

## 7.9 Void Trials

5/11/2021 | Updates | By The Community Team

Greetings Daevas!

This Wednesday May 5<sup>th</sup>, we will have the 7.9 update including patches up to December 12<sup>th</sup> for the Korean service.

For this patch's notes, we are experimenting with a new format. Please share with us on the [forums](#) if you have any feedback!

### [Void Trials]

A new instance, "[Void Trials](#)," has been added.

Entrance	# of Players	Required Level	Entry count	Reset time
Kaisinel/Marchutan Training Camp	2~6 players	80	4/week	Wednesday, 9 AM

Players will face a series of bosses in a gauntlet format. Each boss defeated awards Void Silver, which can be used to purchase items from the merchant that spawns. Some items will be removed when you exit the dungeon.

## **[Environment]**

1. Fixed an intermittent server crash.
2. Fixed an intermittent freezing issue and an issue where characters look like they are teleporting when hiding other player characters [Settings – Key Settings - Functions – Hide/Show Other Characters (Shift + F12)]
3. Modified some of the terrain within the following instances and zones:
  - a. Herelym Mine, Ashunatal Dredgion, Crimson Danaria, Infernal Drakenspire Depths (Hard), Stellin Laboratory (Easy/Normal)

## **[Instanced Dungeons]**

1. Fixed an issue where Asmodians could not enter Taloc's Hollow under specific circumstances.
2. Monsters within the Qubrinerk's Cubic Lab can now detect Hide.
3. Fixed an issue where Resurrection skills would not work in some Instanced Dungeons.
4. Made changes so additional mobs are not spawned during the battle against Bakarma in the Bakarma Fortress.

### Crucible Spire:

- Set separate entry counts and reset times for the Crucible Spire between the middle and lower levels.
- Adjusted the HP recovery for monsters in the Middle/Lower 15F.
- Adjusted the amount of XP that is obtained by clearing Middle/Lower 10F.
- Modified rewards for Lower Level 8F, Middle/Lower 10F and Middle/Lower 15F.
- Added tooltip to the 'Slayer's Restraint' debuff skill used by Kunax in the 'Crucible Spire (Middle Level)

### Infernal Drakenspire Depths:

- Changed the entry count of Infernal Drakenspire Depths (Normal) to 100 times.  
Changed rewards for Infernal Drakenspire Depths (Normal).
- Removed time related rewards for Infernal Drakenspire Depths (Normal).
- Fixed an issue with some incorrect skill damages applied to "Berserk Beritra" in Infernal Drakenspire Depths (Hard)
- Changed some monster patterns in Infernal Drakenspire Depths (Hard).

## **[Fortress Sieges]**


1. Changed the stats of Guardian Deities and Castle Gates in Fortress Sieges.
2. Increased the number of Abyss Points achieved from some monsters in Fortress Sieges
3. Fixed an issue where the Happy Lugbug does not appear intermittently in the Inggison zone after a Fortress Siege.
4. Adjusted the stats of Guardian Deities and Castle Gates, in Pradeth and Silona Fortress Sieges.

### Divine Fortress:

- Made changes so it is possible to fly in the Divine Fortress when not conquerable.

- Removed XP and AP rewards from Fortress Guards when Divine Fortress is not conquerable.
- Eye of Reshanta Corridor only appears on the days when fortress sieges are available.

## [UI]

1. Improved buff/debuff UI for party members.
2. Fixed an issue where the system message for a contaminated Gemstone/Runestone is not showing.
3. Fixed an issue where Collection completion effects are not showing under certain circumstances if the UI style is set to normal.
4. An ellipsis (...) will now show for long item names that are truncated in the Item Collection  Item Info window.
5. Made some adjustments to random character creation.

## [Quests]

1. Revamped Cubic Tutorial Quests.

## [Items]

1. Fixed an issue where accessories or feather accessories used to enchant a Gemstone or Runestone are showing purification counts.
2. "PvP Defense Scroll"
3. Fixed an issue with some mounts that look weird when they are mounted.
4. Fixed an issue where players have a 100% chance to get a result item extracted from equipment obtained in the "Infernal Drakenspire Depths (Normal)" if using an "Extraction Supplement".
5. Fixed an issue where players cannot search for Motion Cards in the Trade Broker window.
6. Fixed an issue where an incorrect landscape is displayed when a "Window" item is installed in a house.

## [Legions]

1. Legions have been revamped. Changes include:
    - Increased all Legion levels by 1 and reset all Legion Contribution Points to 0
    - Removed the Task feature so Task-related quests can no longer be acquired nor progressed.
    - Changed the Legion UI and added weekly Contribution. The weekly Contribution is reset on every Monday at noon.
- In order to increase your Legion's level, Legions will now need to reach a contribution point goal for each level.
  - Once the goal is met, any additional contribution points will not be counted.
  - The contribution points and kinah needed to level up a Legion has been increased.
  - Changed some Legion-related phrases.

## **[Minions]**

1. Minion Energy has been removed. Minion skills can now be cast without a cost.
2. [UPDATE] The names of the following minions have been changed:
  1. Ferocious Kromede -> Fierce Kromede
  2. Courageous Kromede -> Valiant Kromede
  3. Ferocious Hyperion -> Fierce Hyperion
  4. Courageous Hyperion -> Valiant Hyperion
  5. Tenacious Viola -> Rugged Viola
  6. Rejuvenated Viola -> Vivified Viola

## **[NPC]**

1. Removed the Guestbloom merchant that spawns upon reaching village level 5.

## **[Characters]**

1. Fixed an issue where some hairstyle icons do not match the actual hairstyles when changing the appearance of an Asmodian male character.

## **[Others]**

1. Fixed an issue where servers with most of a player's characters would not be on the top of the list in certain situations.
2. Fixed some Collection effects not being applied correctly.

## **[NCW Feature Changes]**

1. PvE Enchantment Stone Morphing Recipes updated with currently available materials.
2. Minion Combination rate has been increased.
3. The player limit for the cross-server fortress sieges has been increased.
4. Demaha altar rewards have been modified to no longer contain Stellium.
5. Auto-hunting will now be available in the Timeless Terrace zone.
  1. The auto-hunting UI will be present throughout the game, but the system will not activate outside Timeless Terrace.

## **[Skills]**

1. Fixed an issue with some skills that are not showing cooldown
2. Changed the recovery counts of 'Protective Ward of Recovery' and '(Upgraded) Protective Ward of Recovery' to 6 times
3. Changed some skill effects and skill descriptions.

## Common

Skill Name	Before	After
Transformation: Guardian General I	PvP Attack, Defense 1,300 increase	PvP Attack, Defense 1,400 increase
Transformation: Guardian General II	PvP Attack, Defense 1,500 increase	PvP Attack, Defense 1,600 increase
Transformation: Guardian General III	PvP Attack, Defense 1,800 increase	PvP Attack, Defense 1,900 increase
Reflective Abyssal Aegis	Reflects 1,200 physical attack damage within 5m	Reflects 5,000 physical attack damage within 20m
Abyssal Wave	Hits up to 18 enemies near the caster	Hits up to 24 enemies near the caster
Abyssal Tidal Wave	Damage: 10,000 fixed	Damage: 20,000 fixed
	Hits up to 18 enemies near the target	Hits up to 24 enemies near the target
Abyssal Verdict	Damage: 50,000 fixed	Damage: 70,000 fixed

## Gladiator

Skill Name	Before	After
Crashing Cleave	Cooldown 40 seconds	Cooldown 15 seconds
Crippling Rupture	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 2 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 2 seconds
(Advanced) Crippling Rupture	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 2.5 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 2.5 seconds
	Cooldown 60 seconds	Cooldown 40 seconds
(Advanced) Draining Rupture	Cooldown 30 seconds	Cooldown 20 seconds
Ferocious Earthquake	Physical damage on targets within 15m	Physical damage on up to 8 targets within 17m
	Immobilizes and pulls the target.	Stuns target for 1 second
	Cooldown 40 seconds	Cooldown 30 seconds
(Advanced) Ferocious Earthquake	Physical damage on targets within 20m	Physical damage on up to 8 targets within 22m
	Immobilizes and pulls the target.	Stuns target for 1 second
	Cooldown 40 seconds	Cooldown 20 seconds

Skill Name	Before	After
Severe Weakening Blow	Cooldown 30 seconds	Cooldown 15 seconds
Energy Impact	Deals 907 Physical damage	Deals 1,814 Physical damage
	Cooldown 10 seconds	Cooldown 3 seconds
Slaughter	Physical Attack 800 increase	Physical Attack 800 increase
	PvP Attack 800 increase	PvP Attack 800 increase
	PVP Defense 600 decrease	PVP Defense 600 decrease
	Physical Def 600 decrease	Removed
	Magic Defense 600 decrease	Removed
Defense Preparation	Magic Defense 800 increase	Magic Defense 800 increase
	Physical Def 800 increase	Physical Def 800 increase
	PVP Defense 800 increase	PVP Defense 800 increase
	Physical Attack 600 decrease	Removed

## Templar

Skill Name	Before	After
Punishment	Random Physical damage on target	Fixed Physical damage on target
		Increased Crit chance
(Advanced) Punishment	Random Physical damage on target	Fixed Physical damage on target
		Increased Crit chance
(Advanced) Shield of Faith	Cooldown 43.2 seconds	Cooldown 1 minute 30 seconds
Shield Sweep	Stuns target for 3 seconds	Stuns target for 2 seconds
(Advanced) Shield Sweep	Stuns target for 3 seconds	Stuns target for 2 seconds
Judgement	Stuns target for 3 seconds	Stuns target for 2 seconds
Holy Shield	Reflects 584 damage on attacking enemies within 20m for 30 seconds	Reflects 467 damage on attacking enemies within 5m for 20 seconds

Skill Name	Before	After
(Advanced) Holy Shield	Reflects 847 damage on attacking enemies within 20m for 30 seconds	Reflects 678 damage on attacking enemies within 5m for 20 seconds

## Assassin

Skill Name	Before	After
Whirlwind Burst	Physical damage on targets within 25m	Physical damage on targets within 15m
(Advanced) Whirlwind Burst	Physical damage on targets within 25m	Physical damage on targets within 20m
(Advanced) Whirlwind Dance	Physical damage on targets within 25m	Physical damage on targets within 20m
Dizzying Ambush	Stuns target for 3~4 seconds	Stuns target for 2 seconds
(Advanced) Dizzying Ambush	Stuns target for 3~4 seconds	Stuns target for 2 seconds
(Advanced) Sensory Boost	Physical Defense 1,000 increase for 15 seconds	Physical Defense 1,200 increase for 15 seconds
	Stumble Resistance 500 increase	Stumble Resistance 1,200 increase
(Advanced) Oath of Accuracy	Accuracy 2,500 increase for 20 seconds	Accuracy 4,000 increase for 20 seconds
	Magic Acc 5,000 increase	Magic Acc 6,000 increase
	Cooldown 1 minute 4 seconds	Cooldown 50 seconds
Devotion	Cooldown 30 seconds	Cooldown 28 seconds

## Ranger

Skill Name	Before	After
Silencing Strike	Cooldown 30 seconds	Cooldown 40 seconds
(Advanced) Silencing Strike	Cooldown 30 seconds	Cooldown 40 seconds
Debilitating Shackle Arrow	Deals 865 Physical damage	Deals 433 Physical damage
(Advanced) Debilitating Shackle Arrow	Deals 1038 Physical damage	Deals 519 Physical damage
	Target's Physical Defense reduced 10% for 12 seconds	Target's Physical Defense reduced 10% for 8 seconds
Sharpen Arrows	Bow's Physical Attack 500 increase	Bow's Physical Attack 300 increase
(Advanced) Sharpen Arrows	Bow's Physical Attack 950 increase	Bow's Physical Attack 500 increase

Skill Name	Before	After
Devotion	Cooldown 30 seconds	Cooldown 28 seconds

## Cleric

Skill Name	Before	After
Call Lightning	Deals 4,768 Magical damage	Deals 3,814 Magical damage
(Advanced) Call Lightning	Deals 6,435 Magical damage	Deals 5,148 Magical damage
Divine Crackle	Reduces Call Lightning cooldown by 9 seconds upon use	Reduces Call Lightning cooldown by 3 seconds upon use
(Advanced) Divine Crackle	Reduces Call Lightning cooldown by 14 seconds upon use	Reduces Call Lightning cooldown by 6 seconds upon use
Chain of Suffering	Deals 1,532 Magic damage	Deals 1,225 Magic damage
	Deals 1,532 Magic damage every 2 seconds for 30 seconds	Deals 1,225 Magic damage every 2 seconds for 30 seconds
(Advanced) Chain of Suffering	Deals 2,067 Magical damage	Deals 1,654 Magical damage
	Deals 2,067 Magic damage every 2 seconds for 30 seconds	Deals 1,654 Magic damage every 2 seconds for 30 seconds
Saving Grace	Invoked after successful Block, Magic Resist	Invoked after successful Block, Magic Resist
	Physical/Magic Defense 800 increase for 10 seconds	Life Drain 500 upon 10 seconds of attack
		Received HP recovery 10% increase
		Physical/Magic Defense 800 increase
(Advanced) Saving Grace	Invoked after successful Block, Magic Resist	Invoked after successful Block, Magic Resist
	Physical/Magic Defense 950 increase for 12 seconds	Life Drain 500 upon 15 seconds of attack
		Received HP recovery 10% increase
		Physical/Magic Defense 950 increase
Enfeebling Burst	Physical/Magic Attack 500 reduction for 15 seconds	Physical/Magic Attack 800 reduction for 15 seconds
	Cooldown 1 minute 30 seconds	Cooldown 1 minute
(Advanced) Enfeebling Burst	Physical/Magic Attack 600 reduction for 15 seconds	Physical/Magic Attack 1,000 reduction for 20 seconds
	Cooldown 56.7 seconds	Cooldown 40 seconds



## Chanter

Skill Name	Before	After
Rise	Increases Shock Resistance by 650 for 7 seconds	Increases Shock Resistance by 1,500 for 7 seconds
(Advanced) Rise	Increases Shock Resistance by 780 for 7 seconds	Increases Shock Resistance by 2,000 for 7 seconds
Cleansing Recovery Spell	Cooldown 10 seconds	Cooldown 14 seconds
(Advanced) Cleansing Recovery Spell	Cooldown 10 seconds	Cooldown 14 seconds
Unstoppable	Cooldown 3 minutes	Cooldown 2 minutes
Emergency Teleport	Cooldown 3 minutes	Cooldown 2 minutes
Chaos Smash	Physical Strike	Physical Strike
	Consumes 7% HP upon use	Consumes 3000 HP upon use
(Advanced) Chaos Smash	Physical Strike	Physical Strike
	Consumes 7% HP upon use	Consumes 3000 HP upon use

## Spiritmaster

Skill Name	Before	After
Stone Skin	Maximum Protection 4,514	Maximum Protection 8,000
	PvP Defense 700 increase	PvP Defense 800 increase
Fear	Fear Effect on target Speed reduction effect	Fear Effect on target Speed reduction effect increase
Curse of Fire		
Curse of Water II		
Fear Shriek		
Nightmare Scream		
Nightmarish Shriek		
Nightmarish Lament		
(Advanced) Nightmarish Shriek		

Skill Name	Before	After
(Advanced) Nightmarish Lament		
Command: Elemental Rupture	Knock Back Effect not affected by Protective Shield Effect for 1~2 seconds	Knock Back Effect affected by Protective Shield Effect for 2 seconds
(Earth, Wind, Fire, Water, Tempest, Lava)	Cooldown 2 minutes	Cooldown 1 minute 30 seconds
(Advanced) Command: Elemental Rupture	Knock Back Effect not affected by Protective Shield Effect for 2~3 seconds	Knock Back Effect affected by Protective Shield Effect for 2 seconds
(Earth, Wind, Fire, Water, Tempest, Lava)	Cooldown 1 minute 36 seconds	Cooldown 60 seconds
Command: Elemental Wave	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 1~2 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 4 seconds
(Earth, Wind, Fire, Water, Tempest, Lava)	Cooldown 1 minute 30 seconds	Cooldown 60 seconds
(Advanced) Command: Elemental Wave	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 2~3 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 4 seconds
(Earth, Wind, Fire, Water, Tempest, Lava)	Cooldown 1 minute 12 seconds	Cooldown 40 seconds

## Sorcerer

Skill Name	Before	After
Stone Skin	Maximum Protection 4,514	Maximum Protection 8,000
	PvP Defense 700 increase	PvP Defense 800 increase
Oath of Iron-Clad	Protective Shield Effect that blocks Physical attacks for 6 seconds	Protective Shield Effect that blocks all attacks for 6 seconds
(Advanced) Repulsion Field	Paralyzed status for 6 seconds	100% increase of own Cast Time for 6 seconds
	Petrification Effect applied to attacking targets within 5m while Protective Shield is in effect	Petrification Effect applied to attacking targets within 10m while Protective Shield is in effect

## Songweaver

Skill Name	Before	After
Protective Ode	Maximum Protection 4,118	Maximum Protection 8,000
	PvP Defense 700 increase	PvP Defense 800 increase

Skill Name	Before	After
Hurricane's Chant	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 2 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 2 seconds
Mvt. 1: Spring	Shock status resistance 1,200 increase for 7 seconds	Shock status resistance 2,000 increase for 10 seconds
Strengthened Tempest Variation	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 2 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 2 seconds
(Advanced) Strengthened Tempest Variation	Aerial Thrust Effect that is not affected by the Protective Shield Effect for 2.5 seconds	Aerial Thrust Effect that is affected by the Protective Shield Effect for 2.5 seconds

## Vandal

Skill Name	Before	After
(Advanced) Chromatic Resistance	Recovery 35,000 upon Death Prevention activation	Recovery 45,000 upon Death Prevention activation
	Increases Physical Defense by 338	Increases Physical Defense by 600
(Advanced) Transcendent Chroma	Increases Physical Defense by 338	Increases Physical Defense by 450
Chroma Shield	Physical Defense	Physical Magic Defense
	Protective Shield maximum protection 100,000	Protective Shield maximum protection 50,000
Petrifaction Effect (Painted Petrifaction/Living Statue/(Advanced)Living Statue/Living Masterpiece/Chromatic Freedom)	Petrifaction target	Petrifaction target
	Physical Defense	Physical Defense
	Magic Defense increase	Magic Defense increase figure growth

## Gunslinger

Skill Name	Before	After
Cleaving Qooqoo	Cooldown 40 seconds	Cooldown 15 seconds
Mental Lock	Increases Shock Resistance by 1,200	Increases Shock Resistance by 2,000
Escape Instinct	Teleport 7m forward	Teleport 10m forward

## Aethertech

Skill Name	Before	After
Protective Shell	Used as Chain Skill after using [Remove Shock I]	Chain removed, changed to Normal skill
	Cooldown 3 minutes	Cooldown 2 minutes
Protective Shell	Used as Chain Skill after using [Remove Shock I]	Chain removed, changed to Normal skill
	Cooldown 3 minutes	Cooldown 2 minutes
	Increases Shock Resistance by 500	Removed
(Advanced) Protective Shell	Used as Chain Skill after using [Remove Shock I]	Chain removed, changed to Normal skill
	Move related Status Resistance 300 increase	Move related Status Resistance 1,000 increase
	Cooldown 2 minutes 24 seconds	Cooldown 1 minute 30 seconds
	Increases Shock Resistance by 1,000	Removed
Resistant Protective Shell	Used as Chain Skill after using [Remove Shock I]	Chain removed, changed to Normal skill
	Cooldown 1 minute 30 seconds	Cooldown 2 minutes
(Advanced) Resistant Protective Shell	Used as Chain Skill after using [Remove Shock I]	Chain removed, changed to Normal skill
	Cooldown 30 seconds	Cooldown 1 minute 30 seconds