - The treasure chest's position is now displayed on the map once it has appeared.
20. Changed the way in which the lawless zone in Laphsaran is activated.
    - The lawless zone near the Henash Legion is permanently active, as before.
    - The lawless zones near the Polluted Syran Lake, Reian Refugee Camp and Mistmorn Rift are activated when the Arena Administrator arrives to announce the appearance of the treasure chest, and deactivated when the treasure chest disappears.
21. If the lawless zone in Laphsaran is activated, its location is now shown on the map.
22. Added Signal Flare.
    - Corps Medal Supplies, the reward for the [Daily] Slaughter the Asmodians in Laphsaran! and [Daily] Slaughter the Elyos in Laphsaran! quests, now have a certain chance of containing Signal Flare.
    - Signal Flare will be destroyed 60 min. after receiving it.

- Depending on its type, Signal Flare can be used near the exchange NPC for ancient relics in Laphsaran.
- Shugo Adventurer disappears 30 min. after appearing.
- Icons that reveal the location of the Signal Flare are shown on the map.

23. Added the five dragon king altars.
    - You can get the quests from Odrinrinerk and Odrunerk at the Altar of Rifts on each faction's respective battleship.
    - The hidden altars are distributed all over Laphsaran and have 5 themes: fire, water, light, lighting and darkness.
    - You will receive special items if you are equipped with gear to match the altar's theme.
24. Some places that hindered flight have been changed.
25. Fixed: You were unable to step out of an area in some places.
26. Fixed: In Laphsaran's lawless zone, alliance members from the same league became enemies.
27. Fixed: Stealth mode would be cancelled in the lawless zone's deactivated state.

Apheta Beluslan

1. If you die in a Fortress Aetheric Field, you will no longer be revived in the same place.
2. The area for leaving the Fortress Battle has been changed.
3. The HP from the Apheta Beluslan Fortress Gate has been increased.
4. The time at which the Apheta Beluslan Fortress Gate appears has been changed.

Balaurea

1. Omega and Ragnarok have been deleted.
2. Repositioned guardians in Inggison/Gelkmaros.

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RvR

1. Zantra/Nuzanta raids now begin on Mondays at 10 PM.
2. The Agent Battle in Inggison/Gelkmaros has been removed.
3. Modified Arch Dyad raid rewards.
4. Schedule changes for the Arch Dyad raid.

Before	After
The last Friday of every month	After 2nd May every two weeks

   - The time period remains the same.
5. Added Arch Haettoda raid.
   - When you defeat Arch Haettoda, you have a certain chance of looting Lady Lumiel's Crown.
6. The Arch Dyad and Arch Haettoda raids repeat alternately.

25th April	2nd May	9th May	...
Arch Haettoda raid	Arch Dyad raid	Arch Haettoda raid	Repeat

Characters

1. Fixed: The standard merchant gesture for Revenants and Brawlers is now performed correctly.
2. Fixed: Movements were not always displayed correctly after changing them.
3. Fixed: If you used an equipment set, the exclusive movement was reset.
4. Fixed: Jumping movements were not always displayed correctly after changing them.
5. Fixed: When female characters (small) used the Master Martial Artist movement, it was not displayed correctly.

Pets

1. Summoning pets and pet functions can now be used in flight.

NPC

1. Changed the Abyss equipment NPC's sales list in some areas.

Region	NPC	Note
Sanctum	Seacole	Primus Pilus Equipment Merchant
Theobomos	Euterpe	Primus Pilus Equipment Merchant
Sanctum	Adetes	Admiral Equipment Merchant
	Alcyone	Brigade General Equipment Merchant
	Momus	Admiral Equipment Merchant
Cloister of Kaisinel	Falshon	Admiral Equipment Merchant
	Mopsus	Brigade General Equipment Merchant
	Elmaia	Admiral Equipment Merchant
Teminon Landing	Glaucos	Admiral Equipment Merchant
	Nerites	Brigade General Equipment Merchant
	Menoetios	Admiral Equipment Merchant
Inggison	Pilipides	Admiral Equipment Merchant
	Sinsoon	Brigade General Equipment Merchant
	Collectia	Admiral Equipment Merchant
Pandaemonium	Kain	Primus Pilus Equipment Merchant
Brusthonin	Huvat	Primus Pilus Equipment Merchant
Pandaemonium	Mannheim	Admiral Equipment Merchant
	Riegle	Brigade General Equipment Merchant
	Sichel	Admiral Equipment Merchant
Convent of Marchutan	Leokev	Admiral Equipment Merchant
	Louizze	Brigade General Equipment Merchant
	Deltandra	Admiral Equipment Merchant
Primum Landing	Hubert	Admiral Equipment Merchant
	Fichte	Brigade General Equipment Merchant
	Bephax	Admiral Equipment Merchant
Gelkmaros	Beldeg	Admiral Equipment Merchant
	Natalia	Admiral Equipment Merchant
	Jelan	Brigade General Equipment Merchant

- Admiral weapons are only available from merchants in Inggison and Gelkmaros.
- Some NPCs have been deleted or relocated.

2. Added the Abyss Admiral accessory merchant.

- The previous Abyss Primus Pilus equipment merchant has been replaced by the Abyss Admiral accessory merchant.

Faction	Region	NPC	Function
Elyos	Inggison	Pilipides	Sells level-1 accessories, equipment upgrade
	Cloister of Kaisinel	Falshon	Sells level-1 accessories
	Sanctum	Etis	
	Teminon Landing	Glaucos	
Asmodian	Gelkmaros	Beldeg	Sells level-1 accessories, equipment upgrade
	Convent of Marchutan	Leokev	Sells level-1 accessories
	Pandaemonium	Mannheim	
	Primum Landing	Hubert	

3. Abyss Tribunus equipment merchants have been replaced by Abyss Primus Pilus equipment merchants.

Faction	Region	NPC
Elyos	Sanctum	Seacole
	Theobomos	Euterpe
		Illithyia
	Inggison	Rhonna
		Cadir
Asmodian	Pandaemonium	Kain
	Brusthonin	Huvat
		Pogel
	Gelkmaros	Hirundo
		Cornix

4. The stylish young Shugo lady Odanerk was added to Inggison and Gelkmaros.
   - Odanerk works as an Ascension Rewards merchant.
   - By completing her quests, you can receive eternal enchanted PvE and PvP equipment pieces.
5. Protectorate Silver, Gold and Platinum Coin merchants have been deleted.
6. The Fortuneers' and Charlirunerk's Daemons's sales lists have been deleted.
7. Alabaster Order and Field Warden NPCs now belong to the Protectorate.

8. If you exchange medals at the coin fountains at Teminon Landing and Primum Landing in Sanctum, Pandaemonium, Inggison and Gelkmaros, you will receive items in the form of random bundles.
9. The additional coin fountains in Balaurea's Regions' major cities have been removed.
10. Galleria of Grandeur Teleport Statue has been added in Sanctum.
11. Skill books for each class are now available from the master NPCs in Sanctum's Protectors Hall, and Pandaemonium's National Assembly Building.
12. Corrected the dialogue of the NPC selling Balic Designs in the Abyss regions.
13. Fixed: Surplus characters were displayed in the rift name.

Monsters

1. Some monsters no longer give AP.
2. Monsters in instances entered via some campaigns no longer drop items.
3. Items dropped by monsters in the Asmodian campaign Out of their Cold, Dead Hands will be deleted (apart from quest items).

Legions

1. The Chat Unavailable system notification is now displayed when the legion chat is called up repeatedly.
2. Added new magical crafting for Enchantment Stone (Level 120).
    - The coins required to craft the item will be added at a later point through events.
3. Weekly gathering/crafting legion missions have been changed.

Quests

1. Added five new Dokkaebi Realm quests.

Faction	Quest	Quest NPC
Elyos	[Group] The Path to the Other Side	Israphel's Apostle
	[Group] The Three Relics	Imoog
	[Group] Awakening Evil Spirits	
	[Group] Those Left Behind	
	[Group] The Curse of Bhulrasan	Received automatically when you enter the Dokkaebi Realm.
Asmodian	[Group] The Path to the Other Side	Siel's Apostle
	[Group] The Three Relics	Imoog
	[Group] Awakening Evil Spirits	
	[Group] Those Left Behind	
	[Group] The Curse of Bhulrasan	Received automatically when you enter the Dokkaebi Realm.

2. A quest has been added where you can exchange Aeon Temple Guard's armour and bamboo pieces for an Aeon Temple Guard's Coat.
    - Elyos can obtain this quest from Israphel's Apostle; Asmodians from Siel's Apostle.
3. The Skill Book Bundle has been added to the rewards for Tartarus weekly repeatable quests.
    - It's an automatic raffle bundle. You have a certain probability of receiving items immediately after obtaining the bundle.
4. For two weekly Tartarus quests, you will now receive additional XP rewards.
5. Mithril Medals and Mithril Medal Fragments have been added to the rewards for weekly Tartarus quests.
6. The rewards for daily Dranium Battlefield quests have been changed.
7. You can now obtain the Tiarkh Testing Lab quest.
8. You receive the quest automatically if you enter the Chantra Dredgion or Dranium Battlefield.

Faction	Quest
Elyos	[Daily] Obtain the Balaur Supplies [Daily] Dredgion Blues Eliminating Captain Zanata

Asmodian	[Daily] Seize the Balaur Supplies [Daily] Balaur Agent Assassination Eliminating Captain Zanata

9. The AP rewards for the [Daily] Obtain the Balaur Supplies and [Daily] Seize the Balaur Supplies quests have been changed.
10. The [Daily] My New Toy and [Daily] New Weapon Test quests are no longer available.
    - Current quests accepted before the update will be deleted after the update.
11. Training Arena quests have been deleted (with the exception of the Crucible Coliseum information quest).
12. The quest marker that expands your cube and warehouse as a reward will now also be displayed at higher character levels.
13. The Brigade General's Shield can now be exchanged in the An Enticing Offer (Elyos)/An Enticing Trade (Asmodians) quests.
    - While completing the An Enticing Offer/An Enticing Trade quests, items in the Pet Bag will not be collected.
14. Because Gold and Silver Medals can no longer be obtained and used, you can also no longer obtain Azure Gold Medals by exchanging gold and silver medals.
15. You will only need medals to purchase equipment inferior to Elite Tribunus equipment. Now that you can buy Elite Tribunus equipment with Protectorate Coins, the AP rewards have been removed from the following quests:

Quest
Elite Guardian Squad Leader's Memories
Elite Guardian Centurion's Memories
Elite Guardian Tribunus' Memories
Elite Archon Squad Leader's Memories
Elite Archon Centurion's Memories
Elite Archon Tribunus' Memories

16. 4 NPCs have been added to the level-50 Daevanion quest.

Faction	NPC Name
Elyos	Dairos, Iocaste
Asmodian	Tragi, Genoveva

17. The location description of the Fate Rift in the 'An Important Choice' Elyos Abyss campaign has been improved.
18. The Balic Materials Bundle has been added to the rewards for weekly repeatable quests in Laphsaran.

- It's an automatic raffle bundle. You have a certain probability of receiving items immediately after obtaining the bundle.

19. Changing base locations also changes the location for carrying out Laphsaran quests.
20. Changes have been made to the Laphsaran Garrison quest rewards.
21. You will now receive improved XP rewards for four weekly repeatable quests in Laphsaran.
22. You will now receive Platinum Medals as rewards for the weekly quest in Laphsaran (previously Ebony Gold Medals).
    - If any of these quests had previously been accepted before the update, they will be automatically abandoned.
23. The number of Mithril Medals and Mithril Medal Fragments that you receive as a reward for the Laphsaran group quest has been adjusted.
24. The monsters needing to be eliminated by Elyos/Asmodianas in the weekly Laphsaran quests have been swapped.
25. It is now easier to carry out 3 of the Laphsaran campaigns.
    - As a result, items that you already own will be deleted after the update.
    - If you already completed corresponding campaigns before the update, they will be classed as completed following the update.

Campaign (Elyos)	Campaign (Asmodian)
Emergency Landing in Laphsaran	Failed Emergency Landing
Unknown Encounter	Strange Meeting
Learning About the Escape	For the Escape

26. XP rewards from 5 of the Laphsaran campaigns have been increased.

Campaign (Elyos)	Campaign (Asmodian)
Time for a Foray	Time for an Attack
Emergency Landing in Laphsaran	Failed Emergency Landing
Unknown Encounter	Strange Meeting
Learning About the Escape	For the Escape
A Long-Desired Solution	The Long-Sought Route

27. Teleporting to some Abyss quests has been simplified.
28. You will now receive consumables instead of Kinah as a reward in some quests.
29. Mithril Coins as quest rewards have been replaced with Protectorate Coins.
30. You can no longer join the Alabaster Order and Field Wardens.
    - If you're a member of these groups, you can leave them by joining another group.

- Some quests for these groups are no longer available. If you've already received the quests in question, you can still complete them.

31. Alabaster Order and Field Warden helper quests have been replaced by Protectorate helper quests.
32. The person you should report to about the Protectorate quest has changed.
33. The Fortuneers and Charlirunerk's Daemons have been replaced by the Protectorate.
    - Some quests for these groups are no longer available. If you've already received the quests in question, you can still complete them.
    - Rewards chests for these groups have been replaced with Protectorate chests.
    - Protectorate quests can weaponbe carried out via the Protectorate NPC.
    - Rewards from the Fortuneers NPC and Charlirunerk's Daemons NPC have been deleted.
34. You can now no longer obtain helper quests from the Fortuneers or Charlirunerk's Daemons.
    - If you already received the quests in question before the update, you can still complete them.
35. You can no longer obtain [Daily] Eliminating the Elyos/Asmodians during the Radiant Ops/Blood Crusade quest.
36. Previous quest rewards for the Radiant Ops/Crusader Tokens have been changed.
37. The number of opponents you need to eliminate in the Laphsaran PvP quest and Radiant Ops/Blood Crusade PvP quest has been updated.
    - If any of these quests had previously been accepted before the update, they will be automatically abandoned.
38. You can now obtain [Daily] Eliminating the Asmodians/Elyos (Radiant Ops/Blood Crusade).
    - The quest rewards for [Daily] Eliminating the Asmodians/Elyos have been changed.
39. Increased the number of XP received as a reward for some quests.

Elyos Quests	Asmodian Quests
The Lord's Promise	The Promise of Power
Origin of Darkness	Source of Darkness
Time Hiatus	Time Interrupted

40. If you talk to Bulagan in the A Captive Flame campaign, you will now receive 1 Entry Scroll for the Fire Temple.
41. Added and adjusted general, officer and soldier quests.

- If you received these quests before the update, they will be reset after the update.

Faction	Quest NPC
Elyos	Kyarena
Asmodian	Necros

42. Quests relating to [Siel's Power] weapons have been deleted.
    - Current quests accepted before the update will be deleted after the update.
    - Quest items received before the update will be deleted after the update.
    - You can no longer use the Special Shulack Refiner.
43. If you've already completed the last Laphsaran campaign before the update, it will be classed as successfully completed following the update.

Faction	Quest
Elyos	A Long-Desired Solution
Asmodian	The Long-Sought Route

44. A prophecy quest has been added, from which you can obtain Destiny Fragments.
    - You receive them automatically when you reach level 58.
    - If you combine 5 Destiny Fragments, you will receive the [Supply] Quick Glide skill book.
45. Prophecy quests have been added for each faction.
    - If you have successfully completed the Winning the Bet quest, Elyos can obtain the corresponding quests from Jucleas, and Asmodians from Balder.
    - If you have successfully completed the Warmonger and Destroyer of Chests quests, Elyos can obtain the corresponding quests from Jucleas, and Asmodians from Balder.
46. Added the Meta Stigma I quest.
    - Available from the Stigma Masters near the fortresses of each faction in Balaurea.
47. Greater stigma quests can no longer be abandoned.
48. Added an exchange quest for Quick Glide II.

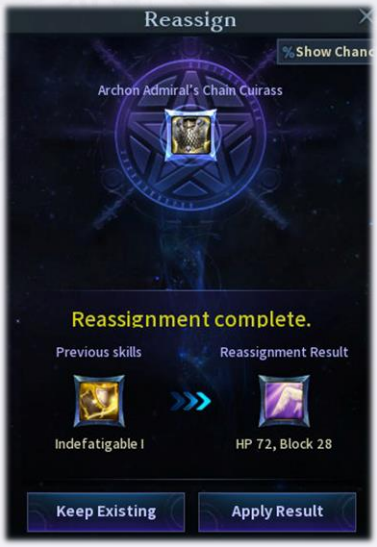
Faction	Quest	Source	Level
Elyos	The Secrets of Gliding	Flight Transporter Soarinerk	From level 58
Asmodian	The Secrets of Flight	Flight Transporter Soarinerk	From level 58

    - If you abandon the quest, only the skill book will be collected.
49. Adjustments have been made to the number of monsters in the Elysian/Asmodian starting areas, respawn time and the probability of obtaining quest items.

50. The XP rewards for some campaigns in the starting area have been improved.
51. It is now easier to carry out the Dukaki Settlement's Odium campaign.
52. The starting NPC for Memoir of the Sunken Legion and the Heart of Memory quest has been changed.
53. Some items needed for the Asmodian campaign Graves of the Red Sky Legion have been deleted.
54. The quest NPC's Teleport function can now be used in flight.
55. The Teleport function has been added to some major city campaigns/quests.
56. The respawn time for monsters and NPCs required for carrying out some quests has been changed.
57. You can no longer teleport directly to the prisoners during the Captured Comrades (Elyos/Asmodian) quests.
58. You can no longer receive the quests Dressing Up For Bollvig, Wings of Mastery and Huron's Letter.
    - Current quests accepted before the update will be deleted after the update.
59. Fixed: Some levels of in the A Helping Hand quest couldn't be completed.
60. Fixed: Some monsters dropped items containing quests which couldn't be accepted.
61. Fixed: Quest items in [Group] Enhanced Items could not be used in the quest.
62. Fixed: The quest [Spy] Mirror, Mirror could not be completed.
63. Fixed: The Warmonger quest couldn't be completed properly.
64. Fixed: Part of an NPC dialogue during the Graves of the Red Sky Legion campaign - information was displayed relating to quest material items that are unusable.

Items

1. Added a function for reassigning equipment skills.
    - Reassigning skills involves a system that allows you to exchange the skills of equipment that already has skills for one of several other skills, for a fee.
    - When reassigning skills, you receive a skill at random from a list of available skills. If you're not happy with the change, you can select 'Keep Previous Skill'. If you want to accept the changed skill, you should select 'Apply Result'.



- In this update, the following skills can be reassigned:
  Elite Guardian/Archon Commodore's Armour
- If you already own this equipment at the time of the update, you can change the equipment skill to another skill with the same effect. For this, go to Game Options > Character > Menu.

- Reassigning equipment skills is to be extended to other equipment at a later date.

2. From now on, the amount of food you need for rewards from productive pets will be fixed.

Contents	Before	After
Dwarf Acarun Egg	30x Pet Food ±10% (random)	30x Pet Food
Rotund Ayas Egg	40x Pet Food ±10% (random)	40x Pet Food
Poppy the Medal Muncher Egg		
Button-Eye Mookie Egg	100x Pet Food ±10% (random)	100x Pet Food
Mellow Ksellid Egg		
Headstrong Poroco Egg		

3. You can obtain new gear in Dokkaebi Realm.
4. Guardian/Archon Commodore's Wings have been added.
   - If you equip the wings, you can now use the Fancy Daeva's Destructive Fury skill.
5. Guardian/Archon Commodore's Accessories have been added. The main attributes will be improved depending on the accessory's upgrade level.

Item	Attribute Type	Noble	Glowing	Shimmering	Magnificent	Sacred
Guardian/Archon Admiral's Corundum Necklace	Crit Strike	57	57	60	60	63
	Accuracy	134	140	140	146	146
Guardian/Archon Admiral's Turquoise Necklace	Crit Spell	22	22	23	23	24
	Accuracy	55	58	58	61	61
Guardian/Archon Admiral's Corundum Earring	Crit Strike	44	44	46	46	48
	Accuracy	104	107	107	110	110
Guardian/Archon Admiral's Turquoise Earring	Crit Spell	17	17	18	18	19
	Accuracy	42	44	44	46	46
Guardian/Archon Admiral's Corundum Ring	Crit Strike	30	30	32	32	34
	Accuracy	71	74	74	77	77
Guardian/Archon Admiral's Turquoise Ring	Crit Spell	12	12	13	13	14
	Accuracy	29	31	31	33	33
Guardian/Archon Admiral's Leather Belt	Physical Attack	16	16	17	17	18
	Accuracy	71	74	74	77	77
Guardian/Archon Admiral's Sash	Magic Boost	42	42	45	45	48
	Accuracy	29	31	31	33	33
Guardian/Archon Admiral's Leather Hat Guardian/Archon Admiral's Plate Helm	Physical Attack	3	3	4	4	5
	HP	412	457	457	503	503

Guardian/Archon Admiral's Cloth Bandana Guardian/Archon Admiral's Chain Helm	Magic Boost	82	82	85	85	88
	HP	412	457	457	503	503

6. Added Abyss Admiral/Commodore gear.
    - You can obtain them from the Admiral equipment merchant.
    - The prices of all Commodore equipment are the same.
    - Combat skills are only activated when you equip Abyss Admiral gear.
    - Combat skills will still be available if you equip Abyss Admiral gear without combat skills.
7. [Event] Rapture Weapon Selection Box can now be stored in your account warehouse.
8. A description of the exchange point has been added to the [Event] Kinah Bundle Fragment tooltip.
9. The fusion weapon names are now displayed in the armsfusion tooltip.
10. You can now buy Tribunus, Elite Tribunus Primus Pilus and Elite Primus Pilus equipment with Protectorate Coins.
11. If you use Iron Coins, Bronze Coins, Silver Coins, Gold Coins, Platinum Coins, Silver and Gold Medals, Mithril Coins, Progress and Ward Tokens, Fortuneers and Charlirunerk's Daemons Tokens, you will receive a Protectorate Coin.
12. Protectorate Coins can now be traded globally.
13. Added Corporal's armour and weapons, stigma bundles and 2 title cards.
    - Received automatically from the Protectorate rewards merchant.
14. Gold and Silver Medals can no longer be destroyed.
15. Ancient crowns, chalices, seals and icons can now be stacked 100 times.
16. The appearance of Burning Subterranean weapons can no longer be modified or extracted.
17. The sales list of equipment that you could buy with Mithril coins has been replaced by Corporal's equipment.
18. The Azure Gold Medal Bundle has been removed from the Abyss consumables sales list.
19. You can exchange Azure Gold Medals for a Platinum Medal Chest with the Azure Gold Medal merchant in Inggison and Gelkmaros.
20. You can now purchase Elite Suicide Squad armour with Platinum Medals (previously Ebony Gold Medals).
21. You can swap Ebony Gold Medals for Platinum Medals.
22. Platinum Medals can now be traded, also globally.

23. The prices for the skill books Severe Blow I and Erosion I have changed.
24. The Laphsaran Return Scroll can also be used in Apheta Beluslan.
25. Changed the instances which can be chosen from the [Event] Instance Entry Scroll Bundle:
    - Removed Beshmundir Temple.
    - Removed Udas Temple.
    - Removed Lower Udas Temple.
    - Added Dokkaebi Realm.
    - Added Burning Blood Fortress.
26. Multiple stackable selection bundles can now be opened at once.
27. A lock feature for equipment items has been added.
    - You can use the Lock/Unlock function via the lock symbol towards the bottom of the inventory.
    - In the equipment set interface, you can select and lock equipment items from equipped gear in the inventory.
    - Locked items can't use the following functions:

Trade	Wardrobe Registration
Sale	Moreth Records
Destruction	DP Augmentation
Boost	Quest Exchange
Extraction	Store in Warehouse
Modify Appearance	Soul Bind

28. In the chat, if you click on an item with probability info, a pop up window with detailed composition information will be displayed.
29. The cooldown time for crystals is no longer be shared with serums.
    - Changed the cooldown for crystals to 20 min.
    - Crystals can no longer be collected.
    - Added crystal designs to Alchemy merchants' sales lists.
    - [Extra] Pezehnerk's Medicine is not affected.
30. The message 'Global Auction House registration not available' has been added to the warning that appears when you change the item's appearance.
31. The names of some items sold by the Arena Quartermaster in the Empyrean Crucible and places where they can be used have been changed.
32. The minimum level required for the secondary weapon in armsfusion has been removed.

- A secondary weapon can still be used for fusion even when its level is higher than that of the fusion weapon.

33. Added new Aether's Hold Godstone.
34. The tooltip for total enchantment items now shows information about items with Strengthen Synergy effects.
35. Changed the item ranks of Otherworldly Wing Selection Box and Heavenly Dragon's weapon/Shield/Wings.
36. The option description for the potential amount of DP awarded has been changed in the tooltip.
37. Energy items can no longer be registered in the pet inventory.
38. Fixed: Some dragon claws effects were not applied across both hands.
39. Fixed: The Rotan's Energy buff couldn't be combined with the Transformation Candy buff.
40. Fixed: Candy: Robust Daeva couldn't be used for legion production.
41. Fixed: Guardian/Archon Admiral's Wings were not symmetrical when gliding.
42. Fixed: If you switched to combat mode after equipping the Dark Tiger's Shield or Wise Dragon King's Bow, the weapons could not be used.

Enchantment

1. The Guaranteed +10 Enchantment System has been added.
    - You can use it when you open the 'Guaranteed Enchantment' tab in the Enchant Item window. If all the requirements are fulfilled, the equipment is guaranteed to be enchanted to +10.
    - Can only be used on +0 to +5 equipment.

[In-Depth Guaranteed Enchantment Menu]

(1)

- Enchantment stones you wish to guarantee to be enchanted can be viewed.
- The quantity of enchantment stones used when starting the enchantment will be registered and cannot be changed.
- The enchantment stone from the cube undergoing enchantment can also be registered and deleted.

(2)

- The minimum level of enchantment stone required for Guaranteed Enchantment can be viewed.
- The enchantment stone's minimum level increases depending on equipment rank and level.

Item Rank	Min. Level of Enchantment Stones Required
Normal	Item level +0
Rare	Item level +5
Heroic	Item level +15
Fabled	Item level +35
Eternal	Item level +50

(3)

- The additional number of enchantment stones required for Guaranteed Enchantment can be viewed.

- The required number of enchantment stones increases depending on the equipment's current enchantment level.

Enchantment Level	No. of Enchantment Stones Required
+0	10 pieces
+1	9 pieces
+2	8 pieces
+3	7 pieces
+4	6 pieces
+5	5 pieces

(4)

- The additional enchantment stones required can be registered in your item cube.
- When an enchantment stone is registered, all enchantment stones in the corresponding slot will be registered. If you have more enchantment stones than you need, only the required quantity will be registered.
    - ➢ E.g.: If 5 additional enchantment stones at level 93 are required:
        - > If you have more than 3 enchantment stones at level 93 or above, all 3 will be registered.
        - > If you have more than 7 enchantment stones at level 93 or above, 5 will be registered.

Stigma

1. Added stigma pages.
    - If a stigma slot is unlocked, you can use 2 pages.
    - To change stigma pages, you will need 1.5 times the quantity of stigma shards required to equip/remove it.
    - Stigmas equipped on the stigma page will not be put back in your inventory after changing the page.
2. Stigma pages can be changed when a character is not in a special state (such as fighting or gliding).
    - The casting time for changing a stigma page lasts 3 sec.
    - Toggle skills will be deleted if the stigma page is changed.

- Stigma pages cannot be changed in the arena or training arena.

3. If a character takes damage, is transported or their status changes while changing a stigma page, the page change will be cancelled.
4. At the same time as changing your equipment set, you can also specify a stigma page to change.
    - The stigma page can be changed together with your equipment set.
    - If you don't have enough stigma shards or a stigma page change isn't possible in your current state, only your equipment set will be changed.
5. When changing your stigma page, you can also change its corresponding number in the quickbar.
    - When the stigma page is changed, you switch to your selected quickbar.
    - Floating quickbars are not affected.
6. While equipping/removing stigmas, stigma pages can no longer be changed.
7. Added Meta Stigma I.
    - Available from the NPC near the fortresses of each faction in Balaurea, the city entrance and the Convent.

Skills

1. The Guardian General skill has been revamped.

Skill	Description
Transformation: Guardian General I	Increases your HP and MP by 7,800, max. HP by 7,800, max. MP by 15,600, and your movement speed and flight speed by 10 for 5 min. You inflict additional damage when you attack another player. Cooldown: 1 hr. Casting time: 2 sec.
Transformation: Guardian General II	For 5 min., your HP and MP are increased by 9,360, max. HP by 9,360, max. MP by 18,720, movement speed and flight speed by 10.

	You inflict additional damage when you attack another player. Cooldown: 1 hr. Casting time: 2 sec.
Transformation: Guardian General III	For 5 min., your HP and MP are increased by 10,920, max. HP by 10,920, max. MP by 21,840, movement speed and flight speed by 20. You inflict additional damage when you attack another player. Cooldown: 1 hr. Casting time: 2 sec.
Transformation: Guardian General IV	For 5 min., your HP and MP are increased by 12,480, max. HP by 12,480, max. MP by 24,960, movement speed and flight speed by 30. You inflict additional damage when you attack another player. Cooldown: 1 hr. Casting time: 2 sec.
Transformation: Guardian General V	For 5 min., your HP and MP are increased by 15,600, max. HP by 15,600, max. MP by 31,200, movement speed and flight speed by 30. You inflict additional damage when you attack another player. Cooldown: 1 hr. Casting time: 2 sec.
Abyssal Fury I	Deals 850 magic damage to up to 6 enemies within a 20m radius. (This hit is solely influenced by PvP attributes.)
Abyssal Fury II	Deals 900 magic damage to up to 12 enemies within a 20m radius. (This hit is solely influenced by PvP attributes.)

Abyssal Fury III	Deals 1,100 magic damage to up to 18 enemies within a 20m radius. (This hit is solely influenced by PvP attributes.)
Abyssal Fury IV	Deals 1,300 magic damage to up to 18 enemies within a 20m radius. (This hit is solely influenced by PvP attributes.)
Abyssal Energy I	Generates energy that deals 850 magic damage to up to 6 opponents within a 20m radius of a target up to 20m away. (This hit is solely influenced by PvP attributes.)
Abyss Energy II	Generates energy that deals 1,000 magic damage to up to 6 opponents within a 20m radius of a target up to 20m away. (This hit is solely influenced by PvP attributes.)
Reflective Abyssal Aegis I	Throws back 1,000 damage from enemies within a radius of 30m for 30 sec. Cooldown: 2 min.
Abyssal Wave I	Stuns up to 18 enemies within 20m of you for 5 sec. Cooldown: 1 min.
Abyssal Tidal Wave I	Deals 1,300 magic damage to up to 18 enemies up to 30m in front of you, and if they are attacked by a player, they suffer extra damage for 30 sec. (This hit is solely influenced by PvP attributes.)
Abyssal Verdict I	Deals 5,000 magic damage to a target up to 30m away. Cooldown: 2 min. (This hit is solely influenced by PvP attributes.)

2. Changed some skill effects.
    - More information can be found under Skills: Information and Balancing Changes.
3. Changed some stigma skill effects.
    - More information can be found under Skills: Information and Balancing Changes.
4. You now receive additional attack skills if you create a Warrior/Scout/Mage/Priest.
    - These will be registered in the slot once the character has been created.

Class	Skill
Warrior	Severe Blow I
Scout	Surprise Attack I
Mage	Erosion I
Priest	Hallowed Strike I

5. The effect of Calming Whisper I to III (Ranger) can now be removed.
6. Corrected typos in the system message that appears when using Erosion I to V.
7. Corrected information relating to the Strengthen Wings I skill.
8. Can now use skills that previously could not be used while flying.
9. Fixed: Parrying failed to activate when using the Brawler skill Wall of Steel I.
10. Fixed: When a target with the effect Blinding Burst I executed a standard attack using the spellbook, the hit was counted as a physical attack.
11. Fixed: Conditional skills were not activated when magic attacks were deflected.
12. Fixed: MP consumption was increased when using the Benevolence passive skill.
13. Fixed: There was an overlap in the effects of the Ranger's Poison Arrow and Poisoning Trap skills.
14. Fixed: The debuff symbols for Poisoning Trap III and Poisoning Trap IV were identical.
15. Fixed: Characters were unable to use any skills in this case.

Book of Legends

1. Added the Dokkaebi Realm Painting.
2. Completing Lumiel Paintings is now easier.
    - The chance of identifying an Unknown Fine Lumiel Painting Fragment has changed.

- The Shugo Adventurer's stock now includes Lumiel's Painting Chest.
- Aether classes in Inggison/Gelkmaros now drop 2x Unknown Greater Lumiel Painting Fragment instead of just one.
- Ground targets in Inggison/Gelkmaros now drop 4x Lesser Lumiel Painting Dust instead of 3.
- Near the 5th Garrison in Laphsaran, 7x Lesser Lumiel Painting Dust now drops instead of 5.
- Aether classes in Laphsaran now drop 2x Unknown Greater Lumiel Painting Fragment instead of 3.
- Guardians in Laphsaran's 5th Garrison now drop 3x Unknown Greater Lumiel Painting Fragment instead of 2.
- Using Lumiel's Painting Chest will now give you 2x each of Unknown, Normal and Greater Painting Fragment instead of 1 of each.

3. Fixed: The list in the Ancient Artwork Book of Legends was displayed incorrectly.

Daeva Pass

1. Added the Daeva Pass Premium Cube.
    - Can be used once the premium reward for the standard pass has been unlocked.
    - Can be used until the end of the season in which the premium reward was unlocked. After that point, it can no longer be stored or used.
    - Items in the deactivated premium cube can be moved into your standard inventory. They can also be traded at the Trade Broker's and Global Auction House and registered in Moreth and the Wardrobe.

AION Look

1. Fixed: Previewing wings in the Wardrobe wasn't working.

UI

1. The user-friendliness of the UI has been improved to make it easier to recognise items and the probability of bundles and other content.
    - CTRL + clicking on the icon brings up the contents and probability for a bundle.

Main Item and Components in the Bundle	Individual Component Probability

    - CTRL + clicking on the crafting materials brings up the assembly result.
    - To view the respective chance of obtaining items, you need to use the Terminon/Primum Coin Fountain.
    - CTRL + clicking on a pet egg displays your chances of obtaining pet products.
    - If you hover your mouse over an item in the enchantment window, this will display the tooltip for 'After Enchantment'.
    - CTRL + clicking on luxury dyes displays their characteristics and probabilities per luxury dye.
    - If you enter the appearance you wish to dye and your luxury dye under [AION Look -> Wardrobe -> Dye Appearance], a button will be activated that you can use to call up the characteristics and probabilities per luxury dye.
    - CTRL + clicking on Book of Legends Paintings displays the probability of identification, dismantling and assembly.
    - When crafting an item, you can view how successful it is likely to be.
2. Added the 'Exclusive Animation' system.
    - The Exclusive Animation can only be used for certain outfits.

3. The background animation when selecting a server has been modified.
4. Modified the splash image displayed when starting the game.
5. A new image is displayed when you exit the game.
6. Information about stigma page in use has been added to the stigma tooltip.
7. Information about the status of the prerequisites fulfilled depending on the stigma page has been added to the tooltip for stigmas to which prerequisites apply.
8. PvP attacks that cannot be used when dual wielding are greyed out in the weapon tooltip.
9. PvP attacks are now displayed along with their sanctification effect in the weapon tooltip.
10. Updated the appearance of the world map (M).
11. Up to 32 buffs are now displayed in the buff info.
    - The debuff info window has been repositioned.
12. The message that is displayed when you've exceeded the maximum number of character creations has been corrected.
13. Added 3 new female character presets.
14. When a character is created, a flight/landing toggle button is registered in the slot.
15. You can now view up to 30 buffs for the selected target.
16. The tooltips for event advantage buffs have been expanded.
17. The fog has been removed from the map of the main regions Elysea, Asmodae and Balaurea.
18. All ranks for the opposing faction will now be displayed in each region.
19. Notes in the Guaranteed Enchantment menu have been expanded.
20. When a character is created, the flight/landing toggle button is converted into a shortcut key using Alt+1.
21. Fixed: When storing something in the Global Auction House wasn't possible and you hovered the mouse over the registration costs, this called up the tooltip for level-1 fees.
22. Fixed: When you exchanged rewards with an NPC, the number of items exchanged was not displayed correctly.
23. Fixed: When the Entry Preparations window for cross-server instances is closed, it can now be reopened correctly using the icon displayed.
24. Fixed: The probability for Show Result is now displayed correctly.
25. Fixed: The skill effects of certain boss monsters are now displayed correctly again for all options.

26. Fixed: When switching between the Select Server and Character Selection windows, the first window would not close completely.
27. Fixed: In the survey and quest reward menus, the contents of bundles could not be viewed.
28. Fixed: At some resolutions, the system notification was not displayed in the middle of the screen.
29. Fixed: The system notification was not displayed correctly in some formats.
30. Fixed: After the changes to the HUD, the first and second expanded quickbars were not displaying in the expanded quickbar at the top.
31. Fixed: When magic skills were resisted, an erroneous system notification was displayed.
32. Fixed: The colours of the northern and southern bases in Laphsaran were mixed up.
33. Fixed: When you registered items whose appearance you wished to change in the Wardrobe, the premium dye was not displayed in the preview.
34. Fixed: The Quest Cube's scroll function could not be used.
35. Fixed: When the inventory window was closed, the Quest Cube window remained open.

Other

1. Changed the obelisks' registration costs.
2. Undirborg Vestibule in Inggison has been renamed Abandoned Undirborg Antechamber.
3. Subterranea Temple Entrance in Gelkmaros has been renamed Abandoned Subterranea Temple Entrance.
4. Fixed: When purchasing items with AP, a message about degradation was wrongly displayed.
5. Chats are now retained when switching between the main server and battlefield server.
6. The Storm attack skill icon will no longer be displayed while quick gliding without having learned the skill.
7. Fixed: Hints were sometimes displayed if there were items in the legion warehouse.
8. Fixed: Loading and exiting game illustrations and participant background images were not displaying correctly at some screen resolutions.

9. Fixed: The animations for certain weapons were not displayed correctly in the video sequence.
10. Fixed: When the game was running in Windowed Full Screen mode, the size of the XP bars was not rendered correctly.
11. Fixed: Windstreams were difficult to recognise in some graphics.
    - The graphics quality needs to be set to high.

Settings

1. Unused tabs under [Key Settings -> Open/Close Window] have been deleted.
2. Fixed: The screen flickered sometimes when entering Laphsaran on the default graphics setting.

Classic Europe Specifics

1. The Tower of Illusion event instance will continue to remain active.
2. Arena: You will receive AP for arena matches.
3. The following items have been added as loot for the final boss in the Dokkaebi Realm:

Instance	Boss	Item	Amount
Dokkaebi Realm	Gangcheol (normal)	Excellent Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1
	Gangcheol (hard)	Monumental Manastone Bundle	1
		Special Greater Fluxex (quality: normal-fabled)	1

4. The Enchantment Chest (Level 91–105) can be obtained from Gangcheol in the Dokkaebi Realm with a certain chance.
5. Added 2x [Event] Rare Manastone Bag (Level 60) as rewards for the following quests in Laphsaran:

Faction	Quest Title
Elyos	[Weekly] [1st Garrison] Preventing the Blood Drana Harvest
	[Weekly] [1st Garrison] Destroying the Occupied Tiamat Legion Fortress
	[Weekly] [2nd Garrison] Stopping the Blood Drana Extraction
	[Weekly] [2nd Garrison] Drakan in the Fortress
Asmodian	[Weekly] [1st Garrison] Stopping the Blood Drana Harvest Plan
	[Weekly] [1st Garrison] Conquering the Occupied Tiamat Legion Fortress
	[Weekly] [2nd Garrison] Stopping the Blood Drana Extraction Plan
	[Weekly] [2nd Garrison] Killing Drakan in the Fortress

4. Reduced the HP of certain monsters and objects in the Apheta Beluslan Fortress.
5. Added a new Novice Pass season.
6. Added a new Progression Pass season.

Skills: Information and Balancing Changes

1. **Balancing Adjustments to Gladiator Skills**
   Gladiators are already very strong in PvP, so in this update we have concentrated on their user-friendliness.
   The **Reckless Strike chain skill** previously had a certain probability of being activated; **it is now unconditionally guaranteed to be activated**. Although this results in a higher DPS in PvE, the slow speed of the skill renders this mostly insignificant in PvE, where you are constantly moving in combat. We established that the effects on PvP are relatively minor, so proceeded with the change.

Skill	Before	After
Reckless Strike	Inflicts physical damage on the target. Rupture: Reckless Strike (activates on the basis of probability)	Inflicts physical damage on the target. Rupture: Reckless Strike (**guaranteed activation**)

   In addition, the **Final Strike** skill that could only be used when stumbling or in Aether's Hold, **has been changed so that it is activated unconditionally**. This should also make it easier to use the skill in situations where special conditions are difficult to create, such as when fighting difficult bosses.

Skill	Before	After
Final Strike	Deals physical damage to a stumbled target or a target bound by Aether's Hold.	Deals physical damage to a ~~stumbled~~ target ~~or a target bound by Aether's Hold~~ (**condition removed**).

2. **Balancing Adjustments to Templar Skills**
   In order to improve user-friendliness, **the activation requirements for Templars have been changed** similarly to those for Chanters.
   Shield Retribution can now be used **without the need for a successful block**.
   Courageous Shield can **also be activated upon resisting magic**, and skills that could previously only be used against magic enemies can now also be used against physical enemies.

Skill	Before	After
Shield Retribution (Elyos only)	Deals physical damage after a successful block.	Deals physical damage ~~after a successful block~~ **(condition removed)**.
Courageous Shield	After a successful block, your physical attack increases by 20%, crit strike by 100 and accuracy by 200 for 10 sec. Cooldown: 5 sec.	After a successful block and **resisting magic (extra condition)**, your physical attack increases by 20%, crit strike by 100 and accuracy by 200 for 10 sec. Cooldown: 5 sec.

The following skills have also been adjusted:

Skill	Before	After
Aether Armour	Increases your resist magic by 800 for 30 sec.	Increases your resist magic by 800, **and the resist magic of your group members by 200**, for 30 sec.
Prayer of Resilience	Restores your HP.	Restores HP for you **and your group members within a 25m radius**.
Threatening Taunt	Taunts a target within 15m of you to increase its enmity towards you. Also reduces their attack speed for a while.	Taunts a target within 15m of you to increase its enmity towards you. Also reduces their attack speed for a while. **Increases hit chance and reduces the cooldown of Capture, Focused Capture and Illusion Chains by 30%.**

3. **Balancing Adjustments to Assassin Skills**

Skill	Before	After
Oath of Accuracy	Increases your accuracy and magical accuracy by 500 for 30 sec.	Increases your accuracy and magical accuracy by 500 for 30 sec. **Increases the accuracy and magical accuracy of your group members by 200.**

Throw Dagger	Deals physical damage to a target up to 20m away, stunning them for 2 sec. and dispelling protective effects.	Deals physical damage to a target up to 20m away **and up to 3 opponents within a radius of 2m, stunning them for 2 sec. and dispelling protective effects**.
Flash of Speed	You immediately move forwards 10m. All effects that cause immobilisation and reduce movement speed will be removed.	You immediately move forwards 10m. All effects that cause immobilisation and reduce movement speed will be removed. **You are in stealth mode for 2 sec.**
Strike of Darkness, Divine Strike, Triniel's Dirk, Vaizel's Dirk	-	**Increases physical damage by 50%.**

4. **Balancing Adjustments to Ranger Skills**

The **Poison Arrow** chain skill that follows **Swift Shot** has been **turned into a simple skill** to increase user-friendliness for Rangers too. To counteract the ongoing problem of a lack of Ranger MP in PvE, the **MP regeneration from Keen Cleverness has been doubled**.

Skill	Before	After
Poison Arrow	Inflicts physical damage on the enemy and poisons them into silence for 12 sec. Swift Shot: Poison Arrow (chain skill)	Inflicts physical damage on the enemy and poisons them into silence for 12 sec. ~~Swift Shot: Poison Arrow (chain skill)~~
Keen Cleverness	Your MP is restored by 60 with every attack for 1 min. 30 sec.	Your MP is restored by **120** with every attack for 1 min. 30 sec.

Additionally, the active skill **Sharpen Arrows**, which you needed to turn on and off independently, has now **become permanently active**.

As this was a stigma skill that needed to be re-equipped via the stigma page, or **manually reactivated after being revived, its usage was limited**. Now it activates directly after it is equipped, increasing its user-friendliness.

Skill	Before	After
Sharpen Arrows	Increases the bow's physical attack by 10%. Active skill	Increases the bow's physical attack by 10%. **Passive skill**

The following skills have also been adjusted:

Skill	Before	After
Breath of Nature	Increases your natural healing and mana treatment for 5 min. Your maximum HP increases by 2,000.	Increases your natural healing and mana treatment for 5 min. Your maximum HP increases by 2,000; **the maximum HP of your group members by 1,000**.
Calming Whisper	Decreases the enmity of a target at a distance of up to 25m. Increases your resistance to Stun, Knockback, Stumble, Spin, and Aether's Hold for 30 sec.	Decreases the enmity of a target at a distance of up to 25m. Increases your resistance to Stun, Knockback, Stumble, Spin, and Aether's Hold for 30 sec., **and for any nearby group members**.
Sleep Trap	Builds a trap with a range around you. The trap puts an enemy to sleep if they approach it.	Builds a trap with a range around you. The trap puts up to **4 targets to sleep if they approach it**.

5. **Balancing Adjustments to Sorcerer Skills**

The following Sorcerer skills have been adjusted:

Skill	Before	After
Stone Skin	Creates a Protective Shield that can absorb damage for 5 min. You suffer 40% less damage from enemy faction attacks.	Creates a Protective Shield that can absorb damage for 5 min. You suffer **50**% less damage from enemy faction attacks.

6. **Balancing Adjustments to Spiritmaster Skills**

The following Spiritmaster skills have been adjusted:

Skill	Before	After
Vacuum Choke	Deals wind damage to a target.	Deals wind damage to a target **and up to 3 other targets within a 3m radius of the target**.
Withering Gloom	Reduces the max. HP and MP of a target up to 25m away by 2,200, their healing boost by 700, and prevents them from regenerating MP for 30 sec. (Cannot be removed.)	Reduces the max. HP and MP of a target up to 25m away, **and for a further 3 enemies within a radius of 3m of the target**, by 2,200, their healing boost by 700, and prevents them from regenerating MP for 30 sec. (Cannot be removed.)
Stone Skin	Creates a Protective Shield that can absorb damage for 5 min. You suffer 40% less damage from enemy faction attacks.	Creates a Protective Shield that can absorb damage for 5 min. You suffer **50**% less damage from enemy faction attacks.

7. **Balancing Adjustments to Cleric Skills**

The first Cleric skill adjustment concerns **the increase in PvE damage for the Prayer of Destruction stigma skill**.

This should enhance your performance in solo instances, and as a damage dealer. We anticipate that your damage in PvE will increase by around 20%.

Skill	Before	After
Prayer of Destruction	Increases your magical accuracy and magic boost by 200, your crit spell by 50, and reduces your casting time by 10% for all magic skills for 20 seconds.	Increases your magical accuracy and magic boost by 200, your crit spell by 50, and reduces your casting time by 10% for all magic skills for 20 seconds. **Additionally, damage also increases by 20% when you attack an NPC.**

Next, we come to the **Benevolence** skill.
The increase in MP consumption when the skill is activated has been removed. At the same time, this skill has been **converted to a passive skill**. This improves the **skill's user-friendliness**.

Skill	Before	After
Benevolence	Healing boost is increased by 250 and MP consumption by 8%. Active skill	Healing boost is increased by 250 ~~and MP consumption by 8%~~. **Passive skill**

In addition, the **Hand of Regeneration** skill can no longer be cancelled out by using magic boost, in order to avoid the healer becoming paralysed during combat.
Finally, the casting time for **Empyrean Lord's Favour has been increased from 12 sec. to 30 sec. to prevent a shortage of MP**.

Skill	Before	After
Hand of Regeneration	At certain times, the effects of healing skills are increased by 50% and their casting time reduced by 50% for 30 sec.	At certain times, the effects of healing skills are increased by 50% and their casting time reduced by 50% for 30 sec. **(Cannot be dispelled.)**
Empyrean Lord's Favour	The skill can be used for 12 sec. without consuming MP.	The skill can be used for **30** sec. without consuming MP.

8. **Balancing Adjustments to Chanter Skills**

A total of 4 Chanter skills have been adjusted.
Due to the special nature of this class, Chanters are often employed as **additional healers**.
This is why we have increased the **healing boost from the Divine Power Skills Yustiel's/Marchutan's Protection by 300**.

Skill	Before	After
Yustiel's Protection Marchutan's Protection	Your physical attack is doubled for 30 sec.	Your physical attack is doubled for 30 sec **and your healing boost increased by 300**.

Additionally, the **Splash Swing** skill **can now be used without fulfilling the previous condition** of needing to make a successful parry.

Chanters can choose between 3 skills after a successful parry. We felt that this was demanding too much of new players and returnees, so we've decided to address this.

Skill	Before	After
Splash Swing	Deals physical damage to the target after a successful parry.	Deals physical damage to the target ~~**after a successful parry**~~ **(condition removed)**.

As previously mentioned, in addition to the **Splash Swing** skill, Chanters can now use **Parrying Strike and Steeled Body/Confident Defence** following a successful parry. The last two skills are now **activated on resisting magic** as well as following a successful parry.
This is a step towards improving the user-friendliness of the skill, with magic resistance sets becoming ever more popular. We hope this will allow you to be more proactive against magic-wielding opponents.

Skill	Before	After
Parrying Strike	Deals physical damage to the target after a successful parry, stunning them briefly.	Deals physical damage to the target after a successful parry and **resisting magic (condition added)**, and stuns them briefly.
Steeled Body (Confident Defence)	Following a successful parry, your physical defence is increased by 500 and all elemental defences are increased by 100 for 15 sec.	After a successful parry and **resisting magic (extra condition),** your physical defence is increased by 500 and all elemental defences are increased by 100 for 15 sec.

9. **Balancing Adjustments to Revenant Skills**
A lot of activation conditions revolving around successful parrying also applied to Revenants. For this reason, we would like to make some adjustments to the difficulty of the controls.
We therefore intend to **convert Electric Charge and Electric Boost to a skill that is activated even without having made a successful parry**.

Skill	Before	After
Electric Charge	Charges your Ion Flux by 60 after successfully parrying.	Charges your Ion Flux by 60 ~~after successfully parrying~~ **(condition removed)**.

Electric Boost	Following a successful parry, your physical attack is reduced by 15%. for 20 sec. and your magical accuracy is increased by 200.	~~Following a successful parry~~ **(condition removed)**, your physical attack is reduced by 15%. for 20 sec. and your magical accuracy is increased by 200.

10. Balancing Adjustments to Stigma Skills

So far, we've focused on individual skills that influenced the direction of combat between classes, or which were used less in battle, with a view to increasing user-friendliness.
As changing individual skills doesn't lead to a fundamental change, we've been considering whether there is a way of using skills in a more targeted fashion. This is why we have prepared a change to stigmas that will allow you to develop new strategies.

As you already know, a normal stigma must be equipped for each stigma branch as a prerequisite to equipping a greater (rare/heroic) stigma.
This requirement was quite restrictive, so we've added a new item and **removed the equipment requirement for stigma branches**.

Meta stigmas are not subject to any conditions, and you don't need to equip any normal stigmas beforehand in order to use them.
We hope that with the introduction of meta stigmas, you will be able to select and use stigmas in a way that serves individual situations and employ them more purposefully in battle.

Greater Stigma (Previously)	Greater Meta Stigma
Can be equipped if a pre-stigma has already been equipped. Blessing of Wind V/V Grade Abyss Type Stigma Stone Untradeable;Unsellable;Unstorable in Account Warehouse;Unstorable in Legion Warehouse;Cannot be traded globally Available for Chanter Level 59 or higher Prerequisite Skill Binding Word Splash Swing All skills fulfilled for page 1. All skills fulfilled for page 2.	Can be equipped even if a pre-stigma hasn't been equipped. Has the same attributes as Greater Stigmas used to. [Meta Stigma] Blessing of Wind I Grade Abyss Type Stigma Stone Untradeable;Unsellable;Unstorable in Account Warehouse;Unstorable in Legion Warehouse;Cannot be traded globally Available for Chanter Level 60 or higher

Added meta stigmas suitable for all rare/heroic Abyss stigmas, for all classes. Brawlers receive 4, and all other classes each receive 6 meta stigmas.

[Class Meta Stigmas]

Class	Skill	
Gladiator	Precision Cut I	Shadow Rage I
	Tendon Slice I	Spite Strike I
	Sharp Strike I	Whirling Strike I
Templar	Prayer of Resilience I	Prayer of Victory I
	Threatening Taunt I	Divine Justice I
	Magic Smash I	Punishing Wave I
Assassin	Beastly Scar I	Agonising Slash I
	Explosive Burst I	Apply Lethal Venom I
	Lightning Slash I	Sensory Boost I
Ranger	Gale Arrow I	Speed of the Wind I
	Blazing Trap I	Explosive Arrow I
	Hunter's Might I	Sharpen Arrows I
Sorcerer	Illusion Storm I	Illusion I
	Elemental Ward I	Summon Stone I
	Supplication of Focus I	Arcane Thunderbolt I
Spiritmaster	Summon Cyclone Servant I	Strengthening Spirit: Spirit Armour I
	Healing Spirit I	Shackle of Vulnerability I
	Magic Implosion I	Hand of Torpor I
Cleric	Splendour of Rebirth I	Shatter Memory I
	Summon Healing Servant I	Chain of Suffering I
	Hand of Reincarnation I	Enfeebling Burst I
Chanter	Magic Recovery I	Blessing of Stone I
	Healing Burst I	Stamina Restoration I
	Blessing of Wind I	Disorientating Blow I
Revenant	Loaded Slash I	Tonic Flash I
	Lightning Strike I	Reserve Mode I
	Primed Strike I	Split Thunder I
Brawler	Fist of Death Break I	Lightning Stance I
	Advancing Strike I	Ultrarapid I

The quest allows you to select a meta stigma for free, and you can also buy them using AP, as with the previous Abyss stigmas.

The meta stigma update also adjusts some stigma skills.

[Gladiator/Templar]
The casting time has been removed for some Gladiator and Templar stigma skills that were seldom used due to their previously excessive casting times. The damage dealt on successful hits has been reduced a little in order to avoid the adjustment having too great an effect.

Class	Skill	Before	After
Gladiator	Precision Cut	Has a high probability of dealing physical damage to a target. Casting time: 1.7 sec.	Has a high probability of dealing physical damage to a target. **Cast Instantly**
	Severe Precision Cut	Deals physical damage to up to 6 enemies within a 7m radius. Has a high chance of hitting the target. There is also a certain chance of making them stumble. Casting time: 2 sec.	Deals physical damage to up to 6 enemies within a 7m radius. Has a high chance of hitting the target. There is also a certain chance of making them stumble. **Cast Instantly**
	Sure Strike	Has a high probability of dealing physical damage to a target. Casting time: 2.1 sec.	Has a high probability of dealing physical damage to a target. **Cast Instantly**
Templar	Shield Blast	Has a high probability of dealing physical damage to a target and making them stumble. Casting time: 2 sec.	Has a high probability of dealing physical damage to a target and making them stumble. **Cast Instantly**

[Assassin/Ranger]

The Slayer Form Assassin skill could only achieve a greater attack range in flight. After the update, it can now be used on the ground as well. The Hunter skill Agonising Arrow now deals increased physical damage to increase its usage as a fabled stigma.

Class	Skill	Before	After
Assassin	Explosive Burst	Deals fire damage to a target within 11m and stuns them. Casting time: 1.2 sec.	Deals fire damage to a target within 11m and stuns them. **Cast Instantly**
	Slayer Form	Increases magical accuracy, max. HP and attack speed, and rapidly restores MP. Your range is also increased by 2m while you are flying.	Increases magical accuracy, max. HP and attack speed, and rapidly restores MP. Your range is also increased by 2m ~~**while you are flying**~~.
Ranger	Agonising Arrow	Deals physical damage to the target; if they are attacked by a player, they also receive additional damage for 12 sec. (PvP Defence: around -15%)	Deals physical damage to the target; if they are attacked by a player, they also receive additional damage for 12 sec. (PvP Defence: around **-30%**)

[Sorcerer/Spiritmaster]

The MP consumption of the Meteorite Sorcerer skill has been reduced. To promote the use of the Spiritmaster skill Absorb Vitality, its magic damage has been increased slightly, as this supports the survival effect.

Class	Skill	Before	After
Sorcerer	Meteorite	Deals earth damage to enemies within a radius of 10m, with a certain probability of knocking them back. MP Cost: 480	Deals earth damage to enemies within a radius of 10m, with a certain probability of knocking them back. MP Cost: **336**

Spiritmaster	Absorb Vitality	Deals fire damage to a target and absorbs 75% of that damage as HP. Casting time: 2 sec.	Deals fire damage to a target and absorbs **100**% of that damage as HP. Casting time: **1** sec.

[Cleric/Chanter]

The range of the Festering Wound Cleric skill has been increased. The casting time of the Healing Burst Chanter skill has been reduced from 3 sec. to 2 sec. The damage from Numbing Blow has been increased and its cooldown reduced to match the fabled stigma.

Class	Skill	Before	After
Cleric	Festering Wound	Deals 42 water damage to a target up to 15m away. Its restorative effect is reduced by 50% for 1 min.	Deals 42 water damage to a target up to **25**m away. Its restorative effect is reduced by 50% for 1 min.
Chanter	Healing Burst	Restores the target's HP. Casting time: 3 sec.	Restores the target's HP. Casting time: **2** sec.
	Numbing Blow	Deals physical damage to the target, reduces their attack speed for 7 sec. and silences them. Cooldown: 40 sec.	Deals physical damage to the target, reduces their attack speed for 7 sec. and silences them. Cooldown: **30** sec.

[Revenant/Brawler]

Increased the usage conditions for the Revenant Electric Descent skill from 2 to 5 so that it can be used more in group play.

The Brawler Advancing Strike skill can now be used more frequently, and the cooldown for Existence & Oblivion has been adjusted so that greater damage can be achieved on successful hits.

Class	Skill	Before	After
Revenant	Electric Descent	Inflicts wind damage to an enemy who has been knocked back or is in Aether's Hold, and to up to 8 enemies within 7m, irrevocably silencing them for 4 sec. and knocking them out of the air.	**Deals wind damage to a stunned, knocked back, stumbled or spun target, or a target in Aether's Hold**, and up to 8 enemies within 7m, irrevocably silences them for 4 sec. and knocks them out of the air.
Brawler	Advancing Strike	Cooldown: 1 min. 30 sec.	Cooldown: **40** sec.
	Existence & Oblivion	Sprints to a target within 15m and deals physical damage to them. Cooldown 1 min.	Sprints to a target within 15m and deals physical damage to them. Cooldown: **40** sec.