



Aion: Return to Katalam Now Live

1/28/2020 | [Updates](#) | By Cyan

Crimson Katalam

1. Added Crimson Katalam, a cross-server field.

Entry Area	Entry Level	Capacity
Demaha	76+	1000 players per faction

- The location of the entrance portals for each race changes randomly every 10 minutes.
- Players can use resurrection skills, summoning skills, Guardian Deity General transformations, resurrection items, mounts, and Kisks inside Crimson Katalam.
- There are no resurrection Bind Points in Crimson Katalam. Therefore, when a player dies they must use Perfect Resurrection, or another player must help them.
- If players use the Obelisk resurrection option, they will leave Crimson Katalam.

2. To enter Crimson Katalam, one must possess a charged Dimensional Hourglass.

- Charging the Dimensional Hourglass requires using a Dimensional Hourglass item, available from Lugbug missions.

- One point of charge is deducted per minute while in Crimson Katalam, and up to 300 points (5 hours) can be charged.

3. Added Crimson Katalam Base sieges.

- Bases can be captured by defeating the officer NPC of the occupying race.
- Monsters near a base can only be defeated by the occupying race. The range for this increases as the base levels up.
- Bases level up each time the occupying race defends it against the Balaor Occupation Assassin, up to a maximum of 3 stages.

4. Added Crimson Katalam raid monsters. Spawn conditions fall into three categories: Strategic Point, Leader, and Random.

Strategic Point Raid Monsters

- There are 9 Strategic Points (labeled Alpha through Iota) which correspond to specific groups of bases.
- Every 2 hours, a random Strategic Point is selected. The same Strategic Point can be selected consecutively, but the raid monster will only be summoned once.
- A white marker will appear for the raid monster near the selected Strategic Point.
- Once a race reaches stage 3 for all bases of the selected Strategic Point, the white marker turns red and the raid monster appears.
- The raid monster despawns after 1 hour, if it has not yet been defeated.
- A message is shown in Crimson Katalam when the monster spawns.

Strategic Point	Bases
Strategic Point Alpha	Bases 701, 702, and 703
Strategic Point Beta	Bases 704, 705, and 706
Strategic Point Gamma	Bases 707, 708, and 709
Strategic Point Delta	Bases 710, 711, and 712
Strategic Point Epsilon	Bases 713, 714, and 715
Strategic Point Zeta	Bases 715, 716, and 717

Strategic Point Eta	Bases 718, 719, 720, and 721
Strategic Point Theta	Bases 721, 722, 723, and 724
Strategic Point Iota	Base 725

Leader Raid Monsters

- Leader raid monsters spawn based on how many bases are occupied by each race.
- The number of bases is checked every 10 minutes, and the raid monster can spawn for the race that occupies more.
- A race must occupy at least 1 base for the monster to spawn. If both races are tied, the monster will not appear.
- A message is shown when the monster spawns.

Random Raid Monsters

- Some raid monsters appear randomly, regardless of base occupation status.

5. Legion Treasure Chests containing equipment will appear at certain times in Crimson Katalam.

- To open the chest, craft the matching Legion Treasure Chest Key using Aetherforging. This key has a chance to be the result from crafting Alcemium from Alcemium Keys.
- Alcemium Keys can be obtained in the following instances:

Instanced Dungeons	
Frozen Monolith	Boss drop (Possible Reward)
Primeth's Forge	
Drakenspire Depths	
Bastion of Souls	
Stellin Laboratory	
Beniruner's Estate	

Crucible Spire (Lower Level)	Challenger of the Crucible Spire Reward Box (7 days) (Possible Reward)
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6. Katalam Protector's Weapon Box will spawn periodically in Crimson Katalam.

- These contain powerful Ultimate grade weapons that can only be used in Crimson Katalam.
- The weapons will disappear after 2 hours, or upon leaving Crimson Katalam.

7. When bases 713 to 724 are captured, there is a chance to spawn merchants selling discounted Katalam Reward Boxes for Legendary and Ultimate Blood Marks.

- NOTE: These new Blood Marks are separate from the Blood Marks earned in pre-6.0 content. Older Blood Marks are still terminated items and can be sold.

8. Katalam Kinah Boxes will sometimes spawn between two bases when opposing factions control each base and successfully defend against the Occupation Assassin.

- Contents of the Kinah Box are split evenly between the group that succeeds in breaking it.
- The box despawns after 5 minutes.

Crimson Danaria

1. Added Crimson Danaria, a cross-server field hosted on the Battleground Server.

- Access to Crimson Danaria is only allowed at certain times each day, and only small parts of the map are currently accessible.
- Playing in Crimson Danaria consumes Dimensional Hourglass time, just like Crimson Katalam.

2. Added the Base 81 Siege

Entry Time	Entry Area	Entry Level	Players
Daily 12:00, 15:00, 18:00 21:00, 24:00	Crimson Katalam Kaisinel's Beacon Danuar Spire	76+	24 players per faction

- Base 81 Sieges consist of 5 minutes of standby time, 15 minutes of battle time and 4 minutes of reward time.

- To capture the base, defeat Grand Commander Pashid.
- While the base is held, Balaur will attempt to kill the Guardian Deity General.
- To win, hold the base for 5 minutes after defeating Grand Commander Pashid or the opposing race's Guardian Deity General.
- The winning race can open the treasure chest that appears.
- The HP of the Guardian Deity Generals and Balaur commander does not reset.

3. Added the Pradeth Fortress Siege.

Entry Time	Entry Area	Entry Level	Players
Daily 12:00, 21:00, 24:00	Crimson Katalam Kaisinel's Beacon Danuar Spire	76+	96 players per faction

- Four Pradeth Fortress Illusion Gates are created per race and up to 24 players can enter each Illusion Gate.
- Sieges consist of 5 minutes of standby time, 20 minutes of battle time and 4 minutes of reward time.
- Balaur periodically will spawn near the Rift Generator and attack it.
- If you destroy the opposing faction's Rift Generator, the Illusion Gate disappears and any characters who entered through it are returned to Crimson Katalam.
- Destroyed Rift Generators automatically respawn 2 minutes later. If a player from the same faction activates the Rift Generator, the Illusion Gate appears in 20 seconds.
- After 15 minutes of battle time, a deactivated Fortress Rift Generator spawns within the fortress. Activating it will spawn an allied NPC to help defeat the Guardian Deity General.
- The faction who defeats the Guardian Deity General of Pradeth Fortress wins the battle.
- The winning race can open the treasure chest that appears.
- HP of the Guardian Deity General of Pradeth Fortress does not reset.

Instances

1. Added Beniruner's Estate Easy and Normal modes.

Entrance	Players	Level	Entry Count	Reset Time
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Demaha Bespera Port	2 - 12	80	2 per week	Wednesday 9 AM
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2. Added Minium Vault.

Entrance	Players	Level	Entry Count	Reset Time
Demaha Stellusia	1	80	2 per week	Wednesday 9 AM

- Each pathway offers different challenges. Prizes include Minion contracts and A/S Grade Minium.

3. Added Qubriker's Monster Cubic Lab

Entrance	Players	Level	Entry Count	Reset Time
Cubic Lab Gatekeeper	1	80	7 per week	Wednesday 9 AM

- The Cubic Lab Gatekeepers spawn at 4 of the Demaha altars, which change randomly every 2 hours.

4. Added Genesis Arena.

Entrance	Players	Level	Entry Count
Marchutan Priory Kaisinel Academy	2 - 12	10+	Unlimited

- Match settings and teams can be adjusted through various NPCs.
- Transformations and Ultimate Equipment can be rented in the Genesis Arena, but will be removed upon exiting.

4. Crucible Spire has been split into Lower and Middle levels.

- Each segment consists of 15 levels, and they share entries.
- Competition Seasons only apply to Middle Level spire runs.

5. Added the Discipline Training Grounds.

- Similar to the Arena of Discipline, you can enter at any time and there is no separate reward.

5. Added the 3rd and 4th bosses to Primeth's Forge (Hard).

6. Added a time attack to some instance dungeons. Completing within the time limit will yield additional rewards.

Instance	Time Attack Duration
Primeth's Forge (Normal)	25 minutes
Infernal Drakenspire Depths	15 minutes
Stellin Laboratory (Easy)/(Normal)	25 minutes
Beniruner's Estate (Easy)/(Normal)	30 minutes

7. Reduced the quick entry time for Ashunatal Dredgion from 10 minutes to 3 minutes.

8. Bosses and reward chests of the following instances no longer drop enchantment stones.

Instances	
Bastion of Souls	Frozen Monolith
Primeth's Forge (Normal)	Infernal Drakenspire Depths
Bastion of Souls	Stellin Laboratory (Easy)/(Normal)

9. Fixed an issue where the entrance to the Stellin Laboratory NK Production Room didn't open under certain circumstances.

10. Reduced the monster EXP for level 76+ instances and battlefields.

11. Added equipment boxes to the Hidden Bastion of Souls Treasure Chest that appears in Bastion of Souls.

12. Fixed an issue where sometimes the pattern of the door leading to the shortcut to the Lim Ore Grinder during Primeth's Forge did not appear.

13. All Ancient equipment can now drop from Frozen Monolith and Bastion of Souls.

14. Improved how some skills are applied when Nergal at the Frozen Monolith uses Shield of Conviction, and fixed an issue where he would sometimes reset.

15. Some bosses in Primeth's Forge (Hard) have had their drops adjusted.

16. Decreased the amount of Etium earned from the following instances.

Instances	
Illumiel Brawl	Idgel Dome
Evergale Canyon	Ashunatal Dredgion

17. Fixed an issue where the Infernal Drakenspire Depths Sealed Protector sometimes wouldn't appear under certain circumstances.

18. Increased Berserking Primeth's Exploding Torrent range in Primeth's Forge (Hard) from 3m to 4m, and fixed an issue where sometimes his attack patterns wouldn't trigger properly..

19. Fixed an issue where players would not be able to proceed after destroying the assault pod in Frozen Monolith.

20. Fixed an issue where the reward chest for the first boss of Primeth's Forge (Hard) would sometimes not appear.

21. Changed the drop rates from the boss monster of Taloc's Hollow.

22. Fixed an issue where some skill damage was applied when Hereym Mine Vengeful Foreman Girad uses the Essence of Madness skill.

23. Decreased the difficulty and modified the combat patterns of the Shadow Protector inside Drakenspire Depths.

24. The buff effect of Leibo's Jelly – Special Boost is now removed when entering the Crucible Spire.

Skills

1. Added Advanced Stigmas.

- You can promote to Upgraded Stigma through an item promotion NPC after enchanting a normal Stigma to +15.
- If you equip Advanced Stigmas for all slots, the Linked Stigma skill will upgrade to its advanced version.

2. Added Advanced Daevanion Skills.

- Advanced Daevanion skills are earned by enhancing normal Daevanion skills to +15.

3. Added 4 Daevanion skills to each class that use DP.

- These can be obtained by combining Daevanion skill books.

4. Updated the skills for each class.

General

Skill Name	Changes
Remove Shock	Increased shock resistance value to 2000.

Gladiator

Skill Name	Changes
Ankle Snare	Decreased cooldown to 1 minute 30 seconds.
Battle Banner	Decreased cooldown to 1 min. Decreased PVP defense reduction to 300. Deleted movement speed reduction effect. Added healing boost reduction (500 for 12s).
Crippling Cut	Stigma enchantment now reduces cooldown instead of MP cost.
Dauntless Spirit	Increased maximum protection by 100%.
Defense Preparation	Decreased cooldown to 7 seconds. Decreased physical attack and PVP Attack reduction to 400.
Determination	Increased physical attack amount to 1000.
Draining Blow	Stigma enchantment now reduces cooldown instead of MP cost.
Draining Sword	Stigma enchantment now reduces cooldown instead of MP cost.
Earthquake Wave	Decreased cooldown to 1 minute 30 seconds.
Howl	Decreased cooldown to 1 minute. Now reduces magic attack for 15 seconds in addition to physical attack.
Lockdown	Stigma enchantment now reduces cooldown instead of MP cost.

Severe Precision Cut	Stigma enchantment now reduces cooldown instead of MP cost.
Sharp Strike	Stigma enchantment now reduces cooldown instead of MP cost.
Siegebreaker	Stigma enchantment now reduces cooldown instead of MP cost.
Slaughter	Decreased cooldown to 7 seconds. Decreased Physical / Magic Defense and PVP Defense reduction to 400.
Spite Strike	Stigma enchantment now reduces cooldown instead of MP cost. Reduced cooldown to 10 seconds, and increased damage about 50%.
Sure Strike	Stigma enchantment now reduces cooldown instead of MP cost.
Tendon Slice	Decreased cooldown to 30 seconds.
Wind Lance	Decreased cooldown to 40 seconds. Increased skill damage by 30%. Now resets Springing Slice cooldown upon a successful attack. Range is now fixed at 25m instead of weapon dependent.

Templar

Skill Name	Changes
Barricade of Steel	Stigma enchanment now reduces cooldown in addition to increasing block.
Divine Justice	Increased damage by 400% to monsters, and 800% to players. Changed damage type to physical.
Empyrean Shield	Decreased cooldown to 15 min.
Inquisitor's Blow	Stigma enchantment now reduces cooldown instead of MP cost.
Invigorating Strike	Now additionally restores 30% of damage as MP.

Magic Smash	Increased damage by 300% to monsters, and 600% to players. Changed damage type to physical. Now reduces Healing boost by 400 for 8 seconds, unremovable. Stigma enchantment now reduces cooldown.
Punishing Wave	Decreased cooldown to 1 minute 30 seconds. Increased damage by 30%.
Punishment	Stigma enchantment now reduces cooldown instead of MP cost.
Shield of Vengeance	Decreased cooldown to 2 minutes and duration to 3 seconds. Increased number of reflections to unlimited. Stigma enchantment now reduces cooldown instead of MP cost.
Shield Sweep	Resets the cooldown of Swinging Shield Counter, Shield Counter, Shieldburst, Avenging Blow, and Vampiric Strike by 70%. Critical hit requirement removed.
Shieldburst	Stigma enchantment now reduces cooldown instead of MP cost.
Siegebreaker	Stigma enchantment now reduces cooldown instead of MP cost.

Assassin

Skill Name	Changes
Agony Rune	Increased damage by 600%. Stigma enchantment now reduces cooldown instead of MP cost.
Dash and Slash	Decreased damage by about 20%. Decreased cooldown to 40 seconds. Now has 2 repeat activations.
Dash Attack	Now has 2 repeat activations.
Efficient Pain Rune	Increased damage by 200%.
Encircling Strike	Decreased cooldown to 12 seconds.

Expert Pain Rune	Increased damage by 300%.
Explosive Rebranding	Increased damage by 300%.
Lightning Slash	Stigma enchantment now reduces cooldown instead of MP cost.
Pain Rune	Increased damage by 300%.
Rune Knife	Stigma enchantment now increases damage value by 1% per level.
Searching Strike	Stigma enchantment now reduces cooldown instead of MP cost.
Sensory Boost	Now additionally increases Stumble Resistance by 500.
Side Strike	Decreased cooldown to 12 seconds.

Ranger

Skill Name	Changes
Agonizing Arrow	Stigma enchantment now reduces cooldown instead of MP cost.
Arrow Deluge	Stigma enchantment now reduces cooldown instead of MP cost.
Blazing Trap	Increased damage by 1000%. Stigma enchantment now reduces cooldown instead of MP cost.
Dilation Arrow	Stigma enchantment now reduces cooldown instead of MP cost.
Explosive Arrow	Increased damage by 20%. Stigma enchantment now reduces cooldown instead of MP cost.
Feint	Increased teleport distance to 10m.
Focused Retreating Slash	Increased magical accuracy and accuracy boost to 2000.

Focused Shots	Increased Accuracy and Magic Accuracy boost to 2000. Changed to instant cast. Stigma enchantment now increases accuracy and magic accuracy values by 1% per level.
Gale Arrow	Stigma enchantment now increases damage value by 1% per level.
Heart Shot	Stigma enchantment now reduces cooldown instead of MP cost. Now reduces the cooldown of Retreating Slash by 70% when used.
Lethal Arrow	Stigma enchantment now reduces cooldown instead of MP cost.
Lightning Arrow	Range can now exceed 15m. Stigma enchantment now reduces cooldown instead of MP cost.
Night Haze	Decreased cooldown to 40 seconds.
Ripthread Shot	Decreased cooldown to 1 minute 30 seconds, cast time to 0.5 second.
Sharpen Arrows	Now additionally increases PvE Attack by 500.
Trap of Clairvoyance	Decreased cooldown to 40 seconds.

Sorcerer

Skill Name	Changes
Aetherblaze	Duration increased to 20 seconds, MP consumption reduction increased to 50%, now increases magic crit damage by 1000.
Blaze	Increased damage by about 10%. Cooldown reduced to 16 seconds. Debuff now affects magic defense instead of magic resistance, and can be removed.
Boon of Quickness	Stigma enchantment now reduces cooldown instead of MP cost.

Conflagration	Increased damage by about 10%. Cooldown reduced to 16 seconds.
Flame Fusion	Increased magic defense reduction amount to 700.
Flame Harpoon	Increased damage by about 10%.
Flame Spray	Stigma enchantment now reduces cooldown instead of MP cost.
Ice Harpoon	Stigma enchantment now increases damage value by 1% per level.
Ice Sheet	Increased damage by 400%.
Manifest Tornado	Increased damage by 400%.
Repulsion Field	Decreased cooldown to 2 minutes.
Sleeping Storm	Increased the number of targets to 10.
Slumberswept Wind	Increased the number of targets to 12.
Stone Skin	Increased maximum protection by 25%.
Wind Cut Down	Stigma enchantment now reduces cooldown instead of MP cost. Changed debuff effect from magic accuracy to magic defense. Amount and duration are the same.

Spiritmaster

Skill Name	Changes
Aetherphase Contract	Decreased cooldown to 1 minute.
Armor Spirit	Changed spirit's physical and magical defense buff to 1000.
Blood Funnel	Increased damage by 50%.
Command: Absorb Wounds	Decreased cooldown to 2 min.

Curse of Fire	Now increases the target's physical defense as well as magic defense. Increased the defense buff amount to 1000.
Curse of Water	Now increases the target's physical defense as well as magic defense. Increased the defense buff amount to 1000.
Cyclone of Wrath	Stigma enchantment now reduces cooldown instead of MP cost.
Earthen Call	Increased movement debuff resistance to 1000. Reduced cooldown to 1 minute 30 seconds.
Emnity Swap	Now recovers the target's HP by 8000. Can be cast on an allied player, NPC, or self. Cooldown increased to 1 minute. Will cancel your summoned spirit, if any.
Healing Spirit	Decreased cooldown to 1 minute.
Infernal Pain	Stigma enchantment now reduces cooldown instead of MP cost.
Magic Implosion	Stigma enchantment now reduces cooldown instead of MP cost.
Nightmarish Shriek	Can no longer be resisted (resistance skills still work). Does not hit targets under the effect of Transformation: Guardian Deity General.
Shackle of Vulnerability	Stigma enchantment now reduces cooldown instead of MP cost.
Spirit Burn-to-Ashes	Increased damage by 30%. Cooldown reduced to 1 min.
Spirit Disturbance: Fire	Now deals magical damage. Physical defense reduction amount and duration increased to 300 and 14 seconds.
Spirit Disturbance: Water	Now reduces the target's magical defense by 300 for 14 seconds.
Spirit Ruinous Offensive	Stigma enchantment now reduces cooldown instead of MP cost. Now deals magical damage to enemies within 15m of the target.

Spirit Ruinous Offensive: Earth	Inflicts an unremovable physical defense reduction of 500 for 10 sec. Deleted movement speed reduction.
Spirit Ruinous Offensive: Fire	Inflicts an unremovable physical defense reduction of 500 for 10 sec.
Spirit Ruinous Offensive: Magma	Inflicts an unremovable magic and physical defense reduction of 500 for 10 sec.
Spirit Ruinous Offensive: Tempest	Inflicts an unremovable magic and physical defense reduction of 500 for 10 sec. Removed damage over time effect.
Spirit Ruinous Offensive: Water	Inflicts an unremovable magic defense reduction of 500 for 10 sec.
Spirit Ruinous Offensive: Wind	Inflicts an unremovable magic defense reduction of 500 for 10 sec. Removed damage over time effect.
Spirit's Empowerment	Increased magic attack to 700. Deleted magic defense buff. Added magic crit buff (500).
Stone Scour	Stigma enchantment now reduces cooldown instead of MP cost.
Stone Skin	Increased maximum protection by 25%.
Summon Cyclone Servant	Increased damage by 30%. Stigma enchantment now reduces cooldown instead of MP cost.
Summon: Earth Spirit	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Summon: Fire Spirit	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Summon: Magma Spirit	Increased HP by 25%, and physical attack, magical attack, physical defense, and magical defense by 20%.
Summon: Tempest Spirit	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Summon: Water Spirit	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.

Summon: Wind Spirit	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Withering Gloom	Can no longer be dispelled.

Chanter

Skill Name	Changes
Blessing of Stone	Stigma enchantment now increases defense value by 1% per level.
Blessing of Wind	Decreased cooldown to 90 seconds.
Block Curtain	Increased maximum protection to 50,000.
Debilitating Incantation	Decreased cooldown to 1 minute 30 seconds.
Leaping Flash	Decreased cast time to 0.3 seconds. Stigma enchantment now reduces cooldown instead of MP cost.
Mountain Crash	Changed damage over time to physical defense reduction (350 for 12 seconds).
Word of Inspiration	Stigma enchantment now increases physical attack value by 1% per level.
Word of Protection	Stigma enchantment now increases defense value by 1% per level.

Cleric

Skill Name	Changes
Benevolence	Changed to passive skill. Increased magic attack reduction amount to 1500. Stigma enchantment effect now increases healing by 7, magic accuracy by 5, and magic critical damage by 5 per level.

Judge's Edict	Stigma enchantment now reduces cooldown instead of MP cost.
Retribution Lightning	Stigma enchantment now increases damage value by 1% per level.
Sacrificial Power	Changed to passive skill. Increased healing boost reduction amount to 1500. Stigma enchantment effect now increases magic attack by 15, magic accuracy by 5, and magic critical damage by 5 per level.
Saving Grace	Can now be used only after a successful Block or Magic Resistance. Physical/magic defense boost increased to 800. Duration decreased to 10 sec. Cooldown reduced to 30 sec.
Splendor of Rebirth	Increased initial heal and heal over time amounts by 20%.
Summon Healing Servant	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Summon Noble Energy	Stigma enchantment now reduces cooldown instead of MP cost. Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Summon Vexing Energy	Decreased cooldown to 1 minute 30 seconds. Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Summon: Punishment Energy	Increased HP, physical attack, magical attack, physical defense, and magical defense by 20%.
Sympathetic Heal	Stigma enchantment now reduces cooldown instead of MP cost.

Gunslinger

Skill Name	Changes
Anticipation	Deleted movement debuff resistance.

Blazing Bombardment	Stigma enchantment now reduces cooldown instead of MP cost. Debuff effect now stacks with Hot Shot's debuff.
Dazzling Fire	Stigma enchantment now reduces cooldown instead of MP cost.
Escape Instinct	Increased teleport distance to 7m. Increased movement debuff resistance duration to 12 seconds.
Fiery Blast	Stigma enchantment now reduces cooldown instead of MP cost.
Frozen Blitz	Stigma enchantment now reduces cooldown instead of MP cost. The skill now immobilizes the target for 8 sec instead of 5 sec. Also, the immobilized target remains immobilized even after it is hit.
Green Grenade	Increased immobilize duration to 4 seconds.
Hemorrhage Shot	Stigma enchantment now reduces cooldown instead of MP cost.
Hot Shot	Debuff now stacks with Blazing Bombardment's debuff.
Juggernaut Cannon	Stigma enchantment now reduces cooldown instead of MP cost.
Mental Lock	Deleted movement debuff resistance.
Muzzle Flash	Decreased cooldown to 20 seconds.
Nature's Favor	Decreased casting time to instant.
Power Grab	Stigma enchantment now reduces cooldown instead of MP cost.
Precise Shots	Added knockback effect.
Pressurized Chamber	Stigma enchantment now reduces cooldown instead of MP cost.
Pursuit Stance	Decreased cooldown to 2 minutes. Increased movement effect and immobilization resistance amount to 500.

Sequential Fire	Increased damage by about 100%. Cooldown reduced to 1 minute.
Shellshock	Stigma enchantment now reduces cooldown instead of MP cost. Increased damage by about 50%.
Shock and Awe	Stigma enchantment now reduces cooldown instead of MP cost.
Slam Shot	Now knocks back the target.
Steady Fire	Stigma enchantment now reduces cooldown instead of MP cost. This skill can now be used while moving.
Strafing Fire	Range is now fixed at 25m, instead of being weapon dependent.
Trunk Shot	Added knockback effect.

Aethertech

Skill Name	Changes
Explosive Exhaust	Decreased cooldown to 1 minute and 30 seconds. Increased damage by about 50%.
Meteor Strike	Stigma enchantment now reduces cooldown instead of MP cost.
Nerve Pulse	Increased damage by about 300%.
Particle Whip	Stigma enchantment now reduces cooldown instead of MP cost.
Powerspike Trigger	Decreased cooldown to 1 minute and 30 seconds.
Rain of Knuckles	Stigma enchantment now increases damage value by 1% per level.
Ravager Cannon	Stigma enchantment now reduces cooldown instead of MP cost.

Riplash	Stigma enchantment now increases damage value by 1% per level.
Steam Rush	Decreased cooldown to 8 seconds.
Steel Storm	Stigma enchantment now reduces cooldown instead of MP cost.

Songweaver

Skill Name	Changes
Blazing Requiem	Changed from a 3-stage skill to a normal skill. Casting time set to 3 seconds.
Bright Strike	Increased damage by about 10%.
Bright Stroke	Increased damage by about 10%.
Combustible Cacophony	Decreased cooldown to 30 seconds. Increased damage by 20%.
Delusional Dirge	Stigma enchantment now reduces cooldown instead of MP cost.
Exultation	Stigma enchantment now increases healing value by 1% per level.
Freestyle	Stigma enchantment now reduces cooldown instead of MP cost.
Half-Stop	Stigma enchantment now reduces cooldown instead of MP cost.
Hymn of Rejuvenation	Stigma enchantment now reduces cooldown instead of MP cost. The skill now affects up to 6 group members within 25m of the target instead of affecting a single target.
Impassion	Stigma enchantment now increases magic attack value by 1% per level.
Inspiration	Stigma enchantment now reduces cooldown instead of MP cost.

Joyous Carol	Stigma enchantment now reduces cooldown instead of MP cost.
Minstrel's Flair	Increased damage by about 20%.
Purging Paeon	Stigma enchantment now reduces cooldown instead of MP cost.
Refreshing Melody	Now additionally reduces casting time by 20% for the duration.
Song of Earth	Increased damage by about 10%.
Song of Fire	Increased damage by about 10%.
Song of Ice	Increased damage by about 10%.
Soothing Hymn	Stigma enchantment now increases healing value by 1% per level.
Stinging Note	Stigma enchantment now reduces cooldown instead of MP cost.
Treble Cleave	Increased damage by about 30%.

Vandal

Skill Name	Changes
Angry Colors	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded/parried. Removed bonus PVP damage, and lowered the chance of critical strikes.
Blow	Decreased cooldown to 10 seconds.
Chroma Endurance	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded/parried. Removed bonus PVP damage, and lowered the chance of critical strikes.
Chroma Gravity	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded, except by evasion skills.

Chroma Shield	Increased damage reduction amount and duration to 60% for 10 seconds.
Chroma Shower	Now removes 1 debuff on cast and another debuff every 3 seconds for 10 seconds. Cooldown decreased to 30 seconds.
Chromatic Freedom	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded, except by evasion skills. Increased target's Physical and Magic defense boost to 3500. Stigma enchantment now increases duration instead of reducing cooldown. Cooldown increased to 40 seconds.
Chromatic Time	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded, except by evasion skills.
Chromatic Wrath	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded/parried. Removed bonus PVP damage, and lowered the chance of critical strikes.
Color Correction	Increased knock back duration on petrified targets to 4 seconds, and increased cooldown to 60 seconds.
Colorful Jab	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded/parried. Removed bonus PVP damage, and lowered the chance of critical strikes.
Electric Paint	Increased damage by about 100%.
Fingerpainting	Increased cooldown to 20 seconds. Now has 2 repeat activations. Increased multi-cast availability time to 5 seconds.
Living Statue	Increased target's physical and magic defense boost to 2000.
Painful Paint	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded/parried. Removed bonus PVP damage, and lowered the chance of critical strikes.

Painted Petrification	Increased target's physical and magic defense boost to 3500.
Perpetual Drawing	Reduced teleport distance to 10m. Increased multi-cast availability time to 5 seconds.
Rainbow Shower	Now only blocks up to 5 physical or magic attacks.
Retreat	Decreased cooldown to 10 seconds.
Time Bomb	Increased damage to players by 100%.
Time Shackles	Increased movement speed reduction during channeling to 5.5. Can no longer be evaded, except by evasion skills.

5. Fixed an issue where Remove Shock could not be used when Silenced.

6. Fixed an issue where the recovery effect of the Cleric's Ripple of Purification could not be deleted with a magical buff removal skill.

7. Skills are now acquired every 10 levels after ascending.

Environment

1. Added the Underground Training Center to the basement level of Stellusia.

- Both factions can engage in PvP here.
- The entrance is behind the teleporters in Stellusia plaza.
- Soul Healers in the Underground Training Center offer their services for free.
- A Transparent Transformation Buff Support NPC offers a variety of powerful, temporary transformations in exchange for Stellium.
- Level 76 or higher characters who die will have an option to resurrect at the Underground Training Center, regardless of which region they die in (not including instances).

2. Added Demaha Altar Guardian Deity General battles.

- The Guardian Deity General battle will be held at the plaza in front of the 10th altar every Wednesday, Saturday, and Sunday night after the Altar Siege ends.
- A system message will display 1 minute after the Altar Siege ends.

- 10 minutes after the system message appears, the battle will start and last for 20 minutes.
- The Guardian Deity General will be allied with the faction that has the fewest number of altars; for the other faction, a defense corps will appear.
- The battle does not take place if both races have an equal number of altars, or if one race has zero altars.
- Alliances will automatically form upon entering the plaza, and related quests will automatically be obtained.
- The rewards for this are exclusively given via quests.

3. Added exploration base defense battles to Demaha.

Time Slot	Starting Region
03:00 - 04:59	One battle starts at a random time during each time slot at either the Volcano Exploration Base or the Sand Castle Exploration Base.
07:00 - 08:59	
11:00 - 12:59	
15:00 - 16:59	
19:00 - 20:59	
23:00 - 00:59	

- When the battle location is determined, a system message will display in Demaha indicating which base will be attacked.
- After the message, a 40 minute standby time begins, followed by a 20 minute defense battle.
- The defense battle is a wave defense against progressively larger and stronger waves of monsters. Defeating the boss will move to the next stage.
- Bosses for each stage appear 30 seconds after the stage starts.
- Rewards are given via killing monsters, so the more monsters are defeated, the more players can earn.
- There is no additional reward for completing all stages.

4. Added new gatherables to some regions in Lakrum.

5. Disabled kisk placement in some areas in Stellusia.

6. Fixed an issue where Kisks could be placed in some areas during the Pandora raid content.

7. Fixed an issue where characters could become stuck in some environment features in Primeth's Forge (Hard).
8. Modified some topography in Demaha.

Transformation

1. Added 7 new transformations.

Grade	Transformation Name
Legendary	Israphel's Apostle Marchutan's Apostle Zikel's Apostle Kaisinel's Apostle Siel's Apostle Nezekan's Apostle
Ultimate	Marchutan

- The legendary Kaisinel transformation has had its stats modified to be similar to the Marchutan transformation.

2. Revamped the transformation contract and combine UIs.

Contract UI

- Added buttons to use 10 contracts simultaneously.
- Replaced the background image. Contract results will display at the bottom.
- Added a skip button for the transformation summon animation.

Combine UI

- Added a skip button for the transformation combine animation.

2. Updated collections so all available collections are activated, rather than choosing up to 6.

- The highest available skill level will be applied.

3. Transformation combination costs now scale based on the grade and quantity of material transformations used.

4. Added a new idle animation to ultimate transformations.

9:00 PM		Lakrum Demaha Divine		Lakrum Demaha Divine		Lakrum Demaha Divine	Lakrum Demaha Divine
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2. Added Glory Point Reward Chests to each fortress that will spawn when a single faction is victorious in all 3 sieges. Chests must be destroyed to earn GP.

- The chests despawn after 15 minutes.

3. Changed the times when the Guardian Deity General spawns at Demaha Fortress and Divine Fortress.

4. Changed the overall difficulty of Lakrum and Divine sieges.

5. Increased the minimum required contribution for receiving rewards.

6. Decreased the contribution received from PvP kills.

7. Increased Kinah rewards for Demaha, Lakrum and Divine sieges.

8. Decreased the amount of GP acquired from some Demaha Fortress Defenders, and added GP to other enemies.

9. Changed the spawn requirements for the Demaha Fortress Teleport Shugo.

10. In some circumstances, more Demaha Fortress Defender NPCs will spawn during the siege.

11. Fixed an issue where sometimes the buff for the inner gate was not applied during the Divine Fortress siege.

12. Decreased the stats of monsters that appear during the Demaha Fortress siege.

Lugbug's Missions

1. Changed the composition and contents of daily/weekly Lugbug Missions.

- Daevas level 1 to 75 can no longer perform weekly missions.
- Daevas who reach level 76 can immediately start on weekly missions.

2. Decreased the requirements for earning the final weekly reward from 8 to 7.

Items

1. Kinah can now be stored in the Account Warehouse.
2. Added Flawless Socketing Supplements that can be used for Manastone socketing on Ancient or higher equipment.
3. Added Legendary and Ultimate Blood Marks and Blood Mark Pieces, obtainable from Crimson Katalam content.
 - These Blood Marks are different items from the Blood Marks that existed prior to 6.0. Older Blood Marks are still terminated items and can be sold for AP.
4. Added Ceramium Marks, obtainable from Crimson Danaria content.
5. Added Legendary/Ultimate Katalam Treasure Chests, and Ceramium Treasure Chests that can be purchased for Legendary/Ultimate Blood Marks and Ceramium Marks.
 - These special bundles can be rerolled up to 5 times by spending Marks of Experience.
 - Marks of Experience are obtained by using the Experience Extractors that can be purchased from General Merchants at each Bind Point.
6. Changed how equipment promotion affects appearance skills:
 - If there is no appearance skill on the resulting item, it will inherit the appearance skill from the original item.
 - If there is an appearance skill on the resulting item, it will not inherit the appearance skill from the original item and will keep the resulting item's skill.
4. Equipment from the Elyos quest What a Peculiar Girl and the Asmodian quest Into the Darkness can now be promoted and extracted.
7. Added Aetherforging recipes for new gatherable items.
8. Daevanion skill books can now be stacked.
9. Removed the sales limit for Titania Collectors sold by Stellium general merchants who spawn after Altar sieges.
10. Some materials, designs, crafted equipment, consumables, enchantment stones and contracts can now be stored in the warehouse.
11. Fixed an issue where the Nochsana Training Camp Enlistment Notice items shared their cooldowns with amulet items.
12. Increased the stats for some crafted armor and accessories.
13. Fixed the appearances of some items.
14. Changed the usage level and grade of items from some battlefields.

15. Changed the Stellin Ancient Manastone Support Bundle (7 days), a reward for the Stellin Problem-Solver quests, to a selection bundle.
16. Removed Legendary PvE Enchantment Stone as a possible reward from Primeth's Forge (Hard).
17. The Leibo Jelly buff effect can now be removed.
18. The appearance of Storm Queen and Demaha Champion's gear can no longer be changed.
19. Some items obtained from bosses below level 40 can no longer be extracted.
20. Added a 5 per week purchase limit for Enchantment Stone boxes purchased for Genesis Crystals.
21. Updated some items in the Item Guide.
22. Changed some equipment boxes obtained from [Mission] instances to group drop.
23. Fixed an issue where item cooldowns would sometimes display incorrectly.
24. Fixed an issue where Vandal stigmas would sometimes not appear in search results on the trade broker.
25. Fixed an issue where the secondary part of an armsfused weapon could not have its Manastone slots expanded.
26. Lowered the amount of equipment obtained from some instances.
27. Decreased the merchant price for some equipment.
28. Reduced the prices of Legendary and Ultimate Etium sold by Stellium merchants that spawn after Altar sieges.
29. Adjusted the rates of some rewards in Lugbug's Suspicious Package.
30. Adjusted the rates of obtaining Minion contracts and Minium in some instances and battlefield rewards.
31. Fine Bracing Water can no longer be used inside instances.
32. Administrator's Boon items now additionally reduce Bind Point travel cost.
33. Limited the quantities of items sold by the Legion merchant NPC that appears when Apsu's Protection is activated.

Minions

1. Added S grade minions.
 - S grade minions can be obtained by combining 2 or more A grade minions. The more minions used, the higher the chance of success.

- S grade minions have a chance to evolve. If evolution fails, the chance of success increases for the next attempt. This effect is cumulative.
2. You can now select the number of minion combination materials from 2 to 4. The more minions used, the greater the chance of successfully obtaining a minion of a higher grade.
 3. Kromede Minion's Miserable Struggle and Strengthened Miserable Struggle skills are now affected by Shock Resistance values.

Quest

1. Added Guide Missions for level 76+.
 - These can be viewed in the [Guide] tab in the Missions/Quest window.
2. Possible random quest rewards can now be viewed by clicking on the ? icon next to the reward.
3. Added quests for new content.
4. Improved some quests in Lakrum.
 - Added the Report Now function for base quests.
 - Adjusted weekly repeat limits and reward amount for elimination quests. These quests can now be acquired/completed through bind point NPCs.
 - Once players reach level 80, they will no longer be able to see growth quests below level 80.
 - Changed the required NPCs for instance, battlefield and growth quests.
 - Limited some repeatable instance quests to 2 times per week.
 - Increased the rewards for some quests.
 - Changed the weekly repeat limits and reward amount for PvP quests in each region within Lakrum.
5. Divided repeatable quests for Stellin Laboratory (Easy) and (Normal) modes.
6. Added repeatable quests for some instances that provide enchantment stones.
7. Revamped Legion Tasks to match current content.
8. Quests related to Kromede's Trial and Taloc's Hollow are now optional instead of required.
9. Fixed an issue where some Stellin Laboratory quests did not update when defeating Weakened Mutated Daeva.
10. Adjusted the required levels for some quests awarding Genesis Crystals.

11. Removed the sharing function from some quests that are no longer used.
12. Added gathering quests to Lakrum that can be obtained after completing the Weakened White Wings (Elyos) or Crestfallen Crows (Asmodian) campaign quests.
13. Changed the quest steps of the quests A Mysterious Encounter (Elyos) and Heigh Ho, It's Off to Save the Day We Go (Asmodian).
14. Removed 4 quests near the Lakrum Fortress.
15. Changed the quest completion steps for the quests A Mysterious Encounter (Elyos) and Heigh Ho, It's Off to Save the Day We Go (Asmodian).
16. Fixed an issue where Stellin Problem-Solver quests could not be acquired in some circumstances.

Competition Seasons

1. Competition Seasons will restart on 1/30.
 - Crucible Spire seasons will run for one week each.
 - Arena and GP seasons will run for 4 weeks each.
 - GP rankings (separate from season ranks) will not be reset at maintenance, but will be reset starting on 2/26 and every 4 weeks afterwards.

Pandora Agency

1. The starting time of Pandora Raids has been changed to 1 PM, 7 PM and 11 PM for every day of the week.
 - The gate remains available for 30 minutes just like before.

Character

1. Added 4 new stats, which affect the strength of critical hits.
 - Physical Crit Damage
 - Physical Crit Defense
 - Magic Crit Damage
 - Magic Crit Defense

2. Fixed an issue where a weapon's attack speed would sometimes be retained after switching to a different weapon.
3. Fixed an issue where character stats or attack range could be reduced to 0 for a brief period after receiving too much damage from monsters.

UI

1. Adjusted the organization of the Profile window's stats area to allow for the new critical damage/defense stats.
2. Removed some item categories from the Broker window that were rarely used. Items from those categories can still be searched.
3. Adjusted the Broker interface so non-brokerable items cannot be selected.
4. Added game tips to the chat window that will display every 30 minutes.
 - To activate this function, go to Tab Options à System Information.
5. Improved some item and system tooltips.
6. Adjusted the UI and descriptions in the Manastone Socketing section of the Modify/Enchant window to accommodate the new socketing supplement items.
7. Changed the instance reward information in the map tooltip of some instances.
8. Fixed an issue where the casting UI would disappear under certain circumstances.
9. Removed the [Mission] tag from Taloc's Hollow and Kromede's Trial.
10. Adjusted the Daevanion skill book combination window to allow for quantity entry, since skill books now stack.
11. Fixed an issue where sometimes armsfused weapons would display an incorrect number of manastone fasteners required for opening manastone slots.

NPC

1. Added a Stellium merchant that sells consumables and Manastone designs to Stellusia in Demaha.
2. Deleted the Legion exclusive Stellium Crafting Reward Officer (Koningninerk), who spawns after Altar sieges in Demaha.
3. Added Extraction Items to the list of goods of the Aetherforging Item Quartermaster.
4. Monsters in Lakrum will no longer drop Ancient Alcemium.

- Ancient Alcemium can be obtained from reward boxes in Bastion of Souls or named monsters at Frozen Monolith.
5. Monsters in Lakrum no longer drop Shards or C Grade Minium.
 6. Fixed an issue where some monsters had too large of a detection range.
 7. Modified the spawn location of NPC Nero.
 8. Modified the pattern of some field named monsters.
 9. Modified the appearance of some of the NPCs.
 11. Weekly merchant sale limits will now reset at 10 AM server time on Wednesday, to avoid issues where it doesn't reset due to the standard weekly maintenance window.
 12. Renamed the titles of NPCs related to purification and equipment promotion to Item Promoters, and adjusted associated NPC dialogs.
 13. Fixed an issue where some monsters' skill damage was lower than intended.
 14. Captain Barikuda in Demaha will now return to his spawn location if he exceeds his maximum leash range.

Sound

1. Fixed an issue where the shard activation sound sometimes wouldn't play.
2. Changed the background sounds in some Demaha regions.

NCW Feature Changes

Prestige Pass Benefits

1. Refreshed the Prestige login rewards.
2. The Prestige Society Vending Machine has stocked new wares on the Special Consumables tab.
3. Refreshed the contents of the Prestige Case.
4. Added Prestige Society quests for Benirunerk's Manor (Normal) and Benirunerk's Manor (Easy).
5. Added bonus instance entries for the following instances for Prestige Society members:

Instances

Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)
Crucible Spire (Lower Levels)	Crucible Spire (Middle Levels)
Minium Vault	

6. Added Prestige Coin drops to the following instances and zones:

Prestige Coin Drops	
Crimson Katalam	Crimson Danaria
Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)

7. Added Prestige Supplies drops to the following instances' final rewards:

Instances	
Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)

8. Replaced the Ailu transformation candy in Prestige Supplies with a Legendary Transparent Transformation Potion Selection Box.

Luna

1. Daishunerk's Game of Fate has new prizes at every level.
2. Refreshed Luna Consumption Rewards and the treasure chest in Munirunerk's Treasure Chamber.
3. Added Luna Material Box drops to the final rewards of the following instances:

Instances	
Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)

4. Additional instance entries can be purchased with Luna for the following instances:

Instances

Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)
Crucible Spire (Lower Levels)	Crucible Spire (Middle Levels)

5. Reduced the price of Lunamin's Cheer to 20 Luna.

6. Added recipes to Luna Crafting for Ancient/Legendary Engraved Manastone boxes and Magic Crystal bundles.

7. Removed the Luna Crafting recipes for Guiding Stone bundles.

Lockbox

1. Updated lockbox contents.

- The Black Cloud Lockbox Cache and Golden Lockbox Cache have each received major overhauls.

2. Updated the sales lists of the Lockbox Vending Machine.

3. Added Lockbox drops to the following zones and instances:

Lockbox Drops	
Crimson Katalam	Crimson Danaria
Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)

4. Added a rare chance to obtain a Black Cloud Lockbox Key to drops in the following instances:

Lockbox Key Drops	
Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)

Transformations

1. Previously existing transformations have had their non-speed stats increased across the board.

2. New transformations have had their stats adjusted to bring them in line with the other transformations.

3. Added Transformation Contract drops to the following instances:

Transformation Contract Drops

Benirunerk's Estate (Easy)	Benirunerk's Estate (Normal)
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Miscellaneous

1. Added new costumes, hats and wings to the Gold Sand Traders cosmetics section.
2. The rate of obtaining S-rank minions via minion combination has been increased from what is present in Korea, when using 3 or 4 minions (2 minions uses the same rate).
3. To support Kinah now being storable in the account warehouse, we've temporarily doubled kinah drops from monsters. This will last for 4 weeks until 2/26.
 - Only kinah drops from monsters and other lootable sources are affected; bundles, quest rewards and selling to an NPC merchant are not affected.