

Patch Notes 23/04/2015

Content Additions :

- Sky Tower: new Sky Tower interface and new floors added (21 to 25)

Sky Tower Interface: you can now find the new Sky Tower icon at the bottom of your minimap. Clicking on this will enable you to access the new Sky Tower interface from anywhere in Azuria.

Much like before, you'll be able to sign into one of the available groups. You can also now check to which time slot one group belongs to by simply hovering over it with your mouse.

Another new addition: the Private Sky Tower raid groups. Thanks to this new system, you will now be able to block the access to that group thanks to a password that you can set and share with your teammates and friends beforehand.

Sky Tower floors 21-25: in order to access these new elite floors, you will have to sign up with the new Sky Tower Interface.

These new floors will only be accessible to you if you've already defeated the 20 previous floors (once floor 20 is complete, players will receive a system message qualifying them for floors 21 to 25 for the following week.)

Players who successfully register and enter the floors 21-25 cannot register for another elite session on the same day.

Feel like you're up for the challenge? Good luck!

- New dungeon: Temple of The Eidolons

Face Alucard and other Eidolons with 4 other teammates to try and obtain their Keys of Gaia! Visit the Heart of Darkness or the Shores of Light and see who your next opponent(s) will be.

- New Lv.75 Gold quality gear, Lv.70 PvP Armor and Enchantment cards

- New Lv.75 Gold items have been added in the game database. You can obtain these via the Elite Sky Tower Floors (21 to 25)
- New Lv.70 PvP items have been added in the game database. You can redeem them at coordinates **X:796 Y:656** in Navea
- New enchantment cards have been added in the game database

- Improvement of the Party Search system

Looking for a party to do a dungeon? Well, the party search system is still there (shortcut J) and it has been improved.

"Marked" instances: Before, the only dungeons that were showing were the ones that suited the level of your character. You can now **mark/tag** dungeons as favorites so that they

will show each time you open the Party Search window (simply tick the “Display Marked Instances” box at the top of the interface).

Teleportation: not being able to teleport just because someone is AFK or talking to an NPC is a bother for players. To improve this, a new window will now open once you decide to teleport other players to the dungeon. It will list the players in your party and their current state. There are currently 3 possible states that a player can be in:

- Player has not yet accepted/refused teleportation
- Player has accepted teleportation (will teleport the whole party once everyone has accepted)
- Player has refused teleportation (will cancel the teleportation)

- New free sub-class reset feature

In order to improve the cohesion between players in the game, you can now reset your Sub-class at any given time.

Every 10 minutes, you will be able to switch your second weapon type by accessing the Skills interface and clicking the “Reset” button. Of course, you will have to reach level 40 first and finish the quest to unlock the sub-class feature before you are able to use this reset button.

Warning: when changing your secondary weapon, you will lose the masteries (Green/Orange quality) linked to the class you are replacing.

- New Eidolon

A new Eidolon is now available! Please welcome **Hansel and Gretel!**

- New 3-Star Eidolon evolutions:

Gigas:

- 3-Star form and buff (DMG to Lightning targets **+15%** & DEF **+15%**)

Eligos:

- 3-Star form and buff (Normal attack SPD **+25%** & DMG **+24%**)

Tsubaki:

- 3-Star form and buff (**-50%** CRIT DMG reduction & DEF **+15%**)

Bel-Chandra:

- 3-Star form and buff (Normal attack SPD **+25%** & CRIT **+15%**)

- Adjustments to Merilee and Vayu's life steal buff

Vayu and Merilee's life steal 2 & 3 star buffs have been reduced by **80%** against bosses. This change does not affect regular and Elite mobs.

- Class adjustments/balancing

Ravager:

- Rage decay has been increased from **-4 points per second** to **-7 points per second**
- Rage provided by **Tornado Spin** and **Aftershock** has been decreased from **+25 points** to **+15 points**
- Rage provided by **Raging Slash** has been decreased from **+20 points** to **+15 points**
- The damage bonus given by the amount of rage points has been changed:
 - From 20 to 40: damage bonus increased from **+3%** to **+5%**
 - From 40 to 60: damage bonus increased from **+5%** to **+7%**
 - From 60 to 80: damage bonus increased from **+8%** to **+10%**
 - From 80 to 100: damage bonus increased from **+12%** to **+16%**
- **Tyrant's Fury** now produces less damage and does not proc additional effects

Duelist:

- New Envoy Path effect for Duelist class: DoT damage bonus for **Deadly Wink** and **Cross Slash** has been increased by **+5%** (does not apply to PvP)
- DoT damage for **Deadly Wink** and **Cross Slash** has been increased by **+5%** (does not apply to PvP)
- With the increase of the percentage of the DoT damage + the Envoy Path new bonus (which also increases DoT damage), if your primary class is Duelist, you will therefore have **+10%** DoT damage for **Deadly Wink** and **Cross Slash**

Sorcerer:

- New Envoy Path effect for Sorcerer class: DoT damage bonus for **Demon Seal** and **Blood Seal** has been increased by **+5%** (does not apply to PvP)
- DoT damage for **Demon Seal** and **Blood Seal** has been increased by **+5%** (does not apply to PvP).
- With the increase of the percentage of the DoT damage + the Envoy Path new bonus (which also increases DoT damage), if your primary class is Duelist, you will therefore have **+10%** DoT damage for **Demon Seal** and **Blood Seal**

Grenadier:

Please note that the displayed times correspond to cooldown times with 0% speed

- Cooldown time for **Icy Grenade** has been decreased by from **12 seconds** to **9 seconds**
- Cooldown time for **Plasma Cannon** has been decreased by from **4 seconds** to **3 seconds**
- Cooldown time for **Fiery Grenade** has been decreased by from **4 seconds** to **3,5 seconds**
- Cooldown time for **Meteor Cannon** has been decreased by from **12 seconds** to **10 seconds** and its damage and range have also been increased

Brawler:

- The following skills now have a higher chance (35% instead of 25%) to generate an extra Sky Charge: **Swift Strike, Shadow Strike, Electrocution, Sparks and Flames, Blitz**

Scythe:

- New Envoy Path effect for Scythe class: DoT damage bonus for **Purgatory Bats** has been increased by **+5%** (does not apply to PvP)
- DoT damage for **Purgatory Bats** has been increased by **+5%** (does not apply to PvP).
- With the increase of the percentage of the DoT damage + the Envoy Path new bonus (which also increases DoT damage), if your primary class is Duelist, you will therefore have **+10%** DoT damage for **Purgatory Bats**
- Damage generated by the *Necromancer's minions* has been increased from **5%** to **10%**

Miscellaneous:

- The level required to unlock secondary weapon skills has been decreased
- The Tachi and Scythe combo skill no longer create Malice issues

- **New Equipment Star Evolution feature**

With this new feature, players now have a new/extra way of fortifying their gear and weapons.

This new feature is illustrated via a "Star system". Once your piece of equipment has all 5 stars, this means it has been evolved to its maximum potential (don't worry, you will still be able to fortify it to +20 – this system is not a replacement of the current fortifying system, merely an extension):

- Evolving **weapons** will add **Bonus Damage** to them.
- Evolving **armor pieces** on the other hand will add **Bonus Health Points** to them.

How does it work? Quite simple really: simply go to coordinates **X:825 Y:430** in Navea and talk to the NPC Analisa. You should be able to select a new dialogue choice ("I want to activate Star Level Evolution").

Once the Star Evolution interface is open, simply right-click/drag & drop the weapon/armor piece you want to evolve in the box at the top. Then, in the box at the bottom (the item in this box will be destroyed once the evolution has been performed), simply place a copy of the same item (DMG Bonus/Element type/Fortification level DO NOT have to be the same to evolve your weapon). This evolution system is available for the following weapons and armor pieces white, green, purple, orange, gold. Also, it does not consume any fragments or gold.

Warning: in order to combine 2 copies of the same weapon to make it evolve, they will have to have the same Star level (i.e. you cannot combine a 4 star level weapon with a 1 star one).

- **Implemented the Production level feature for Archaeology and Fishing**

Fishing and Archaeology are activities that players regularly perform to improve their character, to make money or even to just pass the time. With this in mind, the developers have decided to improve this system by adding levels and experience to these activities.

Now, when you will be fishing for Cod or looking for a broken vase, you will earn EXP depending on what you've been fishing/digging up.

Each level will add bonuses to your character. To check your progression, simply press C and check out your fishing gear. Once it is displayed, you will be able to notice which production level your character has on the right side of the window.

- **Eidolon feeding feature improvement**

Eidolons can now be fed more than one Symbol/Crest at a time. Simply press N to access the Eidolon interface, click the "Feed" button and select which item and the amount you would like to feed to your Eidolon.

- **New costumes in the game database**

And more!