



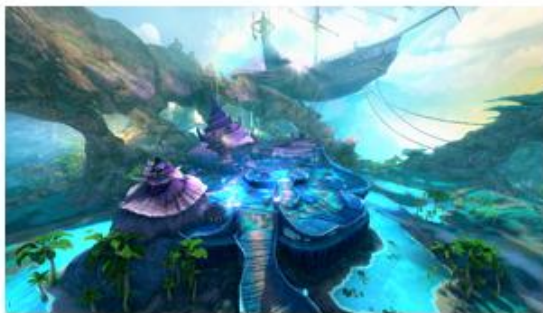
Aion Upheaval Release Patch Notes

Environment

1. Two new zones are available, and others have been removed.

Cygnea and Enshar

A land with two names, wrenched forth from the depths of a reluctant ocean, bares its face anew to the sun and sky. Secrets long drowned fill Cygnea and Enshar with a spark of mystery and foreboding. A darkness hangs over these lands, casting a shadow over each meeting of blades. Filled with aquatic creatures and treacherous, alien terrain, these lost lands hold secrets best left forgotten.



Destroyed Lands

Beritra's goal during his invasion was to discover and destroy the seals hiding the lost continent where the Dragon Lord Ereshkigal was imprisoned. However, the breaking of the seals had devastating consequences. The lands surrounding the seals - Tiamaranta, Sarpan, Danaria and Katalam - have all collapsed into the ocean, changing the face of Atreia once again.

Removed Areas		
Sarpan	Tiamaranta	Tiamaranta's Eye
Katalam	Danaria	

2. Characters who logged out in the removed areas will be relocated.

- Elyos characters will be moved to the Griffioen.

- Asmodian characters will be moved to the Habrok.

3. Characters who had bind points registered in the removed areas will have their bind points re-registered.

- Elyos characters will be registered to Sanctum.

- Asmodian characters will be registered to Pandaemonium.

4. Return scrolls to the removed areas are no longer usable, and can be sold to merchants for a full refund.

5. Campaign, Growth, Normal, and War quests in the removed areas have been deleted.

Other Environment Changes

6. Idian Depths can be accessed via randomly spawned portals in Levinshor, Kaldor, Cygnea and Enshar.

Instances

1. New instances are now available in Cygnea and Enshar.

Drakenspire Depths

Drakenspire is a living prison, constantly expanding to take in new inmates. There is no Warden; no guards set to keep inmates bound in their pits. There is only the deep dark that feeds off the despair of those trapped within, swallowing the world around it, inch by inch.

Here, buried in a cell of rock and bone, Ereshkigal slumbers in her long imprisonment. But now, something has changed. At the hands of Beritra, Ereshkigal has been promised freedom, paid in glittering Balaur relics and the servitude of those who would pledge only to her name. However, Beritra does not act out of kindness or charity - there is an ulterior motive that drives his offer of allegiance.



- Drakenspire Depths is located in Shriekfang Crown in Enshar and Howling Cauldron in Cygnea.

Instance	Group Size	Level	Reset Time	Entries
Drakenspire Depths	12 players	Level 65	9AM on Wednesday	1/week

Aetheric Field Corridor

After setting foot in Cygnea and Enshar, the Elyos and Asmodians discovered a mysterious Aetheric Field Corridor. By using an Aetheric Field Fragment, they were able to use the generator to travel to sealed areas. For now, only Sealed Danuar Mysticarium can be accessed, but Elyos and Asmodian researchers are working to discover what other secrets it may hold.



- Sealed Danuar Mysticarium entrances are found at each Territory Village in Cygnea and Enshar.

- The completion conditions are different from the previous Danuar Mysticarium.

- Aetheric Field Fragments are rare monster drops in Cygnea and Enshar.

Instance	Group Size	Level	Entry Item	Entries
Sealed Danuar Mysticarum	1 player	Level 65	Aetheric Field Fragment	Unlimited

Raksang Ruins

With Raksha long since dead, Beritra's forces have moved in to the Raksang prison and have amassed an army there in secret. With Elyos and Asmodian forces stretched thin, a hero is needed to face this threat before it can strike.



- Raksang Ruins is located near Aequis Fifth Hold in Cygnea and Bonecreek Valley in Enshar.

- This instance completely replaces Raksang, which is no longer available.

Instance	Group Size	Level	Reset Time	Entries
Raksang Ruins	1 player	Level 60+	9AM on Wednesday	3/week

Destroyed Instances

2. With Beritra's destruction of Katalam, Danaria, Tiamaranta, and Sarpan, several of the instances there were also destroyed.

Removed Instances		
Argent Manor	Elementis Forest	Muada's Trencher
Satra Treasure Hoard	Steel Rose Cabin (Solo/Group)	Steel Rose Cargo (Solo/Group)
Steel Rose Deck (Group)	Danuar Mysticarum	Legion's Danuar Mysticarum
Idgel Research Center	Legion's Idgel Research Center	Void Cube
Legion's Void Cube	-	-

Enhanced Instances

3. Enhanced versions of Dragon Lord's Refuge, Rentus Base, and Danuar Sanctuary have been added. These instances have been tuned for level 65 players and give greater challenge and rewards.

- To access the enhanced instances, you will need to enter the opposing faction's zone (Cygnea for Asmodians, Enshar for Elyos) and use their normal entry.

- These instances have separate Instance Entry Counts from the regular versions.

Instance	Group Size	Level	Reset Number of Entries	Entries	Entry Info
Seized Rentus Base	6 players	Level 65	9AM Sun/Tues/Thur/Sat	1	Entered through the entrance in the opposing race's zone
Occupied Danuar Sanctuary	6 players	Level 65	9AM Sun/Tues/Thur/Sat	1	
Anguished Dragon Lord's Refuge	12 players	Level 65	9AM Sun/Tues/Thur/Sat	1	

Other Instance Changes

4. Some instances have had adjusted entry levels, conditions, and other settings.

Instanced Dungeon	Information	Before Change	After Change
Rentus Base	Level	Level 59+	Level 57+
	Others	Completion requirements have changed.	
Danuar Sanctuary	Level	Level 65	Level 63+
	Others	Completion requirements have changed.	
Tiamat Stronghold	Level	Level 60+	Level 57+
Ophidan Bridge	Level	Level 65	Level 63+
	Others	Completion requirements have changed.	
Aturam Sky Fortress	Entries	1 time(s)/1 day	2 time(s)/1 day
	Others	Completion requirements have changed.	

5. You can no longer view the opposing race details during the waiting time in battlefield instanced dungeons, though they will be visible after the waiting period.

6. Additional Danuar Icon NPCs have been placed in the Idgel Dome waiting rooms for both factions, and the current ones have been rearranged.

7. The stats of some summoned mobs in Danuar Reliquary and Lucky Danuar Reliquary have been nerfed.

8. The damage of some of Modor's clone's skills in Danuar Reliquary and Lucky Danuar Reliquary has been nerfed.
9. Fixed an issue where players could still obtain keys in the Loot Depository Warehouse in Steel Rake Cabin even after the time limit expired.
10. Fixed an issue where the Find Group function became unavailable in Tiamat Stronghold.
11. Fixed an issue where Siege Chariot Fuels and Cannonballs in the Iron Wall Warfront instance could be misused.
12. Fixed an issue where group info was not being updated in real time in the Dredgion.

Territory Battles

1. A new type of ranked legion instance, Territory Battles, have been added. Stonespear Siege is the first instance of this type.

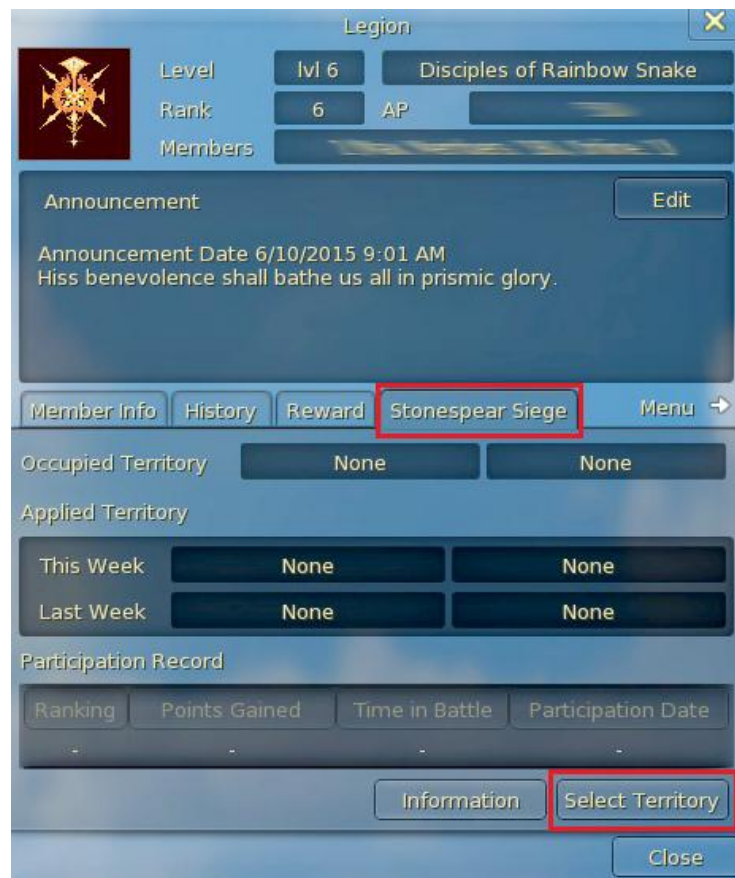
Stonespear Siege

An ancient fighting ground used to settle tribal disputes, Stonespear Reach is a place of religious and cultural importance to the mysterious and newly encountered Tejhi people. For the same reason the Tejhi use this place as a spiritual focus, Daevas have annexed the territory as a battleground, but whether there is any real power in Stonespear remains to be seen.



- Stonespear Siege is a ranked defense map where you score points for surviving waves of enemies.
 - Each Wednesday, ranks are reset and the winner of the previous week gains access to special NPCs and a powerful buff while in the vicinity of his legion's territory. Additionally, the winning legion receives an item that can be used to open a rift to the other race's zone.
2. To apply to a territory battle:
 - You must be a Brigade General or Deputy Brigade General of at least a level 6 legion.

- You can apply via the Select Territory button on the Stonespear Siege tab of the legion window.



- You can only select Territory Villages within your race's zone.

***NOTE:** Once you apply, you cannot change your territory until ranks are reset the following Wednesday.

3. To enter Stonespear Siege:

- You must be in an alliance of legion members.
- You must acquire a Stonespear Key from legion tasks.

Requirements for Entering Stonespear Siege					
Type	Level	Group Size	Required Entry Item	Reset Time	Entries
Alliance	Level 65	12 players	Stonespear Key	9AM on Wednesday	1/week

4. For completing Stonespear Siege, each participating player can receive GP, AP Relics, Medals, and other items.

- Rank is determined by a combination of points scored and playtime.

5. Each week, the top-ranked legion's Brigade General will receive a Legion Victory Reward Box, Territory Battle Victor title, and Infiltration Rift Corridor Key.

- Second and third place legions only receive the Legion Victory Reward Box.

- The Infiltration Rift Corridor Key can be used to open an Infiltration Rift into the opposing race's zone and can be used by up to 72 players regardless of their legion affiliation.

6. Members of the top-ranked legion each week also gain several benefits:

- They can access the guarded area of the territory village and access special NPCs.

- They receive a buff to PvP defense while near their territory village (the area is shown via a colored overlay on the map) and can also detect enemies with the Conqueror buff who enter their territory.

Skills

Skills UI Update

1. The Skills window has changed.



- The Actions, Sign, Gather/Craft, and Emotes tabs have been moved to a separate Function window (default Shift + K).



- You can now preview future levels of skills you have already learned by using the slider on the right side of the window.
- You can equip a lower level of the skill by selecting a lower level and dragging it to your quickbar.
- You can view unacquired skills via the checkbox at the bottom of the window.
- Hovering over a skill will now reveal shared cooldowns as well as previous and next chain skills.
- Newly acquired skills automatically appear at the top of the skill list.

New Skills

2. New Skills have been added for each class.

Class	Category	New Skill	Effect
Gladiator	Linked Stigma	Wind Lance	Long range single target charge attack causing stumble.
		Unraveling Assault	Attacks an area around the target while moving. Can be repeated up to 3 times.

		Battle Banner	Summons a flag which reduces the movement speed and PVP attack of nearby enemies.
Templar	Active Skill	Body Smash	Inflicts physical damage on the enemy.
	Linked Stigma	Invigorating Strike	Inflicts physical damage on the enemy and absorbs HP.
		Shield of Vengeance	Reflects the next skill used against you.
		Eternal Denial	Absorbs large amounts of damage, but lowers movement speed when active.
Assassin	Stigma	Scoundrel's Bond	Flanking attacks deal bonus damage and have a chance to heal you.
	Linked Stigma	Shimmerbomb	Blinds nearby enemies, reducing their magical accuracy. Enemy players will have their target deselected.
		Fangdrop Stab	Instantly move behind the target and attack them.
		Explosive Rebranding	Detonates engraved runes on the target, and then engraves a level 2 rune.
Ranger	Passive Skill	Boost Bow Attack	Increases Bow Attack.
	Linked Stigma	Night Haze	Enter advanced stealth for a brief period, even in combat.
		Ripthread Shot	High accuracy attack dealing physical damage with a possibility of stunning.
		Staggering Trap	A trap that knocks back enemies when it explodes. Can be cast immediately.
Sorcerer	Linked Stigma	Slumberswept Wind	Immediately puts up to 6 nearby enemies to sleep, but increases their Elemental Defenses.
		Aetherblaze	Increases magical attack and decreases MP consumption by 20% for a period of time.
		Repulsion Field	Absorbs large amounts of damage, but immobilizes you while active.
Spiritmaster	Linked Stigma	Command: Absorb Wounds	A summoned pet receives damage instead of you. The cooldown time is independent from existing skills.
		Spirit's Empowerment	Increases speed and magic-related stats for a period of time, but cannot be used simultaneously with a spirit.
		Blood Funnel	Inflicts damage over time on up to 6 enemies and heals you with each pulse.
Chanter	Linked Stigma	Word of Instigation	Increases magic boost, accuracy and attack of all nearby group members for a period of time.
		Resonant Strike	Deals physical damage to up to 6 nearby enemies.
		Debilitating Incantation	Decreases the physical and magical accuracy and crit strike of up to 12 enemies within a certain radius of you for a period of time.
Cleric	Linked Stigma	Restoration Relief	Grants a buff to nearby group members that recovers their HP if it falls below a certain threshold.

		Judge's Edict	Decreases a target's Magic Resist and Magic Suppression for a period of time.
		Summon Vexing Energy	Summons a spirit that taunts up to 6 enemies.
Gunslinger	Linked Stigma	Sequential Fire	An attack on an area around the target.
		Pursuit Stance	Increases your movement speed, attack speed and resistance to abnormal movement speed effects for a period of time.
		Pulverizer Cannon	Repeatedly attacks enemies in a cone in front of you and absorbs HP.
Aethertech	Active Skill	Mounting Frustration	Increases the amount of Enmity gained by all sources.
	Linked Stigma	Powerspike Trigger	Recovers a large amount of MP upon cast and a smaller amount over time.
		Nerve Pulse	Attacks enemies in a cone and paralyzes them briefly.
		Explosive Exhaust	Inflicts AoE damage on up to 6 enemies.
Songweaver	Stigma	Combustible Cacophony	Deals fire damage to multiple targets in a cone.
		Joyous Carol	Recovers the target's HP and boosts its elemental resistance, magical resistance and healing received from group members.
	Linked Stigma	Purging Paeon	Removes up to 3 abnormal conditions from yourself or a group member.
		Blazing Requiem	A chargeable attack skill inflicting fire damage to a single target.
		Delusional Dirge	Decreases the target's attack and magic boost for a period of time.

Mass Skill Rebalance

3. All classes have had skill rebalances.

- Depending on the skill, skill cost, damage, casting time and cooldown time have changed.
- Due to some skills being deleted or consolidated, skill chains have been modified.
- Some skills that previously were not usable in flight can now be used while flying.
- Some skills that shared cooldowns no longer share cooldowns.
- Below is a breakdown by class.

Gladiator

Skill	Change
Exhausting Wave	Changed to Greater Stigma. Increased absorption rate.
Spite Strike	Reduced cooldown time.
Sharp Strike	First step chain skill (Repeated activation 2 times)

Sure Strike	Now an instant cast, and can be used with a one-handed weapon. Increased cooldown. Adjusted damage.
Severe Precision Cut	Now an instant cast. Increased cooldown. Adjusted damage.
Revival Wave	Increased HP absorption percentage.
Lockdown	Separated cooldown from Body Smash.
Dauntless Spirit	Increased shield amount.
Howl	Boosted attack reduction effect.
Whirling Strike	Changed to Major Stigma. Increased animation speed. Increased range.
Draining Sword	Changed to its own skill. Increased absorption rate.
Ferocious Chop	Increased range.
Seismic Billow	Adjusted to be used consecutively after Roiling Hack.
Unwavering Devotion	Now acquired automatically.
Energy Impact	Increased damage. Removed MP cost.
Taunt	Added a chance to cause an enemy player's target to switch to you.
Springing Slice	Removed MP cost.
Charge	Increased duration.
Berserking	Now acquired automatically.
Body Smash	Separated cooldown from Lockdown.
Body Combo	Increased damage. Removed MP cost.
Body Slice	Increased damage. Removed MP cost.
Reckless Strike	Increased damage.
Defense Preparation	Increased weapon / shield defense values. Increased enmity boost. Increased PvP defense. Added Fear Resist.
Armor of Attrition	Increased HP recovery.
Piercing Rupture	Now acquired automatically.
Second Wind	Now acquired automatically.
Severe Weakening Blow	Now acquired automatically.
Pressure Wave	Reduced cooldown time.
Slaughter	Now acquired automatically. Increased Physical Attack buff, reduced PvP Attack buff.
Wall of Steel	Reduced cooldown time.
Cleave	Added chance for movement speed decrease effect. Lowered duration.
Rupture	Increased damage.
Absorbing Fury	Now acquired automatically. Removed MP cost.
Wrathful Wave	Reduced cooldown time.
Blessing of Zikel	Reduced cooldown time.
Advanced Dual-Wielding	Now acquired automatically.

Templar

Skill	Change
Prayer of Resilience	Can now also be used on a target.
Barricade of Steel	Added magic resist boost effect. Deleted physical defense boost effect. Can now be used in midair. Increased cooldown time.
Incite Rage	Added function to cause PC targets to look at you at a certain rate.
Empyrean Fury	Now acquired automatically.
Bodyguard	Now acquired automatically.
Aether Leash	Now acquired automatically.
Illusion Chains	Now acquired automatically. Decreased cooldown time.
Unwavering Devotion	Now acquired automatically.
Break Power	Now acquired automatically.
Stubborn Spirit	Now acquired automatically. Added magic resist boost effect and fear resist value. Can be used in midair. Block, physical defense boost effect lowered. Increased cooldown time.
Provoking Roar	Now acquired automatically. Has a chance to change the hostile PC's target to self.
Pitiless Blow	Reduced cooldown time.
Taunt	Now acquired automatically. Added a chance to cause an enemy player's target to switch to you.
Shield Counter	Also activated upon spell resist.
Courageous Shield	Also activated upon spell resist.
Avenging Blow	Also activated upon spell resist. Increased damage. Added enmity boost effect. Reduced cooldown time.
Dazing Severe Blow	Increased damage. Added effect to decrease physical defense. Added enmity boost effect.
Battle Call	Reduced cooldown time.
Shield Bash	Now stuns instead of knocking back.
Blood Pact	Changed to level 2 chain skill for Body Smash. Decreased HP consumed with skill use
Charge	Increased duration.
Iron Skin	Reduced cooldown time. Reduced duration.
Empyrean Armor	Reduced cooldown time.
Holy Punishment	Increased damage. Reduced cooldown time.
Divine Grasp	Reduced cooldown time.
Nezekan's Shield	Reduced cooldown time.
Slash Artery	Both factions can use.

Assassin

Skill	Change
Apply Lethal Venom	Deleted item requirement.
Agony Rune	Reduced cooldown time. Increased skill speed.
Lightning Slash	Added a debuff that reduces the target's magic resist and elemental defense. Can be used while moving.
Break Away	Reduced cooldown time. Changed to greater stigma.
Shadowfall	Can now be used while flying.
Rune Knife	Increased skill range.
Searching Strike	Increased skill speed.
Blinding Burst	Now acquired automatically.
Flurry	Now acquired automatically. Added a buff to crit strike.
Apply Deadly Poison	Now acquired automatically. Added 20% chance for poison effect. Deleted item requirement.
Slayer Form	Now acquired automatically.
Rune Burst	Now acquired automatically.
Flash of Speed	Now acquired automatically. Can be used while flying.
Aethertwisting	Now acquired automatically.
Ambush	Now acquired automatically. Can be used while flying.
Signet Silence	Now acquired automatically. Reduced cooldown time.
Binding Rune	Can be used while flying.
Crashing Wind Strike	Can be used while flying.
Blind Side	Can be used while flying.
Spelldodging	Removed attack reduction effect. Reduced cooldown time.
Cyclone Slash	Added a chance to carve runes.
Divine Strike	Increased damage. Added HP recovery effect.
Spiral Slash	Reduced cooldown time.
Vaizel's Dirk	Reduced cooldown time.
Triniel's Dirk	Reduced cooldown time.

Ranger

Skill	Change
Lethal Arrow	Increased cast speed. Increased animation speed. Reduced cooldown time.
Hunter's Might	Increased the number of critical hits.
Gale Arrow	Changed to repeat activation (x2). Increased accumulated damage. Reduced cooldown time.
Explosive Arrow	Increased animation speed. Reduced cooldown time.

Sharpen Arrows	Added a buff to Evasion.
Focused Shots	No longer shares a cooldown with other skills. Reduced defense reduction.
Blazing Trap	Changed to normal stigma. Increased damage.
Nature's Resolve	Reduced cooldown time.
Agonizing Arrow	Increased animation speed. Reduced cooldown time.
Strong Shots	No longer shares a cooldown with other skills.
Dodging	No longer shares a cooldown with other skills.
Holy Arrow	Changed to automatic acquisition.
Breath of Nature	Changed to automatic acquisition. Changed to active skill. Added a buff to Max HP.
Manaleech Shot	Reduced cooldown time.
Speed of the Wind	Changed to automatic acquisition.
Misery Shot	Changed to automatic acquisition.
Bestial Fury	No longer shares a cooldown with other skills. Changed to automatic acquisition. Lowered attack increase, but added the rest as a separate, automatically-acquired passive skill to compensate.
Fleshcutter Arrow	Reduced cooldown time.
Sleep Arrow	Changed to automatic acquisition.
Stealth	Can use scrolls, food, drink in hide.
Poisoning Trap	Increased damage.
Aiming	No longer shares a cooldown with other skills.
Silence Arrow	Changed to automatic acquisition.
Seizure Arrow	Changed to be conditional on evasion. Increased HP/MP absorption rate. Reduced cooldown time. Can be used while moving.
Retreating Slash	Changed to automatic acquisition
Hunter's Eye	No longer shares a cooldown with other skills.
Sandstorm Trap	Increased damage over time.
Aether Arrow	Reduced cooldown time.
Lightning Arrow	Increased cooldown time.
Finishing Arrow	Moved to chain off of Remove Shock. Added knock back effect. Increased cooldown.

Sorcerer

Skill	Change
Wind Cut Down	Replaced bleed effect with a debuff to Magical Accuracy. Reduced casting time. Increased cooldown time.
Summon Rock	Reduced cooldown time.
Summon Whirlwind	Greatly increased magic accuracy.
Illusion Storm	Reduced cooldown time.
Absolute Zero	Increased duration.
Exchange Vitality	Reduced cooldown time.
Elemental Ward	Changed to normal stigma.
Storm Strike	Reduced cooldown time.
Frost	No longer shares cooldown with Stamina Absorption.
Gain Mana	Added absorb energy effect. Reduced cooldown time. Increased instant MP recovery.
Robe of Cold	Added magic suppression effect.
Magic Assist	Reduced cooldown time.
Vaizel's Wisdom	Changed to automatic acquisition. Added a buff that decreases MP consumption.
Flame Harpoon	Reduced cooldown time and damage.
Flame Bolt	Reduced cooldown time.
Robe of Flame	Added MP natural recovery
Somnolence	Changed to automatic acquisition. Adjusted cast time and effect by level.
Stamina Absorption	Separated cooldown from Frost.
Curse of Roots	Changed to automatic acquisition.
Zikel's Wisdom	Added a buff that decreases MP consumption.
Supplication of Focus	Changed to automatic acquisition.
Boon of Iron-Clad	Reduced cooldown time.
Big Magma Eruption	Changed to automatic acquisition. Name changed to Magma Burst.
Flaming Meteor	Reduced cooldown time.
Illusion	Changed to automatic acquisition.
Lumiel's Wrath	Reduced cooldown time. Usable by both factions.
Lightburst	Reduced cooldown time.
Wintry Armor	Reduced duration. Reduced cooldown time.
Refracting Shard	Has a chance to proc Soul Absorption.
Balaur Seeker	Lowered the increased damage for Balaur
Soul Absorption	Reduced cooldown time. Removed HP consumption cost. Can now be used while moving. Chain skill for Refracting Shard.
Soul Freeze	Changed acquisition level.

Spiritmaster

Skill	Change
Spirit Ruinous Offensive	Reduced cooldown time.
Summon Cyclone Servant	Increased damage.
Healing Spirit	Reduced cooldown time.
Earthen Call	Reduced cooldown time.
Spirit Burn-to-Ashes	Removed bonus damage against the opposing races, and increased damage to compensate. Spirits will no longer consume their HP to use this skill.
Spirit Wall of Protection	Increased damage reflect effect of Summon Fire Spirit
Cloaking Word	Reduced cooldown time.
Enmity Swap	Reduced cooldown time.
Magic's Freedom	Changed to normal stigma. Increased magic suppression effect.
Armor Spirit	Changed from Greater to Major Stigma. Increased magic boost effect
Command: Bodyguard	Changed to automatic acquisition.
Fear Shriek	Changed to automatic acquisition. When skill effect is applied, it affects 15m from target rather than 15m from self
Sigil of Silence	Changed to automatic acquisition.
Body Root	Changed to automatic acquisition.
Weaken Spirit	Changed to automatic acquisition.
Sympathetic Mind	Changed to automatic acquisition.
Soul Torrent	Changed to automatic acquisition. Reduced cooldown time.
Spirit Detonation Claw	Changed to chain skill: Spirit Disturbance - Spirit Detonation Claw. Reduced casting time. Reduced cooldown time.
Spirit Pique	When used against an enemy player, causes their target to switch to you.
Summon Earth Spirit	Increased standard movement speed.
Summon Water Spirit	Increased standard movement speed.
Summon Fire Spirit	Increased standard movement speed.
Summon Wind Servant	Increased damage.
Elemental Spirit Armor	Increased HP boost.
Aegis Breaker	Adjusted number of buffs removed and frequency/duration of damage dealt.
Curse of Water	Is now more difficult to dispel.
Summon Wind Spirit	Increased standard movement speed.
Backdraft	Reduced cooldown time. Changed acquisition level.
Curse of Fire	Is now more difficult to dispel.

Summon Wind Spirit	Increased standard movement speed.
Spirit Armor of Light	Usable by both factions.
Summon Tempest Spirit	Increased standard movement speed.
Cursecloud	Reduced cooldown time.
Summon Magma Spirit	Increased standard movement speed.
Magic Implosion	Removes magical debuffs and deals damage
Stone Scour	Changed to normal stigma.
Ignite Aether	Changed to automatic acquisition. Added effect to remove magical debuff and deal damage.
Wing Root	Reduced range.
Spirit Disturbance	Changed to chain skill: Spirit Disturbance - Spirit Detonation Claw. Reduced cooldown time.
Ritual Push	Changed to chain skill: Weaken Spirit - Ritual Push. Can now be cast instantly. Increased cooldown time.
Spirit Wrath Position	Reduced effect of Wind Spirit, Tempest Spirit.
Dispel Magic	Removes magical debuffs and deals damage.
Disenchant	Removes magical debuffs and deals damage.

Chanter

Skill	Change
Blessing of Stone	Increased Max HP boost effect. Reduced cooldown time.
Healing Burst	Increased HP recovery amount. Reduced casting time.
Invincibility Mantra	Changed to automatic acquisition. Increased MP recovery amount. Added buff to magical accuracy.
Stamina Restoration	Changed to automatic acquisition. Increased MP recovery amount.
Healing Conduit	Increased range.
Leaping Flash	Adjusted charge level.
Hit Mantra	Changed to automatic acquisition. Increased crit strike effect.
Rage Spell	Changed to automatic acquisition.
Protective Ward	Changed to automatic acquisition.
Recovery Spell	Changed to automatic acquisition.
Divine Curtain	Changed to automatic acquisition. Reduced cooldown time.
Soul Lock	Reduced cooldown time.
Splash Swing	Reduced cooldown time.
Acceleration Cheer	Removed HP cost. Now affects allies within a radius.
Word of Protection	Added a stun resist effect.
Soul Crush	Changed to automatic acquisition.
Word of Life	Reduced cooldown time.

Binding Word	Changed to automatic acquisition.
Revival Mantra	Added a buff to HP recovery.
Ascension Spell	Added a buff to parry. Changed acquisition level.
Resonance Haze	Changed to chain skill: Seismic Crash - Resonance Haze. Added stunned enemies to the list of eligible targets.
Promise of Earth	Added a chance to deal bonus damage.
Thunderbolt Strike	Changed to chain skill: Tremor/Infernal Blaze - Thunderbolt Strike. Reduced cooldown time.
Seismic Crash	Changed to chain skill: Seismic Crash - Resonance Haze. Removed stumble requirement for target.
Blessing of Rock	Added a buff to max HP. Reduced cooldown time.
Booming Smash	Changed to chain skill: Hallowed Strike - Booming Smash - Booming Assault.
Booming Assault	Changed to chain skill: Hallowed Strike - Booming Smash - Booming Assault.
Melee Smash	Added stunned enemies to the list of eligible targets.
Stilling Word	Reduced cooldown time.
Tremor	Reduced cooldown time.
Hallowed Strike	Removed attack speed debuff.
Crashing Strike	Changed to chain skill : Hallowed Strike - Crashing Strike - Booming Assault. Can be used while moving
Word of Quickness	Reduced duration. Reduced cooldown time.
Infernal Blaze	Changed to chain skill: Infernal Blaze - Thunderbolt Strike.
Booming Strike	Changed to chain skill: Hallowed Strike - Booming Strike - Crashing Strike - Heaving Strike
Heaving Strike	Changed to chain skill: Hallowed Strike - Booming Strike - Crashing Strike - Heaving Strike

Cleric

Skill	Change
Chain of Suffering	Reduced cooldown time.
Call Lightning	Reduced cooldown time.
Blessing of Rock	Reduced cooldown time. Added a buff to Max HP.
Light of Resurrection	Added a second level with a chance to decrease the soul sickness time of the resurrected target.
Immortal Shroud	Reduced cooldown time. Increased the total defense of the shield.
Benevolence	Increased the healing boost.
Blinding Light	Reduced the blindness duration. Reduced cooldown time.

Summon Holy Servant	Increased magical accuracy of Holy Servant.
Summon Divine Crystal	Increased magical accuracy of Divine Crystal
Sage's Wisdom	Changed to automatic acquisition. Now casts instantly. Reduced cooldown time. Skills cost 0 MP while active.
Stability	Changed to automatic acquisition. Reduced cooldown time. Increased enmity reduction effect. Now casts instantly.
Splendor of Rebirth	Now casts instantly. Increased duration. Increased physical defense buff. Added buff to all elemental defenses. Increased recovery amount.
Power Sprint	Reduced MP consumption. Reduced cooldown time.
Splendor of Purification	Changed to automatic acquisition. Reduced casting time.
Ripple of Purification	Reduced casting time. Increased effect range.
Amplification	Reduced casting time. Reduced cooldown time.
Prayer of Focus	Added a buff to knock back resist.
Brilliant Protection	Reduced cooldown time.
Flash of Healing	Now affected by casting speed increases.
Splendor of Recovery	Added effect to recover HP over time.
Flash of Recovery	Changed to automatic acquisition.
Word of Destruction	Reduced cooldown time.
Reverse Condition	Reduced casting time.
Hand of Reincarnation	Changed to automatic acquisition. Now affects self and target. Increased resurrection reservation time. Increased cooldown.
Festering Wound	Added magic resist reduction effect.
Noble Grace	Reduced cooldown time. Added a buff to max HP.
Flashbolt	Reduced cooldown time. Now part of skill chain: Smite - Flashbolt - Divine Spark. Slightly lowered damage.
Storm of Vengeance	Reduced cooldown time. Lowered damage.
Thunderbolt	No longer requires Smite as part of the chain. Reduced cooldown time. Slightly lowered damage
Hallowed Strike	Can be removed via dispel or Greater Healing Potion.
Earth's Wrath	Changed to automatic acquisition. Lowered damage. Now chains with Aero Snare.
Punishing Earth	Changed to automatic acquisition. Reduced cooldown time. Increase damage. Skill chain no longer requires Flashbolt.
Traumatic Blow	Now chains with Hallowed Strike. The effects do not stack.
Divine Touch	Reduced cooldown time. Slightly reduced damage. Now chains with Slashing Wind. No longer chains with Hallowed Strike.
Resurrection Loci	Added a chance to reduce soul sickness effects. Increased cooldown.
Root	Increased duration against non-player enemies.

Aero Snare	Reduced cooldown time. Slightly lowered damage. Now chains with Earth's Wrath. No longer chains with Storm of Aion.
Retribution Lightning	Now casts instantly. Changed to chain skill: Infernal Blaze - Retribution Lightning. Lowered damage
Light of Rejuvenation	Now stacks with Word of Revival.
Infernal Blaze	No longer part of a chain.
Healing Splendor	Now affected by casting speed increases. Reduced cooldown time. Shares cooldown with Healing Wind.
Healing Wind	Reduced cooldown. Shares cooldown time with Healing Splendor.

Gunslinger

Skill	Change
Steady Fire	Reduced cooldown time.
Hemorrhage Shot	Reduced cooldown time. Can be used while moving.
Fiery Blast	Changed to normal Stigma.
Shock and Awe	Changed to normal Stigma.
Survival Instinct	Changed to automatic acquisition. Added teleportation effect. Reduced cooldown time.
Stable Stance	Changed to automatic acquisition.
Nature's Favor	Increased natural recovery
Quieting Gale	Changed to automatic acquisition.
Missile Guide	Reduced cooldown time.
Gunshot	Increased Damage.
Trunk Shot	Increased Damage.
Aion's Favor	Increased duration.
Volley	Increased Damage.
Muzzle Flash	Increased Damage.
Rapidfire	Increased Damage.
Automatic Fire	Increased Damage.
Bulletproof	Reduced cooldown time.
Wing Clip	Added flight speed decrease effect
Stopping Power	Changed to Greater Stigma.
Crosstrigger	Changed MP recovery amount.
Aerial Shot	Changed MP recovery amount.
Canted Shot	Changed MP recovery amount.
Spinning Fire	Changed requirements.
Anti-Enemy Fire	Changed HP recovery amount.

Aethertech

Skill	Change
Convulsion Beam	Can be used while moving.
Mobility Thrusters	Changed usage cost.
Stability Thrusters	Changed to automatic acquisition.
Riplash	Reduced cooldown time.
Recharge	Changed to automatic acquisition.
Nullification Trigger	Changed to automatic acquisition.
Gatling Gun	Reduced cooldown time. Changed to automatic acquisition.
Kinetic Bulwark	Removed sleep resist decrease effect. Changed MP consumption rate.
Kinetic Battery	Removed sleep resist decrease effect. Changed MP consumption rate
Magnetic Wave	Added a chance to cause an enemy player's target to switch to you.
Hindering Blade	Reduced cooldown time.
Flame Emission	Reduced cooldown time.
Conversion Pulse	Reduced cooldown time.
Battery	Reduced cooldown time.
Heat Burst	Reduced cooldown time.
Siphoning Slash	Increase damage. Reduced cooldown time.
Backlash	Is also activated after spell resist. Reduced cooldown time.
Siphoning Stab	Increase damage. Reduced cooldown time. Increased MP recovery amount.
Annihilation Barrage	Reduced cooldown time.
Overdrive Trigger	Increased Magic Boost.
Ravager Cannon	Changed to normal Stigma. Reduced cooldown time.
Embark	Changed the altered state resist values. Reduced casting time.

Songweaver

Skill	Change
Hymn of Thanksgiving	Reduced cooldown time. Increased instant HP recovery amount. Added a PvP defense boost. Reduced MP consumption.
Minstrel's Flair	Reduced cooldown time.
Captivate	Reduced MP consumption.
Song of Celerity	Reduced cooldown time. Reduced MP consumption.
Freestyle	Removed magic resist, elemental defense boost effect. Added magic resist reduction effect. Reduced MP consumption.
Dance Off	Increased sleep effect time. Increased sleep range.

Sonicportation	Reduced MP consumption.
Mvt. 3: Autumn	Changed to normal Stigma.
Mvt. 4: Winter	Changed to automatic acquisition. Reduced cooldown time. Reduced MP consumption.
Staggered Rest	Changed to Greater Stigma. Reduced cooldown time. Reduced MP consumption.
Half-Stop	Reduced MP consumption.
Chorus of Blessing	Reduced cooldown time. Changed to instant recovery skill. Added healing boost effect. Reduced MP consumption.
Paeon of Pain	Reduced MP consumption.
Adagio	Reduced MP consumption.
Pulse	Reduced MP consumption.
Harpist's Pod	Attack speed and casting speed now applies to charging speed. Reduced casting time. Added magic suppression reduction effect. Reduced cooldown time. Reduced MP consumption.
Protective Ode	Can now also defend against magic. Reduced MP consumption.
Stinging Note	Added a debuff to Magic Supression. Reduced MP consumption.
Etude	Reduced casting time. Reduced MP consumption.
Composer's Bar	Changed to automatic acquisition. Reduced MP consumption.
Hymn of Rejuvenation	Changed to instant heal and heal over time. Changed targeting method. Reduced MP consumption.
Purifying Paeon	Changed targeting method. Reduced MP consumption.
Cheribum Call	Changed to automatic acquisition. Reduced casting time.
Mvt. 1: Spring	Changed to automatic acquisition. Reduced MP consumption.
Resonant Counterpoint	Removed usage requirements. Increased cooldown time. Increased MP recovered.
Chorus of Fortitude	Reduced MP consumption.
Soothing Hymn	Reduced cooldown time. Now affected by casting speed.
Exultation	Added a boost to Magical Accuracy.
Syncopated Echo	Reduced casting time. Slightly lowered damage. Activates Fluttered Note. Reduced MP consumption.
Dragon Song	Reduced casting time. Reduced MP consumption.
Symphony of Destruction	Changed to provide movement speed, attack speed, cast speed buffs to nearby party members. Increased cooldown time.
Resonant Hymn	Changed to normal Stigma. Changed to chain skill after Resonating Melody.
Ode to Friendship	Changed to automatic acquisition.
Fiery Requiem	Activates Sonic Splash. Now affected by casting speed. Reduced charge time. Reduced MP consumption.

Aria of Hope	Changed skill effect. Recovers group member HP, and gives a Max HP boost. While the skill effect lasts, you resurrect with automatically when you die.
Fluttered Note	Reduced cooldown time. Chain skill with Syncopated Echo. Slightly lowered damage. Changed to explode after a delay. Reduced MP consumption.
Song of Ice	Reduced cooldown time. Lowered damage
Song of Earth	Reduced cooldown time. Slightly lowered damage. Reduced MP consumption.
Sonic Gust	Removed usage requirements. Reduced MP consumption.
Bright Flourish	Reduced cooldown time. Lowered power. Reduced MP consumption.
Thronesong	Reduced cooldown time. Slightly lowered power. Added magical buff effect. Reduced MP consumption.
Song of Fire	Reduced cooldown time. Reduced power. Reduced MP consumption.
Treble Cleave	Slightly lowered damage. Removed damage reduction regarding PC's Reduced MP consumption.
Resonating Melody	Activates Resonant Hymn. Changed target.
Bright Strike	Changed to instant cast available when moving. Lowered damage. Reduced MP consumption.
Soothing Melody	Increased cooldown time. Reduced MP consumption.
Soothing Finale	Increased cooldown time. Reduced MP consumption.
Soothing Counterpoint	Increased cooldown time. Reduced MP consumption.
Mvt. 2: Summer	Changed to normal Stigma. Changed fear resist value.
Fiery Descant	Activates Sonic Splash. Greatly increased damage. Changed cooldown. Reduced casting time. Reduced MP consumption.
Bright Stroke	Reduced cooldown time. Reduced power. Reduced MP consumption.
Inspiration	Reduced cooldown time. Increased effect time. Increased speed boost. Changed skill type. Reduced MP consumption.
Quaver	Changed to its own use skill .Reduced cooldown time. Changed silence effect time. Removed MP reduction effect. Lowered damage. Reduced MP consumption.
Sonic Splash	Changed to chain Fiery Descant, Fiery Requiem Lowered damage

Skill Deletion and Consolidation

4. Some skills have been removed.

- Flight only skills, skills for low-level characters and inefficient skills have been deleted.
- For race-specific skills where an identical skill exists for both races but only one is deleted, the remaining skill has been changed so both races can use it.
- Many skills had functionality moved to other skills that are still in the game.
- Some skills were consolidated with similar skills through changes to cooldown, cast time, etc.

Class	Deleted Skills
Gladiator	Shield Counter, Shield Defense, Seismic Wave, Weakening Severe Blow, Ancestral Force Blast , Ancestral Piercing Wave, Fettertwine, Precision Cut, Improved Stamina, Vicious Blow, Vengeful Strike, Spin Block, Repel, Force Cleave, Sword Force Explosion, Aion's Strength, Stamina Recovery, Piercing Wave, Force Blast, Sword Force Rupture, Shock Wave, Seething Explosion, Blessing of Nezekan
Templar	Steel Wall Defense, Shield Defense, Grasping Winds, Shining Slash, Enemy Placement, Ancestral Righteous Punishment, Ancestral Holy Punishment, Terrible Howl, Power of Restoration, Threatening Taunt, Restoration Sacrifice, Morale Wave, Punishment of Darkness, Punishment of Light, Righteous Punishment, Provoking Severe Blow, Weakening Severe Blow, Blunting Severe Blow, Provoking Shield Counter, Cry of Ridicule, Divine Chastisement, Zikel's Shield
Assassin	Throw Dagger, Sadistic Blade, Shadow Speed, Ancestral Radiant Rune, Ancestral Darkness Rune, Beastly Scar, Throw Shuriken, Explosive Burst, Agonizing Stab, Rune Swipe, Divine Rune, Radiant Rune, Darkness Rune, Needle Rune, Bursting Flame Strike, Apply Poison, Shadow Rage, Clear Focus, Strike of Darkness
Ranger	Arrow Assault, Brightwing Arrow, Poison Arrow, Venomous Arrow, Vaizel's Arrow, Stillness Arrow, Arrow Flurry, Triniel's Arrow, Storm Mine, Ancestral Brightwing Arrow, Ancestral Darkwing Arrow, Call Gryphu, Sniper Stance, Determination of Absorption, Aerial Wild Shot, Snare Trap, Shock Arrow, Darkwing Arrow, Deadly Arrow, Destruction Trap, Explosion Trap, Mau Form (Elyos)
Sorcerer	Triniel's Breath, Searing Bolt, Sleep, Cometfall, Inferno, Ancestral Lava Tsunami, Ancestral Magma Eruption, Boon of Strength, Barrier of Severance, Wake Up, Fire Burst, Spirit Threat, Summon Stone/Water/Fire Energy, Summon Elemental Servant Robes of Earth, Wind Robes, Lumiel's Wisdom, Pandaemonium Focus, Lightburst, Shadowburst, Lava Tempest, Lava Tsunami, Volcanic Eruption, Kaisinel's Wrath, Frostbite, Absorb Energy
Spiritmaster	Spirit Self Destruct, Frenzied Spirit, Spirit Flow, Absorb Energy, Ancestral Spirit Self Destruct, Ancestral Spirit Flow, Hand of Torpor, Transference, Spirit Hypnosis, Spirit Substitution, Spirit Explosion, Spirit Recovery, Blessing of Fire, Revive Health, Spirit Armor of Darkness

Chanter	Protection Mantra, Magic Mantra, Victory Mantra, Momentous Rush, Light of Renewal, Confident Defense, Ancestral Aetheric Field, Ancestral Word of Spellstopping, Promise of Aether, Magic Recovery, Curtain of the Aether, Aetheric Field, Blessing of Health II, Soul Lock III, Intensity Mantra III, Clement Mind Mantra, Promise of Wind, Focused Parry I, Marchutan's Protection, Yustiel's Protection
Cleric	Light of Resurrection, Thorny Skin, Promise of Wind, Ancestral Marchutan's Light, Ancestral Yustiel's Light, Tranquility, Shatter Memory, Grace of Empyrean Lord, Yustiel's Splendor, Marchutan's Splendor, Yustiel's Light, Marchutan's Light, Reincarnation, Light of Renewal, Storm of Aion, Land's Rage, Punishing Wind, Hale Hearts, Grace of Resurrection, Blessing of Life, Pandaemonium's Protection, Dispel, Cure Mind, Summer Circle, Winter Circle
Gunslinger	Packed Bomb, Turbulence
Aethertech	Packed Bomb, Counterslam, Palms Joining, Rain of Knuckles, Aerial Assault, Launch Aetherpod, Afterburner, Siphoning Thrust
Songweaver	Silver Strings, Sparrow's Chirp, Resonant Melody, Resonant Finale, Moonlight Lament

Other Skill Changes

- Fixed an issue where movement speed was not increasing when Transformation: Mau is active.
- Fixed a particle issue with the Gunslinger skill Incendiary Shell.
- The cast time of combo skills will now visually reflect the effects of attack speed and casting speed increases.
- If you do not meet the requirements to cast a skill, a system message will display notifying you of which requirement still needs to be met.
- For example, weapon type, distance, etc.
- The required level for the Dimensional Fragment item (which is used by the Spiritmaster's Summon Group Member skill) has been changed to level 23.
- The debuff associated with the Sorcerer's Wind Cut Down skill will overwrite similar debuffs by other skills, and vice versa.

Stigmas

Stigma System Update

- The Stigma system and UI has been revamped.



- Characters now have access to 6 Stigma slots, reduced from 12.
- Stigma slots begin to open at level 20 following completion of the campaign Memory of the Past (Elyos) or No Escaping Destiny (Asmodians). After completing the campaign, slots will open automatically at the following levels:

Slot Type	Character Level
Normal Slot 1	Level 20
Normal Slot 2	Level 30
Normal Slot 3	Level 40
Greater Stigma Slot 1	Level 45
Greater Stigma Slot 2	Level 50
Major Stigma Slot 1	Level 55

2. Stigmas no longer require Stigma Shards to equip, and will instead cost kinah depending on the grade of the Stigma (Normal, Greater, or Major).

- Equipping Stigmas still requires a visit to a Stigma Master.

3. Stigmas for each skill have been consolidated.

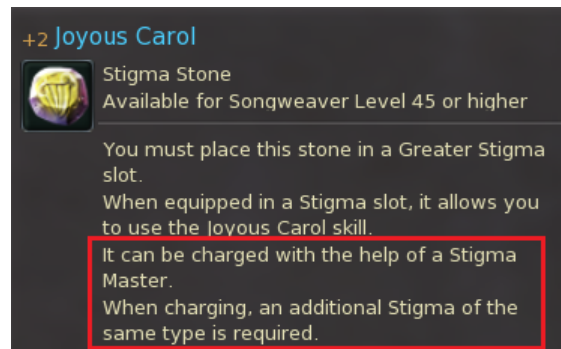
- There is now one Stigma per skill which levels up automatically with the character, as opposed to having to purchase a new Stigma at each level.

Stigma Charging

4. Stigmas have been divided into two types: Inert and Chargeable.

- Inert Stigmas are purchased from NPCs or received via quests. They cannot be charged or traded but otherwise resemble Chargeable Stigmas in every way.

- Chargeable Stigmas are received as rare drops in some zones, including the three enhanced instances (Anguished Dragon Lord's Refuge, Seized Danuar Sanctuary and Occupied Rentus Base). Information on charging them is located in their tooltip.



5. To charge a Stigma, you require two Chargeable Stigmas of the same skill.



- Charging can be done at a Stigma Master NPC and has a random chance to succeed.

- Upon success, one Stigma will be consumed and the target Stigma will level up.

- Upon failure, both Stigmas are destroyed.

- Successfully charged Stigmas can have numerous advantages, such as higher damage, lower cooldown, etc. The exact benefits vary from skill to skill. Arrows on the tooltip will show what values have changed.

+2 Joyous Carol lvl 6		Greater Stigma
<Buff>		Chain Skill Level 3
Acquired Level 65		
Target	Selected Target	
Usage Effect	Recovers the HP of a target within 25m by 1,812, and increases the elemental resistance and magical resistance by 100, maximum HP by 1500, and the effect of healing received from group members within 25m by 10% for 30 seconds.	
Usage Cost	MP 513	
Cast Time	0s	
Cooldown	24s	
Usage Requirement	Available when you equip Harp	
Prior Skill	Soothing...	

- The system will not allow you to put a previously charged Stigma into the slot that is consumed, to prevent accidentally deleting charged Stigmas.

Linked Stigmas

6. When all 6 Stigma slots are occupied by Chargeable Stigmas, a 7th Linked Stigma skill will appear.



- The Linked Stigma skill is determined by the combination of Stigmas used.
- There are currently 3 Linked Stigma skills per class.

Other Stigma Changes

- All Stigmas currently in-game have been damaged and cannot be used.
- They can be redeemed for kinah or AP, whichever was used to purchase them.
- Characters who have already unlocked Stigma Slots will receive an Inert Stigma Bundle for each of their slots (up to 6 total per character).
- Stigma Masters now have a special icon on the map instead of the generic merchant icon.



Invasions

- Beritra's Invasion monsters have been added to Cygnea and Enshar.
- Extra Beritra's Invasion monsters have been added to Elysea and Asmodae.

Elysea	Asmodae
Verteron	Altgard
Eltne	Morheim
Theobomos	Brusthonin
Heiron	Beluslan

Items

- [Event] Tatar's Flawless Cipher-Blade can now have its appearance extracted.
- Added the ability to extract appearance once to some wing items.

- Monsters no longer drop skill books or Stigma Shards.
- Enchantment Supplements have been added to the item lists of some merchants.



Race	Region	Fortress/Camp	Merchant NPC	Supplement Type
Elyos	Sanctum		Judisina <Remodeled Items>	Lesser Supplements (Heroic, Fabled, Eternal, Mythic)
			Servillia <Potion Supplies>	
	Eltnen		Girrinerk <Potion Supplies>	
	Heiron		Orhes <Potion Supplies>	
	Inggison		Lionel <Medicine Quartermaster>	
	Kaldor	Wealththeow's Keep	Chaerus <General Goods Merchant>	Supplements (Heroic, Fabled, Eternal, Mythic)
	Inggison	Altar of Avarice	Scopas <Special Ordinance Quartermaster>	Supplements (Heroic, Fabled, Eternal, Mythic)
		Temple of Scales	Distine <Special Ordinance Quartermaster>	
	Gelkmaros	Vorgaltem Citadel	Macar <Special Ordinance Quartermaster>	Greater Supplements (Heroic, Fabled, Eternal)
		Crimson Temple	Lisimakos <Special Ordinance Quartermaster>	

	Levinshor	Dragon Lord's Shrine	Montar <Consumable Item Reward Officer>	Greater Supplements (Mythic) (Via Blood Mark Enchantment Chest)
Asmodians	Pandaemonium		Njomi <Remodeled Items>	Lesser Supplements (Heroic, Fabled, Eternal, Mythic)
			Maochinicherk <Potion Supplies>	
	Morheim		Bicorunerk <Potion Supplies>	
	Beluslan		Mundilfari <Potion Supplies>	
	Gelkmaros		Gennaro <Medicine Quartermaster>	
	Kaldor	Wealththeow's Keep	Dungvar <General Goods Merchant>	Supplements (Heroic, Fabled, Eternal, Mythic)
	Inggison	Altar of Avarice	Tosel <Special Ordinance Quartermaster>	Supplements (Heroic, Fabled, Eternal, Mythic)
		Temple of Scales	Turen <Special Ordinance Quartermaster>	
	Gelkmaros	Vorgaltem Citadel	Dilbeek <Special Ordinance Quartermaster>	Greater Supplements (Heroic, Fabled, Eternal)
		Crimson Temple	Eistin <Special Ordinance Quartermaster>	
	Levinshor	Dragon Lord's Shrine	Hinshada <Consumable Item Reward Officer>	Greater Supplements (Mythic) (Via Blood Mark Enchantment Chest)

5. The drop rate of purification materials from Beritra's Invasion monsters has been slightly increased.

6. Conqueror's Mark merchants have been added.

Category	Region	NPC Name
Conqueror's Mark Reward Officer/Exchanger	Inggison (Elyos)	Adrinne
		Lenard
	Gelkmaros (Asmodians)	Atonoc
		Kampechi

7. Job Supplies which are obsolete due to skill changes will no longer be sold.

8. Siege-related items have been added to the following Consumable Item Distributor NPCs in Inggison and Gelkmaros.

Race	Consumable Items Distributor
Elyos	Apelles
Asmodians	Mempar

9. Siege defense-related goods have been added to the Consumable Item Distributors in Stonereach Outpost and Flamecrest Outpost in Kaldor.

10. Belsagos in Linkgate Foundry now drops Blood Marks.

11. Items that could only be gathered, purchased, or obtained via drops in the destroyed zones have been moved to Cygnea, Enshar, Levinshor, and Kaldor. This does not include items purchased with region-specific currency.

12. Crating Organization-related quest designs and materials sold by merchant NPCs have been removed.

13. Some indestructible mounts have had that restriction removed and can now be discarded.

14. Fixed an issue where some items that could be harvested would float above the ground.

15. Some of the rewards in the Lower Abyss fortress reward instances have been changed.

16. Some adjustments have been made to the list of production-style pets available for purchase.

17. Transformation items can now be used while being transformed by skills, and vice-versa.

- After the transformation skill or item wears off, you will revert to the original transformed state.

18. Fixed some graphical issues with armor worn by Elyos male characters.

19. High-level crafting designs have been added to Special Crafting Merchants in Cygnea and Enshar.

Cygnea	Enshar
Vandrei <Special Crafting Merchant>	Kalbiarch <Special Crafting Merchant>

20. Monsters in certain regions of Elysea and Asmodae can now drop Elite Legionnaire's Equipment Boxes, which contain coin gear.

21. Fixed a graphical issue where the particle effects of some necklace items would not show up when equipped.

22. Fixed an issue where some items with a weekly sale limit had the wrong kinah value displayed.

23. Fixed an issue where some purified weapons were not retaining their manastones properly post-purification.
24. Fixed an issue where some purified head accessories were displaying incorrect tuning information.
25. Templars and Gladiators can now receive physical damage maces from Legionnaire and Brigade General Weapon Boxes.
26. Treasure box rewards in Steel Rake instances have been adjusted.
27. Fixed an issue where Kaidan Special Commander would drop incorrect quest items.
28. The Prestige Crystal icon has been changed.

Glory Points

1. Fixed an issue where daevas with Abbey Return Stones in their inventories would suffer GP loss upon logging in under certain conditions.

Quests

1. New quests have been added in Cygnea and Enshar.
 - New campaigns are obtained automatically by characters level 55 and higher.
2. Aetheric Field Corridor quests have been added.

Race	Quest Name	Quest NPC
Elyos	How to Enter an Aetheric Field Corridor	Brunte <Aequis Expedition Captain>
	[Weekly] Help Hold the Lines	Pequis <Morning Light Explorers>
Asmodians	Opening Corridors	Bastan <Support Corps Deputy Governor>
	[Weekly] Disputed Territory Defense	Wigrick <Search Leader>

3. Conquest Offering quests have been added.

Race	Quest Name	Quest NPC
Elyos	ShuGo Go Go	Yulia <Hushblade Brigade General>

Asmodians	The Shugo Runaround	Valetta <Fatebound General>
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4. Quests have been added for new instances.

Instance	Elyos	Asmodians
Drakenspire Depths	[Alliance] Detachment in the Depths	[Alliance] Kismet Detachment Attachment
	[Alliance] Minion Madness	[Alliance] Mince the Minions
	[Alliance] The Final Countdown	[Alliance] Drakenspire Domination
	[Alliance] Mind Your Business	[Alliance] Essence of Darkness
	Hand it to the Expedition	Hand It Over
Raksang Ruins	Where did Abiso Go?	Suspicious Minds
	Test Bomb, Test Bomb	Bombs for Everyone!
	Urgent Deed: Get the Seed	Important Research
	It's Alive?	It's a Dirty Job
	A Versed Order	Securing the Route
	[Daily/Coin] Import the Report	[Daily/Coin] A Flurry of Activity
	Not So Fast, Nasto	Take out the Mastermind
Seized Danuar Sanctuary	[Spy] Seek out the Corridor	[Spy] Explore the Elyos Corridor
	[Spy] Asmo Squad Wipeout	[Spy] Expunge the Expeditionary Squad
Occupied Rentus Base	[Spy] Reian Whereabouts	[Spy] Reuniting the Reians
	[Spy/Group] Rentus Recovery Mission	[Spy /Group] Recapture Rentus Base
Anguished Dragon Lord's Refuge	[Spy] Checking the Gate	[Spy] Investigate the Gate
	[Spy/Alliance] Sabat's Song	[Spy/Alliance] Sabat's Song

5. New quests which give Glory Points have been added.

- Some items for these quests can be looted from monsters that appear after moving through a Volatile Rift.

Race	Region	Quest Name	GP Reward
Elyos	Inggison	[Daily/Spy] No Mo' Asmos	4 Glory Points
		[Daily] Get 'em out of Inggison	3 Glory Points
	Levinshor	[Urgent Order] Eljer's Request	3 Glory Points
	Kaldor	[Urgent Order] Minus One	3 Glory Points
	Cygnea	[Daily] Help in Henor	4 Glory Points
		[Daily] Aedra Altercation	4 Glory Points
		[Daily] Erivale Expunge	4 Glory Points
		[Spy/Daily] Enter Enshar	6 Glory Points

		[Spy/Daily] Set for Cet	6 Glory Points
		[Spy/Daily] Down to the Bomire Wire	6 Glory Points
	Enshar	A Token of Victory	100 Glory Points
Asmodians	Gelkmaros	[Daily/Spy] No Elyos In Gelkmaros	4 Glory Points
		[Daily] Erase the Elyos	3 Glory Points
	Levinshor	[Urgent Order] No More in Levinshor	3 Glory Points
	Kaldor	[Urgent Order] Feroz's Request	3 Glory Points
	Enshar	[Daily] Arden Not Your Heart	4 Glory Points
		[Daily] Ready Cet Go	4 Glory Points
		[Daily] Embracing Bomire	4 Glory Points
		[Spy/Daily] Head to Henor	6 Glory Points
		[Spy/Daily] Aedra Attack	6 Glory Points
		[Spy/Daily] Assail Erivale	6 Glory Points
	Cygnea	Break Elyos, Take Token	100 Glory Points

6. New quests that give Stigmas as rewards have been added.

- The quest reward gives a Stigma Bundle containing Stigmas for the slot you most recently opened.

- The bundles give Inert Stigmas.

Level	Elyos	Asmodians
Level 30	Stigma 101	A Bundle to Enjoy
Level 40	Pelias' Aid	Stigma Stones May Break Your Bones?
Level 45	StiGreat	Better than Great
Level 50	StigMore	You Aud-a Know
Level 55	StigMajor	Major Sixth

7. To accommodate changes to some instances, some instance-related quests have been changed. Some modifications to instance quests have been made to accommodate the changes in instance paths, and some new quests have been added.

Instances with Quest Changes		
Aturam Sky Fortress	Rentus Base	Danuar Sanctuary
Tiamat Stronghold	Ophidan Bridge	-

8. Some quests in Pandaemonium and Sanctum that are related to character growth have been changed to a new quest marker.

9. Some legion level up requirements have been changed.

- Some changes include required instance, levels to acquire/complete task quests, and the number of repeats required.

10. Due to the Stigma changes, existing Stigma slot quests have been deleted.

11. Quests that lead you to Levinshor and Kaldor can now be obtained in Cygnea and Enshar.

Elyos Quest Name	NPC
The Unknown Balaurea	Atmis
New Lands to Behold	<Expedition Commander-in-chief>
Asmodian Quest Name	NPC
Advancement in Levinshor	Haldor
A Full New World	<Expedition Governor>

12. Legion Tasks granting the entry item to Legion Territory Battles have been added.

- The task becomes available at level 6.

Race	Task Category	Quest Name
Elyos	Siege Battle Mission [Repeat]	Mutant Monster Mash
		Frenzied Monsters in the Fray
		Asmo Rift Tiff
Asmodians	Siege Battle Mission [Repeat]	Mutant Monster Mutilation
		Free from Frenzied Mutants
		Legion Region Tasks

13. New quests which give Blood Marks have been added.

Race	Region	Quest Name	Blood Mark
Elyos	Inggison	[Daily/Spy] No Mo' Asmos	5
		[Daily] Get 'em out of Inggison	5
	Levinshor	[Urgent Order] Elger's Request	5
	Kaldor	[Urgent Order] Minus One	5
	Cygnea	[Daily] Help in Henor	5
		[Daily] Aedra Altercation	5
		[Daily] Erivale Expunge	5
	Enshar	[Spy/Daily] Enter Enshar	5
		[Spy/Daily] Set for Cet	5

		[Spy/Daily] Down to the Bomire Wire	5
	Linkgate Foundry	Foundry Finds	20
	Ophidan Bridge	Velkur's Valuable	30
	Danuar Sanctuary	Chir Treasure Robbers	30
Asmodians	Gelkmaros	[Daily/Spy] No Elyos In Gelkmaros	5
		[Daily] Erase the Elyos	5
	Levinshor	[Urgent Order] No More in Levinshor	5
	Kaldor	[Urgent Order] Feroz's Request	5
	Enshar	[Daily] Arden Not Your Heart	5
		[Daily] Ready Cet Go	5
		[Daily] Embracing Bomire	5
	Cygnea	[Spy/Daily] Head to Henor	5
		[Spy/Daily] Aedra Attack	5
		[Spy/Daily] Assail Erivale	5
	Linkgate Foundry	A Jump Ahead	20
	Ophidan Bridge	Report to the Bridge	30
	Danuar Sanctuary	Graveyard Treasure	30

14. Quests which allow for the conversion of Platinum Medals and Balaur Serums into Mithril Medals have been added to Cygnea and Enshar.

Race	Quest Name	Region	NPC Info
Elyos	Feelin' Lucky?	Cygnea Aequis Headquarters	Pondrunerk <Crafty Shugo>
Asmodians	Ar Ya Feelin' Lucky?	Enshar Dragonrest Temple	Unrinerk <Crafty Shugo>

15. Fixed an issue where a few quests were rewarding items for the wrong faction.

16. New quests have been added to the Abbeys.

Race	Quest Name	Quest NPC	Level
Elyos	To Raksang Ruins	Agnes <Dispatch Instructor>	Level 60 - Level 65

Asmodians	Raksang Ruins Roundup	Madril <Dispatch Instructor>	
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17. Fixed an issue where the legion task Tiamat's Fate would sometimes not update properly.
18. Quests related to removed zones have been deleted.
19. Beritra's Invasion quests for level 20 characters have been added to Verteron and Altgard.

Race	Quest Name	Quest NPC Info
Elyos	Verteron Reinforcements	Spatalos <Verteron Brigade General>
Asmodians	Weapons Here, Weapons There	Suthran <Brigade General>

Rifting

1. Volatile Rifts have been added to Cygnea and Enshar.
 - Volatile Rifts open rarely in Cygnea and Enshar. Up to 144 players can go through them.
 - Upon going through them, powerful mutated monsters will spawn. Defeating these monsters yields special rewards.
 - Spawn times and location is as follows.

Time (CDT)	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
15:00	Cygnea						Enshar
19:00	Enshar	Cygnea	Enshar	Cygnea	Enshar		Cygnea

2. Additional rifts have been added to Inggison and Gelkmaros.
 - The new rifts randomly spawn and last for 10 minutes, with a 6 person limit.
 - Larger, regularly scheduled rifts will still spawn.
3. Conqueror/Protector buffs have been added.
 - If you kill enemy players in the opposing race's zone, you will gain the Conqueror buff.

- If you kill enemy players invading into your race's zone, you will gain the Protector buff.
- Conqueror buffs are only active in the opposing race's zone.
- Protector buffs are only active in your race's zone.
- Killing more players will level the buff up, while spending time without killing players will cause it to level down and eventually end. Leaving the zone will cause it to end.
- At higher levels of Protector, you can use the Intruder Scan function on your map to locate Conquerors.



Buff	Level	Effect
Conqueror	Conqueror (Level 1)	PvP Attack +1%
	Furious Conqueror (Level 2)	PvP Attack +2%
	Berserk Conqueror (Level 3)	PvP Attack +3%
Protector	Protector (Level 1)	PvP Defense +2%, can detect Berserk Conquerors
	Indomitable Protector (Level 2)	PvP Defense +4%, can detect Furious Conquerors and up
	Valiant Protector (Level 3)	PvP Defense +6%, can detect all levels of Conqueror

Characters

1. A new female hairstyle has been added for Elyos and Asmodian characters.



2. Mentor status now cancels automatically as soon as the lowest level group member reaches level 51.

UI

1. The Character Select screen has been changed.



2. The Legion window has been updated with a new tab for Stonespear Siege.

3. The option to hide normal quests below level 50 has been changed to hide all normal quests.

- This can be changed in the Additional Functions section of Game Options by checking the box next to Hide Basic Quests, and is active by default.

4. Minor changes and improvements in spacing and visibility have been made to several portions of the UI.

Siege

1. The siege schedule has been updated.

Time (CDT)	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
11:00							
12:00	Wealhtheow's Keep						Gelkmaros
13:00							
14:00							
15:00	Lower Abyss	Inggison	Upper Inner Abyss	Lower Abyss	Gelkmaros	Upper Outer Abyss	All Abyss + Divine
16:00							
17:00							
18:00	Upper Inner Abyss	Lower Abyss	Gelkmaros	Upper Outer Abyss	Lower Abyss	Inggison	Panesterra
19:00							Ahserion
20:00							
21:00		Upper Outer Abyss	Lower Abyss	Inggison	Upper Inner Abyss	Lower Abyss	
22:00							
23:00							

2. Fixed an issue where Wealhtheow's Keep would not revert to Balaur control after too many successful defenses in some situations.

3. Fixed an issue where the status of summoned spirits and siege weapons would display incorrectly immediately after capturing a fortress in Panesterra.

NPC

1. Instance entry points that were in the destroyed zones have been moved.

Instance	Before Change	After Change
Aturam Sky Fortress	Sarpan	Cygnia/Enshar
Rentus Base	Tiamaranta	
Tiamat Stronghold	Tiamaranta's Eye	
Dragon Lord's Refuge	Tiamaranta's Eye	
Ophidan Bridge	Danaria	
Danuar Sanctuary	Danaria	Kaldor
The Eternal Bastion	Danaria	

2. NPCs with functions related to the destroyed zones have been moved.

- Elyos NPCs:

NPC Function	NPC	New Location
Kahrun's Symbol Exchange	Bobbiere <Kahrun's Symbol Exchanger>	Aequis Advance Post (Cygnea)
Ancient Coin Equipment Sales	Rekerinrinerk <Ancient Coin Equipment Officer>	Aequis Outpost (Cygnea)
Protectorate Key Exchange	Ritmus <Protection Legion Treasure Manager>	Aequis Headquarters (Cygnea)
Balaur Serum Sales	Ptif <Special Items Contributor>	Aequis Headquarters (Cygnea)
Noble Balaur Serum Sales	Henrieh <Consumable Items Contributor>	Aequis Headquarters (Cygnea)
Relic Exchange	Agchin <Ancient Relics Supervisor>	Random location in the Levinshor Bases
	Varsinerk <Ancient Relic Collector>	Erivale Territory Village
Abyss Equipment Purchase	Magrunerk <Abyss Equipment Merchant>	Random location in the Levinshor Bases
	Beco <Abyss Equipment Merchant>	Henor Territory Village

	Nagrinerk <Battlefield Equipment Vendor>	Random location in the Levinshor Bases
Blood Mark Equipment Purchase	Behanus <Blood Mark Equipment Officer>	Aedra Territory Village
Fortress Crest Purchase	Ezius <Fortress Crest Purchasing Officer>	Lumewillow Glade Scout Base (Levinshor)
GP Conversion Quests	Victria <Glory Exchange Officer>	Lumewillow Glade Scout Base (Levinshor)

- Asmodian NPCs:

NPC Function	NPC	New Location
Kahrn's Symbol Exchange	Tashu <Kahrn's Symbol Exchanger>	Dawnbreak Temple (Enshar)
Ancient Coin Equipment Sales	Lesrinrinerk <Ancient Coin Equipment Vendor>	Whirlpool Temple (Enshar)
Protectorate Key Exchange	Dawenald <Protection Legion Treasure Manager>	Dragonrest Temple (Enshar)
Balaure Serum Sales	Stiton <Special Item Distributor>	Whirlpool Temple (Enshar)
Noble Balaure Serum Sales	Bizel <Consumable Item Distributor>	Dragonrest Temple (Enshar)
Relic Exchange	Agchin <Ancient Relics Supervisor>	Random location in the Levinshor Bases
	Pucorinerk <Ancient Relic Collector>	Bomire Territory Village
Abyss Equipment Purchase	Magrunerk <Abyss Equipment Merchant>	Random location in the Levinshor Bases
	Marqueta <Abyss Equipment Merchant>	Arden Territory Village
	Nagrinerk <Battlefield Equipment Vendor>	Random location in the Levinshor Bases
Blood Mark Equipment Purchase	Arif <Blood Mark Equipment Officer>	Cet Territory Village
Fortress Crest Purchase	Avanicu <Fortress Crest Purchasing Officer>	Pinnacle Cataract Outpost (Levinshor)
GP Conversion Quests	Nesfir <Glory Exchange Officer>	Pinnacle Cataract Outpost (Levinshor)

3. NPCs who exchange the currencies of old organizations to other organization's currencies have been added.

- Items obtained using Shaper's Tokens or Wright's Tokens can now be purchased with kinah or guestpetals.

- The currencies of removed organizations can be exchanged to the currency of new organizations by the below NPCs:

Race	NPC	Location	Organization	Currency Name	Exchanged to
Elyos	DolirunerK <Coin Collector>	Cygnea (Aequis Headquarters)	The Merry and Green	Merrymaker's Token	Alabaster Order Mark Bundle Radiant Token Bundle Fortuneers Token Bundle
			Orichalum Key	Orichalcum Token	
			Craft Organization	Wright's Token	
			Silverine Ltd.	Silverine Token	
Asmodians	ChainrunerK <Coin Collector>	Enshar (Dragonrest Temple)	The Merry and Green	Merrymaker's Token	Aetheric Field Token Bundle Crusader Token Bundle Daemon Token Bundle
			The Circle	Circle Token	
			Craft Organization	Shaper's Token	
			Silverine Ltd.	Silverine's Token	

4. Cygnea and Enshar can be teleported to via the following teleporters:

Race	Destination	Teleporter NPC	NPC Location
Elyos	Cygnea	Polyidus <Teleporter>	Sanctum
		Naerty <Teleporter >	Inggison
		MidrunerK <Teleportation Guide>	SaparinerK's Settlement
		Topos <Teleporter>	Levinshor
Asmodians	Enshar	Doman <Teleporter>	Pandaemonium
		Benmor <Teleporter>	Gelkmaros
		TobrunerK <Teleportation Guide>	RubirinerK's Settlement
		Spake <Teleporter >	Levinshor

5. Conquest Offering monsters will randomly spawn in Inggison and Gelkmaros.

Like wildlife fleeing a forest fire, creatures of all types fled the destruction of Katalam, Danaria, Sarpan and Tiamaranta. Those lucky enough to survive were forever changed, empowered by the raw Ide unleashed by the breaking of the seals. Now they stalk the land, and Elyos and Asmodian forces are in need of heroes to hunt them down and eliminate them.

- These monsters have variations of <Conquest Offering> under their names, and drop bundles of Conqueror's Marks.
- When defeated, an NPC may appear that can give you a buff, or a portal to another area may spawn.

6. Shugo teleportation NPCs have been added to Inggison and Gelkmaros.

- These NPCs send you to areas but not necessarily to other NPCs.
- They can be used by both races.
- You cannot teleport to your opposing race's main base.

Region	Name	Location
Inggison	Gadarunerk	Inggison Illusion Fortress
	Izerrunerk	Dimaia Fountainhead
	Zeirunerk	Weeping Valley
	Chubarunerk	Phnoe Valley
	Danirunerk	Angrief Wastes
Gelkmaros	Taserunerk	Gelkmaros Fortress
	Uzirunerk	Twilight Drana Farm
	Zinarunerk	Strigik Forest
	Ruinrunerk	Dragonrest
	Potarunerk	Dragonspine Rise

7. Monsters in the Hanarkand area of Inggison and the Twilight Drana Farm of Gelkmaros have been raised to level 65.

8. The Balaurea Invasion Corridor portal in Wisplight and Fatebound Abbeys have been updated with passage to Raksang Ruins.

9. Some fortress Stigma NPCs have been removed.

10. The Abyss Equipment merchant in Divine Fortress has been removed.

11. Abyss teleporter NPCs have been added to Cygnea and Enshar.

Race	NPC Info	Teleport Routes
Elyos	Gainus <Abyss Teleporter>	Aequis Outpost → Teminon Fortress
Asmodians	Perso <Abyss Teleporter>	Whirlpool Temple → Primum Fortress

12. Fixed an issue with the 45th Drakan Assault Leader appearing at the Artifact in the lower layer of Reshanta.

13. The teleport statue to Draupnir Cave has been deactivated.

14. The XP obtained from Brutal Black Claw Warrior, Bodyguard, and Searcher mobs at the Black Claw Outpost in Altgard has been increased.

15. The XP obtained from Tursin Elite Bodyguard, Watcher Leader, and Sentry Captain at the Tursin Garrison in Verteron has been increased.

16. Some areas have been changed so that NPCs attacking the opposing race don't appear any more.

Region	NPCs	
Eltne	Elyos Watcher's Eye	Mountable Elyos Cannon
Heiron		
Morheim	Asmodian Watcher's Eye	Mountable Asmodian Cannon
Beluslan		

17. Fixed an issue where the entrance NPC for Steel Rake in Sanctum could disappear.

18. Relic Exchange NPCs that previously used dialogues to award AP now use the merchant-style interface.

