

ELSWORD Patch Notes 16/12/2019

General Changes

- All character skill slots which are in the process of being improved will be removed.
- All character attributes which are in the process of being improved will be reset.
- Executing character combos which are in the process of being improved will be enhanced, and certain combos will be easier to recognise.
- Characters' standard and developing stats in the process of being improved will be changed.
- The option to increase the skill damage of Hero equipment or the Elyanod Magic Stone of Desolation has changed in some respects.

Before:	After:	Note:
Increased damage from 'Storm Strike'.	Increased damage from 'Geyser of Flame'.	
Increased damage from 'Sword Shock'.	Increased damage from 'Astral Circle'.	
Increased damage from 'Devilish Sting'.	Increased damage from 'Perfect Storm'.	
Increased damage from 'Binding Seed'.	Increased damage from 'Blast Seed'.	
Increased damage from 'Mega Electron Missile'.	Increased damage from 'Mega Electron Missile - Justice'.	
	Increased damage from 'Mega Electron Missile - Overwhelm'.	If Nasod Avenger, Nasod Nemesis and Nasod Ultima have this effect.
	Increased damage from 'Mega Electron Missile - Lightning'.	If Nasod Electra, Nasod Battle Seraph and Nasod Sariel have this effect.

Elsword

Class Change Name	Skill Name	Revisions

Elsword	Path of the Sword	The 'Path of the Sword' system has been updated. You can now switch between destruction mode and vitality mode using the V key.
	Storm Strike	Skill removed.
	Sidestep	New flexibility skills added.

Templar Knight

Knight of the Sword	Kick	K.O. value: -20 (previously: -50)
	Knight Elite	New passive skills added. Damage for all skills: +10% (at level 4) MP gain on hit: +10% (at level 4) Changes the damage of all magic attack skills to attacks.
		Thunderclap
	Ambition - Strong	New passive skills added. The damage resistance effect of 'Ambition' is also applied to group members.
	Block Reflex	Skill removed.
	Vitality	Skill removed.
High Knight	Shoulder Tackle	New tenacity skills added.
	Upward Cut	New strength skills added. Attribute [Lighter]: MP cost: -90% [Dungeon]: Vertical blow: 4230% attack [PvP]: Vertical blow: 1611% attack
		Freed Will: High Knight

Rune Master

Knight Mage	Different Way of Thinking	<p>Magic attacks are increased from 6% to 14% (at level 4).</p> <p>Changes the damage of all attack skills to magic attacks.</p>
	Sword Shock	Skill removed.
	Astral Circle	<p>New strength skills added.</p> <p>Acquisition level and class changed.</p> <p>Knight Mage → Rune Knight at level 45</p>
Rune Knight	Fiery Sword	<p>Acquisition level and class changed.</p> <p>Rune Knight → Knight Mage at level 30</p>
	Soulful Sprint	New tenacity skills added.
	Rune Field	<p>New strength skills added.</p> <p>Attribute [Lighter]:</p> <p>MP cost: -90%</p> <p>[Dungeon]:</p> <p>Vertical blow: 4230% attack</p> <p>[PvP]:</p> <p>Vertical blow: 1611% attack</p>
	Rune Master	<p>Magic attack is no longer increased.</p> <p>When a rune skill is used, the damage of the next skill is increased by 10% (at level 4).</p>
	Magic Resistance Training	Skill removed.
	Triple Sabre	K.O. value is no longer reduced.
	Magic Plating	Max. MP increase lowered from +150 to +100.
Rune Master	Magic Flow	'Path of the Sword' geyser buff removed.

Immortal

Cornwell Knight	Sword Slam	<p>You can switch to 'Path of the Sword' mode while executing the skill.</p> <p>The most recent mode will be saved.</p>
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		<p>[Dungeon]:</p> <p>Sword Slam: 661% attack multiple times</p> <p>[PvP]:</p> <p>Sword Slam: 226% attack multiple times</p>
	Cruel Butcher	<p>The buff that increases the attack is activated when the skill is used.</p> <p>(Previously it was only once 5 combos had been reached)</p> <p>Increases your attack by 8%.</p> <p>Changes the damage of all magic attack skills to attacks.</p>
	Deadly Strike	Acquisition level changed from Lv. 30 to Lv. 35.
	Scorpion Ripper	<p>Acquisition level changed from Lv. 35 to Lv. 30.</p> <p>Flexibility skill becomes strength skill.</p> <p>Skill effect changed.</p>
Sword Summoner	Harsh Slayer	Mana burn effect no longer applies to hyper skills.
	Tempest Strike	New tenacity skills added.
	Phantom Dance	New strength skills added.
	Sharp Sword	<p>The debuff that ignores defence is deactivated after 5 sec.</p> <p>(Previously this was after sustained 10 hits)</p>
	Freed Will: Sword Summoner	<p>The buff that increases your attack power can also be activated when 'special active' is used.</p> <p>Your attack power is also increased when you use the following skills:</p> <p>'Crescent Slash' and 'Deadly Impact'</p> <p>'Geyser of Flame' and 'Triple Geyser' can no longer be converted to physical attacks.</p> <p>[Dungeon]:</p> <p>Attack power: +6% (stackable max. 5x)</p> <p>Duration: 20 sec.</p> <p>Waiting time for reactivation: 5 sec.</p> <p>[PvP]:</p> <p>Attack power: +2% (stackable max. 5x)</p> <p>Duration: 20 sec.</p> <p>Waiting time for reactivation: 5 sec.</p>

	Cornwell Master	<p>Added effect: increases your max. MP. → Max. MP: +100</p> <p>'Swordsmanship of Another World - Nanta' effect removed.</p> <p>The following new options have been added: -----</p> <p>Each time you use 'Cornwell Pursuer' and 'Infinite Blows', Cornwell Master is stacked (max. 5x). 'Cornwell Master's Power' is activated on max. stack.</p> <p>Cornwell Master's Power</p> <ul style="list-style-type: none"> - [Dungeon] The next special active skill does not consume MP and has no cooldown. - [PvP] The next special active skill only consumes half the MP and requires only half the cooldown time. <p>-----</p>
Immortal	Battle Master	<p>The following improved skills have been added to the list of affected skills: Scorpion Ripper, Tempest Strike, Phantom Dance, Crescent Slash and Death Strike</p> <p>Attribute [Lighter]:</p> <p>MP cost: -90%</p>
	Memory of the Sword	<p>The following improved skills have been added to the list of Cornwell skills: Scorpion Ripper, Tempest Strike and Phantom Dance</p>
	Switch - Sword Slam	<p>Skill effect changed.</p>

Rena

Rena	Devilish Sting	Skill removed.
	Spike	New flexibility skills added.
	Perfect Storm	Acquisition level changed from Lv. 5 to Lv. 1.

Anemos

Battle Markswoman	Skilled Footwork	<p>K.O. value: -20% → -10% (at level 4)</p> <p>Changes the damage of all magic attack skills to attacks.</p>
	Swooping Falcon	<p>Flexibility skill becomes strength skill.</p> <p>Skill effect changed.</p>

	Low Kick	Flexibility skill becomes strength skill. Skill effect changed.
	Back Kick	Modified [Strong] skill effect: When you use Back Kick, you can carry out an additional kick by pressing the skill key before it finishes. (Previously an additional Low Kick was executed.)
	Kamikaze	Skill effect changed.
Windrunner	Freed Will: Windrunner	Special active damage increased from 13% to 18%. 'Blow of the Phoenix' can no longer be converted to a physical attack.
	Persistence	The cooldown reactivation waiting time for special active skills has been changed from 10 sec. to 5 sec.
	Airelinna	Attack: +30% (PvP: +15%) (Previously: all attacks: +20% (PvP: +10%)) [Dungeon]: HP regeneration per sec.: +0.3% Attack: +20% All speeds: +20% Duration: 30 sec. [PvP]: HP regeneration per sec.: +0.3% Attack: +10% All speeds: +10% Duration: 15 sec.
	Power of Nature	The following improved skills have been added to kick attacks: Swooping Falcon, Low Kick, Kamikaze and Demon Storm Kick attacks: +40% for 15 sec.
	Demon Storm	Skill effect changed.
	Anemos	Wind Call

Daybreaker

Hunting Markswoman	Eagle Eye	Changes the damage of all attack skills to magic attacks.
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	Quick Shot	Flexibility skill becomes strength skill. Skill effect changed.
Master Markswoman	Freed Will: Master Markswoman	Special active damage increased from 13% to 18%.
	Binding Seed	Skill removed.
	Blast Seed	New strength skills added. Delayed Explosion
	Ace up the Sleeve	Skill effect changed.
Daybreaker	Stigma's Trace	'Refined Stigma' cooldown changed. Cooldown reduced from 20 sec. to 15 sec.
	Colossal Arrow	The following skill has been removed from 'Protecting Spirit's Bow': - Ace up the Sleeve The following improved skill has been added to 'Protecting Spirit's Bow': - Quick Shot 'Protecting Spirit's Bow' cooldown: -10% → -15%

Twilight

Erendil Markswoman	Talented Hunter	The following improved skills have been added to Eldrasil's power: Eldrasil's Rage, Wind Sphere and Annihilation K.O. value: -45% → -20% (at level 4) Changes the damage of all magic attack skills to attacks.
	Eldrasil's Rage	Flexibility skill becomes strength skill. Skill effect changed.
	Wind Sphere	Flexibility skill becomes strength skill. Skill effect changed.
Night Watcher	Methodical Attack	The following improved skill has been added to Erendil skills: Annihilation The cooldown reactivation waiting time for special active skills has been changed when using Erendil skills. [Dungeon]:

		<p>Probability of critical hit: +10%</p> <p>Probability of devastation: +10%</p> <p>Cooldown: -7 sec.</p> <p>Waiting time for reactivation: 6 sec.</p> <p>[PvP]:</p> <p>Probability of critical hit: +10%</p> <p>Probability of devastation: +10%</p> <p>Cooldown: -3.5 sec.</p> <p>Waiting time for reactivation: 6 sec.</p>
	Freed Will: Night Watcher	<p>Special active damage increased from 13% to 18%.</p> <p>'Blow of the Phoenix' can no longer be converted to a physical attack.</p>
	Predator	<p>When using 'Spores of Wrath', 'Wind Seed - Icicles' or 'Star Slitter', you have a set probability of inflicting massive damage on enemies with critical hits.</p> <p>→ There is a certain chance of inflicting 50% more damage when using special active skills.</p> <p>Activation probability: 40%</p>
	Annihilation	Skill effect changed.
Twilight	Soul Echo	The following improved skill has been added to Erendil enhancement: Annihilation
	Trap	<p>The following skills have been removed from 'Secret Traps': Eldrasil's Rage and Wind Sphere</p> <p>The following improved skills have been added to Deadly Danger skills: Eldrasil's Rage and Wind Sphere</p>

Eve

Eve	Hold	New flexibility skills added.
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Nasod Ultima

Nasod Avenger	Change of Attack Type	All attack types of the skills you received after the 1st class change are now magic attacks.
	Dynamic	Changes the damage of all attack skills to magic attacks.

	Mega-Electron Missile - Overpowering	The 'Mega-Electron Missile' skill effect has been modified to match the respective class change. Acquisition level changed from Lv. 15 to Lv. 25.
	The Queen's Judgement	New strength skills added.
	Concentrated Energy	With critical hits, only your attack power is increased.
Nasod Nemesis	Tesla Shock: Short	Modified [Strong] skill effect: MP consumption: -20%
	Piercing Spear	Flexibility skill becomes tenacity skill. Acquisition level changed from Lv. 50 to Lv. 40. The 'Ruthless' property becomes 'Fatal'.
	Neutron Storm	Tenacity skill becomes transcendence skill. Skill effect changed. Acquisition level changed from Lv. 30 to Lv. 50. The 'Heavier' property becomes 'Faster'.
	Atom Shield	Enemy damage bonus has been removed.
	Queen of Vengeance	Added effect: increases your max. MP. → Max. MP: +100 (at level 4) Magic attack increased by 8%. (At level 4)
	Queen of Destruction	When your core is activated, damage is increased by 20% (PvP 10%) against opponents and by 10% against bosses for 15 sec.
Nasod Ultima	Switch - Piercing Spear	Flexibility skill becomes tenacity skill.
	Nasod Weapon Enhancement	The following reworked skill has been added to the Nasod Spear skill: - The Queen's Judgement The waiting time for 'Enhanced Nasod Spear' buff reactivation has been decreased from 20 sec. to 10 sec.

Nasod Hope	Change of Attack Type	All attack types of the skills you received after the 1st class change are now attacks.
	Mega-Electron Missile - Justice	Skill name changed. Acquisition level changed from Lv. 15 to Lv. 25. Skill damage changed.
	The Queen's Presence	Max. MP increase lowered from +150 to +100. Attack: +8% (at level 4) Changes the damage of all magic attack skills to attacks.
	Spatial Distortion	Acquisition level changed from Lv. 45 to Lv. 30. Skill damage changed.
	Sonic Blade	An error that led to slowed movement while executing the skill has been patched.
Nasod Empress	Oberon Guard	Acquisition level changed from Lv. 30 to Lv. 40. Skill damage changed.
	Tesla Shock: Swing	Modified [Strong] skill effect: MP consumption: -20%
	Ophelia's Anger	Flexibility skill becomes strength skill. Skill effect changed. Acquisition level changed from Lv. 50 to Lv. 45. Sealed Skill The 'Stronger' property becomes 'Lighter'. The 'Strengthened' property becomes 'Heavier'.
	Recall	New transcendence skills added.
	Queen's Blessing	The duration of summoned helpers is no longer increased.
	Freed Will: Nasod Empress	Duration of summoned helper: +65% (Previously +50%)

	Elevated Pride	<p>Your allies within range of Powerful Electricity receive the 'Crit. Hit and Devastation' buff effect:</p> <p>Crit. hit and devastation: +10%</p> <p>Skill damage changed.</p> <p>Skill activation speed increased.</p> <p>Powerful Electricity hits don't throw opponents into the air.</p> <p>The 'Lighter' property becomes 'Fatal'.</p>
Nasod Essencia	Switch - Spatial Distortion	Skill damage changed.
	Switch - Ophelia's Anger	<p>Flexibility skill becomes strength skill.</p> <p>Skill effect changed.</p>
	Royal Dignity	The following improved skill has been added to skills enhanced by connection: - Recall

Nasod Sariel

Nasod Electra	Change of Attack Type	All attack types of the skills you received after the 1st class change are now magic attacks.
	Spectral Dynamics	Changes the damage of all attack skills to magic attacks.
	Mega-Electron Missile - Lightning	<p>The 'Mega-Electron Missile' skill effect has been modified to match the respective class change.</p> <p>Acquisition level changed from Lv. 15 to Lv. 25.</p>
	Particle Ray	<p>Tenacity skill becomes strength skill.</p> <p>Skill effect changed.</p> <p>The 'Strengthened' property becomes 'Heavier'.</p> <p>The 'Ruthless' property becomes 'Faster'.</p> <p>[Dungeon]:</p> <p>Beam: 830% magic attack multiple times</p> <p>Strengthening Field - Beam: 996% magic attack multiple times</p> <p>Prism Field - Beam: 325% magic attack multiple times</p> <p>Tracking Field - Multiple Electric Spears: 413% magic attack multiple times</p> <p>Fusion Field - Multiple Electric Spears: 214% magic attack multiple times</p> <p>[PvP]:</p>

		<p>Beam: 299% magic attack multiple times</p> <p>Strengthening Field - Beam: 359% magic attack multiple times</p> <p>Prism Field - Beam: 117% magic attack multiple times</p> <p>Tracking Field - Multiple Electric Spears: 149% magic attack multiple times</p> <p>Fusion Field - Multiple Electric Spears: 77% magic attack multiple times</p>
Nasod Battle Seraph	Tesla Shock: Spear	<p>Modified [Strong] skill effect:</p> <p>MP consumption: -20%</p>
	Taser	<p>Flexibility skill becomes tenacity skill.</p> <p>Acquisition level changed from Lv. 50 to Lv. 40.</p> <p>The 'Stronger' property becomes 'Lighter'.</p> <p>The 'Heavier' property becomes 'Strengthened'.</p>
	Photon Explosion	New transcendence skills added.
	Strong Heart	<p>Cooldown reduced from 30 sec. to 15 sec.</p> <p>If you use 'Eldrit Crystal Spectrum' while 'Strong Heart' is active, 'Strong Heart' will be deactivated.</p>
	Eldrit Reactor	<p>Max. MP increase lowered from +150 to +100.</p> <p>Magic attack increased by 8%. (At level 4)</p>
	Cheat Code: Electro Manic	<p>Probability of activating additional MP regeneration: → Dungeon: 100%/PvP: 50%</p> <p>Cooldown of 'Energy Pins' is no longer reduced.</p> <p>When using 'Eldrit Crystal Spectrum' and 'Strong Heart', the cooldown is also reduced for 10 sec.</p>
Nasod Sariel	Switch - Particle Ray	<p>Tenacity skill becomes strength skill.</p> <p>Skill effect changed.</p>
	Overload	<p>The following improved skill has been added to overload skills:</p> <p>- Particle Ray</p> <p>Damage from transcendence skills increased. (Previously, the damage from overload skills was increased.)</p>

	Evolution	Once activated, the effect of 'Evolution' will not be reactivated for 15 sec. If you activate 'Evolution' in a prism field, your double attack in PvP has a 50% chance of being activated.
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Ara

Ara	Secret Technique	All 'Secret Technique' skill damage has been changed.
	Whirlwind	Strength skill becomes flexibility skill. Skill execution has been changed.

Apsara

Little Hsien	Harmony of Powers	Changes the damage of all magic attack skills to attacks.
	Tiger Punch	Skill execution has been changed.
	Fast Attack	Skill removed.
Sakra Devanam	Pure Spirit Energy	K.O. value: -20% (previously -40%) (at level 4) Attack increased.
	Shining Orchids	New transcendence skills added.
	Dragon of Spirit Summoning	Property changed.
Apsara	Time of Epiphany	Attack and stacking have been changed: Attack: +2% (stackable max. 20 times), reduction every 5 stacks → Attack: +3% (stackable max. 10 times), reduction every 3 stacks The waiting time for the reactivation of 'Secret Technique', which becomes active when you implement the 4th step of each technique while your spirit energy is fully charged, has been decreased from 20 sec. to 10 sec. (PvP: 20 sec.)

		The cooldown reactivation waiting time for special active skills has been reduced from 10 sec. to 7 sec.
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Devi

Little Devil	Strong Spirit	Changes the damage of all attack skills to magic attacks. Added effect: increases max. MP.
	Wolf's Fang 4: Wolf's Spear	Tenacity skill becomes strength skill. The size and range of 'Spear' have been increased and the attack is carried out multiple times. The range of 'Wolf's Fang Secret Technique: Wolf Spirit' has been increased. Property changed. Damage adjustment
	Energy Spear	Skill removed.
Yama-raja	Sweeping Spirit	Magic attack increased (at level 4): 6% → 8% (PvP 3.2%) K.O. value: -30% (previously -15%)
	Wolf's Howl	The probability of a strong wolf appearing has been increased from 50% to 80%. (At level 4) The strong wolf's range has been increased.
	Gates of Hell	Executing the Rakshasa Secret Technique reduces the cooldown of special active skills.
	Semi Boundary	'Energy Spear' removed from functions and tooltip.
	Flaming Spear	New transcendence skills added.
	Reaction Zone	Property changed.
Devi	Unleashed Spirit Energy	Executing the secret technique earns you 4 spirit energy (PvP: 2). Spirit energy is continuously regenerated in Divine Fox mode.
	Radiance of Spirit Energy	'Fear of the Rakshasa' magic defence is reduced by 40%.

	Switch - Energy Vacuum	Skill execution has been changed.
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Shakti

Little Spectre	Assimilation	Changes the damage of all magic attack skills to attacks. When Power Boost is activated, spirit energy is regenerated per hit (at level 4): 1. Power Boost: 12 hits → 8 hits 2. Power Boost: 9 hits → 6 hits
	Heavenly Strike	Skill removed.
	Spirit Suppression	Modified skill effect Damage adjustment
Asura	Release Spectre Power	K.O. value: -15% (previously -30%) (at level 4) Attack increased.
	Repose of Souls	When using Spirit Hunter Secret Technique, a Repose of Soul Orb is created. Repose of Souls Orb: MP regeneration: 10% (PvP: 1%) Cooldown speed of special active skills: x4 Duration: 1 sec.
	Spiritual Eye	When using Secret Technique, the cooldown reactivation waiting time for special active skills has been reduced from 10 sec. to 7 sec. (At level 4)
	Freed Will: Asura	K.O. value: -25% (previously -50%) The probability of not using any spirit energy in Power Boost mode has increased from 5% to 50% (PvP: 10%). The effect of HP regeneration when using the 'Consumes Spirit Energy' skill in Power Boost mode has changed: Regeneration per spirit energy: 10% (PvP: 1%) Waiting time for reactivation of regeneration: 5 sec. (previously: 10 sec.)

	Power of the Gods: Spirit Fox	'Heavenly Strike' removed from functions and tooltip. The probability that 'Spirit of Lightning' is executed as a critical hit has been increased from 15% to 50%.
	Fox Shadow	New transcendence skills added.
	Spirit Summoning	Buff effect changed: Damage from transcendence skills: +15% (previously: crit. damage: +15%)
	Fox Phantom	Property changed. Damage calculation and distribution have been adjusted.
	Fire Fox	Property changed. [Dungeon]: Scratches: 195% attack multiple times Fire Fox: 203% attack multiple times Blue Fire: 203% attack [PvP]: Scratches: 70% attack multiple times Fire Fox: 64% attack multiple times Blue Fire: 64% attack
Shakti	Switch - Spirit Summoning	Buff effect changed: Damage from strength skills: +20% (previously: crit. damage: +20%)
	Switch - Fire Fox	Skill execution has been changed.
	Unleashed Magic	'Power of Darkness' movement speed reduction has been removed. Instead, damage sustained has been increased by 20%. Cooldown acceleration for all skills has been changed: Cooldown acceleration for all skills: x2 → Cooldown speed of special active skills: x3 (An error that caused excessively fast cooldown acceleration has been patched.)
	Spectre Power	The following improved skill has been added to skills with Eun's power: Fox Shadow
	Switch - Spirit of Lightning	Skill execution has been changed.

Elesis	Path of the Knight	The 'Path of the Knight' system has been updated: You can now switch between destruction mode and vitality mode using the V key.
	Assault	Skill removed.
	Dodge Roll	New flexibility skills added.

Sword of the Empire

Sabre Knight	Chivalry	Changes the damage of all magic attack skills to attacks.
	Triple Wave	New strength skills added.
	Cloven Power	Acquisition level and class changed. Once you reach level 80, you receive 'Grand Master'.
Grand Master	Upward Strike	Skill removed.
	Triple Stab	New tenacity skills added.
	Charge	Flexibility skill becomes tenacity skill.
	Advanced Knight Training	Max. MP: +100 K.O. value of damage sustained has been decreased from 20% to 10%. K.O. value of your attacks has been decreased from 20% to 10%.
	Cross Section	New strength skills added.
	War Prelude	Buff effect changed: Max. MP is no longer increased.
Sword of the Empire	Switch - War Prelude	The skill's range has been increased. Buff effect changed: → Max. MP is no longer increased. → Gauge effect removed. → Group members also receive the same buff effect.
	Peace and Quiet	Skill removed.

	<p>New passive skills added.</p> <p>-----</p> <p>Your attacks mark the enemy with 'Knight Stigma'.</p> <p>If a group member attacks the marked opponent, the stigma explodes and deals damage to the opponent. If an opponent with 'Knight Stigma' is nearby, a buff is activated that increases your damage resistance.</p> <p>If an opponent with 'Knight Stigma' is nearby, you receive a 'Forwards!' stack. 5-fold stacking doubles the cooldown speed for a while.</p>
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Blazing Heart

Pyro Knight	Mega Explosion	Acquisition level and class changed. Once you reach level 35, you receive 'Blazing Heart'.
	Inextinguishable Fire	Changes the damage of all attack skills to magic attacks. Optimised tooltip
	Incarnation of Fire	Sealed skill from Lv.30 You ignite fire in your surroundings and cause burn effects. In a broad radius you absorb flame effects and burns, and turn them into MP.
	Fireworks	This skill is no longer a sealed skill. Flexibility skill becomes strength skill. Skill execution has been changed.
Blazing Heart	Sword of the Red Lotus	Acquisition level and class changed. Once you reach level 15, you receive 'Pyro Knight'.
	Mega Explosion	Your punch unleashes an explosion that activates fire effects (flames, burning) on the target, and correspondingly inflicts damage on them.
	Fire Blossom	Skill removed.
	Flame Seed	New passive skills added. ----- You fire off 'Flaming Seed' with the power of fire. When you use special active skills, 'Flame Seed' is stacked (max. 3x). The 'Fire Blossom' buff activates when the max. stack is reached. 'Flame Seed' cannot be stacked while 'Fire Blossom' is active.
	Fire Column	New tenacity skills added.

Blazing Rose	<p>Flexibility skill becomes tenacity skill.</p> <p>The 'Stronger' property becomes 'Strengthened'.</p> <p>Modified additional skill function -----</p> <p>Up to 3 blooms of fire are created corresponding to the amount of enemies hit. → A successful hit generates an additional 'Flame Seed' stack.</p>
Fireballs	<p>New strength skills added.</p> <p>[Dungeon]:</p> <p>Max. duration of orbs: 20 sec.</p> <p>Draw in: 170% magic attack multiple times</p> <p>Shell explosion: 3452% magic attack</p> <p>[PvP]:</p> <p>Max. duration of orbs: 20 sec.</p> <p>Draw in: 57% magic attack multiple times</p> <p>Shell explosion: 1180% magic attack</p>
Hungry Flames	<p>The following improved skills have been added to the list of affected skills:</p> <p>Modified 'Fire Column' skill effect -----</p> <p>When you use special active skills, the duration of the following buffs increases:</p> <ul style="list-style-type: none"> - Sword of the Red Lotus (Fiery Sword), Flame Protection (Flame Shield) and Soul Ignition (Soul Ignition)
Freed Will: Blazing Heart	<p>Added effect: increases your max. MP. → Max. MP: +100</p> <p>Optimised tooltip</p>
Flames	<p>New effects: Fire Column and Fireballs</p>
Soul Ignition	<p>'Flame Shot' even with special active</p> <p>You bring forth flames that burn the very soul.</p> <p>For the duration of the buff, the damage of special active skills increases, and flames are fired when combos and active skills are used (excludes Ambition - Strong, Dodge Roll, and hyper and partner skills).</p> <p>Enemies that are touched by the flames suffer the 'Heat' debuff.</p>

	Changed to 'Path of the Knight' obliteration skill.
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Blood Queen

Dark Knight	Dark Power	Gauge functions removed. Changes the damage of all magic attack skills to attacks.
	Bloodmire	New strength skills added.
	Crimson Revenge	Modified Skill Function ----- You receive a 'Crimson Revenge' stack every time you take damage. Every time you activate the skill, 1 'Crimson Revenge' stack is removed and the skill damage is increased. (Excludes hyper skills) Using a Blood Hit skill increases the damage of the following skill (excludes hyper skill).
	Blood Storm	New transcendence skill added. [Dungeon]: Blood Storm: 176% attack multiple times Explosion: 672% attack multiple times [PvP]: Blood Storm: 48% attack multiple times Explosion: 229% attack multiple times Changed to 'Path of the Knight' storm skill.
	Shade Scratch	Skill removed.
	Injection Stigma	Acquisition level and class changed. Once you reach level 50, you receive 'Red Avenger'. Flexibility skill becomes tenacity skill.
	Burning Phantom	Acquisition level and class changed. Once you reach level 50, you receive 'Red Avenger'. Transcendence skill becomes strength skill.
Red Avenger	Crimson Explosion	New tenacity skills added.

	Freed Will: Red Avenger	Effect of 'Knight of Darkness' has been partly changed. ----- Knight of Darkness - When your HP falls below 65% (30% in PvP), the effect is activated in 'Path of the Knight' mode. Obliteration: - Attack: +5% - Critical hit: +5% - Devastation: +5% Storm: - Attack: +5% - All speeds: +5% - MP gain on hit/damage: +10%
	Berserker	Gauge functions removed. Added effect: increases your max. MP. → Max. MP: +100
	Assault Strike	Acquisition level and class changed. Once you reach level 30, you receive 'Dark Knight'. Sealed skill from Lv.30
Blood Queen	Switch - Injection Stigma	Flexibility skill becomes tenacity skill.
	Switch - Burning Phantom	Transcendence skill becomes strength skill.

Ain

Ain	Forare Sursum Glacies	Acquisition level changed from Lv. 15 to Lv. 10.
Ain	Tertius Dolon	Skill execution has been changed. Acquisition level changed from Lv. 10 to Lv. 15.

Arbiter

Exactor	Change of Attack Type	All attack types of the skills you received after the 1st class change are now attacks.
	Multiple Projection	Changes the damage of all magic attack skills to attacks.
	Quartus Hasta lactus	Skill execution has been changed.
	Secundus Falx	Flexibility skill becomes transcendence skill. Skill execution has been changed. An error whereby a target outside of the sword's range was hit has been patched. [Dungeon]: Vertical Strike: 3102% attack Horizontal Strike: 3182% attack [PvP]: Vertical Strike: 1060% attack Horizontal Strike: 1088% attack
Prodigium	Autosuggestio	Effect of 'Autosuggestio' has been partly changed: → Only your movement speed increases, and not that of group members anymore. → Power Boost charge time for group members: +20% → Max. MP: +20%
	Projection Boost	The max. number of 'Projection Boost' stacks has been changed: 50x → 30x The critical damage value per stack has been changed: Critical damage per stack: +0.5% → 0.8% The number of stacks removed when the time runs out for 'Projection Boost' has been lowered from 7 to 5. When using 'Power of the Gods', you receive 5 'Projection Boost' stacks.
Arbiter	Switch - Autosuggestio	Max. MP: +20%
	Divinity	The level for reinforcing projection stacking has been lowered from Lv. 10 to Lv. 6.

Aptare	Holy Promise: Oath	Changes the damage of all attack skills to magic attacks.
Vigere	Inner Growth	Max. MP increase lowered from +150 to +100.
	Carmen Infirmus	Skill removed.
	Canticum Nobilis	New transcendence skill added. Execution of 'Noble Oath: Purus' has been changed: [Dungeon]: Noble Oath: Purus: - Righteous Judgement: 1114% magic attack multiple times [PvP]: Noble Oath: Purus: - Righteous Judgement: 402% magic attack multiple times An error whereby you would sometimes slip when using the skill has been patched.
	Crederere Modi	Only your 'Eldrit Blessing' magic attack is increased.
Florere	Switch - Turbo	The MP of your allies is no longer regenerated when delivering/receiving hits. Skill damage changed.

Regnator

Viator	Change of Attack Type	All attack types of the skills you received after the 1st class change are now magic attacks.
	Shattered Belief	Changes the damage of all attack skills to magic attacks. You no longer receive 'Absorbeo' when sustaining hits.
	Ingenium Regnum	Acquisition level changed from Lv. 40 to Lv. 25.
	Fractura	Flexibility skill becomes transcendence skill. Acquisition class has been changed.

		<p>You receive the skill when you reach the Apostata class change.</p> <p>Skill execution has been changed.</p>
Apostata	New Belief	Using a Henir's Release skill while in Henir mode (Power Boost) reduces the remaining cooldown of all fading skills.
	Ruler of the Void	'Consuming Chaos' reduces magic attacks only.
Regnator	Spell Circle of Chaos	<p>Your allies' attacks are increased within the Spell Circle of Chaos.</p> <p>Crit. damage: +15%</p> <p>Ally crit. damage: +10%</p>
	Improved Drain	The acceleration duration of skill cooldown times has been reduced from 10 sec. to 5 sec.