Day of Reckoning (Conjurer Pyros AOE): Shiver Gust Speed

Day of Reckoning (skill 35) gets Shiver Gust's speed: 1 s cast, 1 s cooldown and a hit about 0.6 s into the cast. Its damage, mana, targets, Pyros element and fire visuals stay its own. No clone is made, so every player who has Day of Reckoning gets the change. These are the same speeds Ember Storm has now (1 s cast, 1 s cooldown, hits at 550/600 ms), so the two play alike. For other speeds, see section 6.

	Day of Reckoning now	After this guide	Shiver Gust (936)
Cast time	2.625 s	1 s	1 s
Cooldown	60 s	1 s	1 s
Server cast phase (state 1)	2.2 s	0.8 s	0.8 s
Server hit phase (state 2)	0.425 s	0.2 s	0.2 s
Hit shown in game	~1.0–1.125 s	~0.55–0.6 s	~0.725 s
Damage, mana, targets	its own	unchanged	its own
Element	Pyros	Pyros	Aquan

Four files change: `libskill.so` (server), `elementskill.dll`, the two player `.ecm` models and `skillstr.txt` (client). `elements.data` is not touched. Ember Storm (193) and Verdant Typhoon (192) are not affected by any step here.

The offsets below were read from your current files (server `bddd2303…`, client `e448e7f4…`). They are the same in your original backups, because none of the earlier patches touched Day of Reckoning.

1. Server: libskill.so

Four 4-byte values, each the number inside a small function that only Day of Reckoning uses. Values are milliseconds, little-endian. Open the file in HxD, use Search → Goto (Ctrl+G) with each

offset, and overwrite the 4 bytes.

File offset	Function	Old bytes	New bytes	Meaning
`0xE752B8`	Skill35Stub::GetExecutetime	`41 0A 00 00`	`E8 03 00 00`	cast time 2625 → 1000 ms
`0xE75238`	Skill35Stub::GetCooldowntime	`60 EA 00 00`	`E8 03 00 00`	cooldown 60000 → 1000 ms
`0xE8E09A`	Skill35Stub::State1::GetTime	`98 08 00 00`	`20 03 00 00`	cast phase 2200 → 800 ms
`0xE8E0EA`	Skill35Stub::State2::GetTime	`A9 01 00 00`	`C8 00 00 00`	hit phase 425 → 200 ms

- Each offset holds the 4 bytes right after a `B8` byte (`mov eax, value`). If the bytes you see don't match the Old column, stop: it's a different libskill.so.
- Want a different cooldown or cast time? See section 6, and use the same value in the client step. Examples: 10 s = `10 27 00 00`, 5 s = `88 13 00 00`, 3 s = `B8 0B 00 00`.
- Damage, mana, targets and the Pyros element come from other functions that this guide does not touch.
- Install: stop the server, back up libskill.so, copy the edited file in, `chmod 755`, start.

2. Client: elementskill.dll

The client keeps its own cast time and cooldown, so the skill bar and casting bar match the server. Day of Reckoning's functions for these are shared with other skills, so don't edit them. Point Day of Reckoning's own table entries at the function Shiver Gust uses, which returns 1000 ms.

File offset	Entry	Old bytes	New bytes
`0x169B08`	cast time (table slot 0)	`03 15 06 10`	`16 93 02 10`
`0x169B0C`	cooldown (table slot 1)	`AA 0D 11 10`	`16 93 02 10`

- `16 93 02 10` is the address `0x10029316`, a function that returns 1000.
- These are entries in Day of Reckoning's own table (it starts at `0x169B08`), so no other skill changes.
- For a different cooldown or cast time, point the slot at another ready-made value from the table in section 6. Don't use Ember Storm's own cooldown function (`72 A1 04 10`): it now returns 1 s and can change whenever Ember Storm does.
- Back up the client's elementskill.dll before editing. Every player needs the edited file.

3. Player models: .ecm and .ecm

The models decide the body animation and when the hit shows. Day of Reckoning has four actions in each model. In all eight, swap the 2.5 s chant animation for Shiver Gust's 1 s one, and move the two late hits earlier. Its fire effects, sound and hit files stay as they are.

Files: `Models\Players\□□\□\□□\□.ecm` and `Models\Players\□□\□\□□\□.ecm` in models.pck.

Action (CombineActName)	BaseActName: old → new
□□ _□□ _□□□□□□□	□ _□□ 4 → □□ _1□□□ 4
□□ _□□ _□□ _□□□□□□□	□ _□□ _□□ 4 → □□ _□□ _1□□□ 4
□□ _□□ _□□ _□□□□□□□	□ _□□ _□□ 4 → □□ _□□ _1□□□ 4
□□ _□□ _□□ _□□□□□□□	□ _□□ _□□ 4 → □□ _□□ _1□□□ 4

In each of those four actions, also change two event times:

- The event with `AtkPath: □□\□□□□□□□.att`: `StartTime: 1000` → `StartTime: 550`
- The event with `AtkPath: □□\□□□□□□□1.att`: `StartTime: 1125` → `StartTime: 600`
- Leave everything else alone: the ground fire `.gfx` and `□□□□□□□2.att` at 0, and the sound at 50.

How to edit:

1. Easiest: the ECM editor in ESO Studio or Rody's editor. Open each action by name and change the base animation and the two event start times.
2. In a text editor, the `.ecm` files are GBK text. Use an editor that keeps GBK, such as Notepad++ with Encoding → Character sets → Chinese Simplified → GB2312. Windows Notepad will break the Chinese names, as happened with the icon lists.
3. The ComActCount line doesn't change, because no actions are added or removed.

Your current `□.ecm`/`□.ecm` from the visuals package already have the Ember Storm and Verdant Typhoon actions. Edit those same files so you keep both.

4. Tooltip: skillstr.txt line 352

The cast time and cooldown in Day of Reckoning's tooltip are typed into the text, so they need updating by hand. Edit `configs\skillstr.txt` (in configs.pck). It's UTF-16 with BOM, so keep it that way and don't save it in Notepad as UTF-8. Line 351 (name, level, "Type: Pyros Spell") stays the

same.

Old line 352:

```
352  "^80ffffMana Cost:^45ff45 %d
^80ffffVigor Cost:^45ff45 10
^10d9c8Cast Time:^45ff45 2.5^10d9c8 seconds
^ffdc50Cooldown:^45ff45 60^ffdc50 seconds
^ffffffHits enemies within a radius of^45ff45 %d^ffffff yards from target.
Hits up to^45ff45 %d^ffffff enemies. Deals^45ff45 %d^ffffff damage.

^c3dbff'Judgement comes to both the wicked and the wise.'
Damages multiple foes with a rain of searing star fire."
```

New line 352 (only the two numbers change):

```
352  "^80ffffMana Cost:^45ff45 %d
^80ffffVigor Cost:^45ff45 10
^10d9c8Cast Time:^45ff45 1^10d9c8 second
^ffdc50Cooldown:^45ff45 1^ffdc50 second
^ffffffHits enemies within a radius of^45ff45 %d^ffffff yards from target.
Hits up to^45ff45 %d^ffffff enemies. Deals^45ff45 %d^ffffff damage.

^c3dbff'Judgement comes to both the wicked and the wise.'
Damages multiple foes with a rain of searing star fire."
```

- Keep all four `%d`. The game fills them in, and a missing or extra one can garble the tooltip.
- If you chose a different cooldown in steps 1 and 2, write that number here.
- Your current skillstr.txt (from skillstr_new.zip) already has Ember Storm's tooltip on line 1932. Edit that same file.

5. Install, test and undo

Install:

1. Back up libskill.so, elementskill.dll, models.pck and configs.pck.
2. Server: edited libskill.so in place, `chmod 755`, restart the server.
3. Client: edited elementskill.dll in place. Repack □ .ecm and □ .ecm into models.pck, and skillstr.txt into configs.pck. Every player needs all three.
4. Fully restart the client.

Test on a Conjurer who has Day of Reckoning:

- [ ] The cast bar takes about 1 s, not 2.5 s.
- [ ] Damage numbers show about 0.6 s after the cast starts. A short video at 30 fps can be timed frame by frame.
- [ ] It can be cast again after 1 s (or the cooldown you chose), on the bar and on the server.
- [ ] Damage is Pyros and the numbers are the same as before.
- [ ] Fire visuals as before, mounted, with wings and on a flying sword.
- [ ] Tooltip shows 1 s cast and 1 s cooldown.
- [ ] Ember Storm and Verdant Typhoon still work as before.

If something is off:

- Cast bar still 2.5 s, or the bar shows 60 s: the client dll wasn't replaced, or the step 2 bytes didn't save.
- The bar allows a recast but nothing happens: the server step 1 bytes don't match the client, so check the cooldown value on both.
- The old slow animation: the edited .ecm files didn't make it into models.pck.

To undo, put back the backed-up files, or write the Old bytes and the old text from each table.

6. Choosing a different speed

A skill's speed has three parts: cast time, cooldown and when the hit shows. Each one is set in more than one file, and the files must agree. If the client and server differ, the bar lets you press the skill but the server refuses it, or the other way round.

Cooldown (time before it can be cast again)

Skill	Server libskill.so	Client elementskill.dll	Tooltip
Day of Reckoning	`0xE75238`: any value	`0x169B0C`: an address from the table below	skillstr.txt line 352
Ember Storm	`0xB73F16`: any value	`0x4A173`: the same value	skillstr.txt line 1932

Cast time (cast bar length)

Skill	Server libskill.so	Client elementskill.dll
Day of Reckoning	`0xE752B8` = cast time, `0xE8E09A` = 80% of it, `0xE8E0EA` = 20% of it	`0x169B08`: an address from the table below
Ember Storm	shared with Shiver Gust, so changing it would change Shiver Gust too	shared with Shiver Gust

The two server phases should add up to the cast time. Shiver Gust uses 800 + 200 = 1000 ms, and the original Day of Reckoning used 2200 + 425 = 2625 ms.

When the hit shows (player models □ .ecm and □ .ecm)

- In each of the skill's four actions, change the StartTime of the two `□□□□□□□□.att` / `□□□□□□□□1.att` events. Day of Reckoning's actions are `□□_□□_…□□□□□□□□`; Ember Storm's are `□□_□□_…□□□□` and `□□_…□□□□`.
- Keep them a little under the cast time: about 55% and 60% of it. That's 550/600 for a 1 s cast; Shiver Gust uses 725.
- For a cast longer than 1 s, use a longer body animation as well, such as Day of Reckoning's original `□_□□4` (about 2.5 s) and its `□□`/`□□`/`□□` versions.

Byte values

Server values are 4 bytes, milliseconds, little-endian. Any value works.

Time	Server bytes	Client address bytes (Day of Reckoning slots)
0.8 s	`20 03 00 00`	`DC 3B 0E 10`
1 s	`E8 03 00 00`	`16 93 02 10`
2 s	`D0 07 00 00`	`D7 FD 07 10`
2.5 s	`C4 09 00 00`	`02 07 10 10`
2.625 s (original cast)	`41 0A 00 00`	`03 15 06 10`
3 s	`B8 0B 00 00`	`B0 76 0F 10`
4 s	`A0 0F 00 00`	`4E AD 02 10`
5 s	`88 13 00 00`	`23 6C 0F 10`
6 s	`70 17 00 00`	`0E 64 0F 10`
8 s	`40 1F 00 00`	`EF 06 0F 10`
10 s	`10 27 00 00`	none, use 8 s or 15 s
15 s	`98 3A 00 00`	`00 08 11 10`
20 s	`20 4E 00 00`	`A2 80 11 10`
30 s	`30 75 00 00`	`14 B5 02 10`
60 s (original cooldown)	`60 EA 00 00`	`AA 0D 11 10`

- Day of Reckoning's client slots point at small ready-made functions that return these times. Several other skills use the same functions, so point at them but never edit them.
- Ember Storm's client cooldown at `0x4A173` is its own value, so any time works there: write the server bytes.
- After any change, update the tooltip number and restart the server and client.

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