



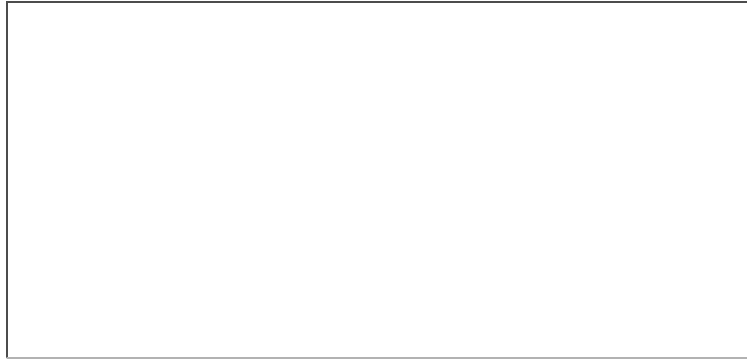
# Aion: Shadows Over Balaurea Patch Notes

5/27/2020 | [Updates](#) | By

## Inggison/Gelkmaros

**Inggison and Gelkmaros have been increased in level and are now your first step into end-game content.**

1. Changed the levels of monsters and NPCs from 40-55 to 76-80.
2. Added Hunting Monsters all over the field.
  - Hunting Monsters appear randomly and have high HP. They can be defeated easily by Small or Large Hunting Bombs.
  - Hunting Bombs can be purchased from the <Aetherforging Item Quartermaster> NPC in Inggison and Gelkmaros, or from the Gold Sand Traders.
3. Added Inggison and Gelkmaros Colosseums.



- As monsters are defeated in the field, Secret Rifts will spawn that allow entry to the Colosseum.
- A total of 24 Secret Rifts spawn, each of which can be entered by 1 player of either race.
- The arena remains open for 10 minutes, and a reward chest spawns at the center when the battle begins.
- After 10 minutes, the Colosseum will explode, killing everyone inside.
- Players can return from the arena by using a Return Scroll.

4. Devices have been hidden in each region, which can be interacted with to spawn a special monster. Defeating this monster gives you a reward.

5. Added new garrisons.

- When the race native to the region (Inggison - Elyos, Gelkmaros - Asmodians) occupies a garrison, a teleport device appears and monsters with slightly higher drop rates will spawn.
- When the opponent race occupies a garrison, the garrison functions are unavailable and it changes to a Balaur follower garrison after 2 hours.

6. Added artifacts that can trigger useful PvE skills.

7. Added new rifts.

- 12-player and 24-player will spawn Inggison and Gelkmaros, alternating every hour and remaining open for 1 hour.
- The rifts have a chance to spawn between 2 pm and 8 pm, and always spawn between 9 pm to 1 am.

8. Added Dredgion Infiltrations that have a chance to appear anywhere in the field at regular intervals.

- When the Dredgion appears, its troops will spawn in the field.
- Defeating the Dredgion's troops has a chance to create a corridor that leads to the inside of the Dredgion.
- Players can receive a reward by defeating the captain inside the Dredgion.

9. Players can encounter the raid monster Protector Valon in Inggison and Mutant Nataraz in Gelkmaros.

- Defeating a raid monster gives Paragon weapons/armor.

# Silentera Canyon

**Silentera Canyon is as dangerous as ever for players seeking to travel between Inggison and Gelkmaros.**

1. The level of enemies in the Silentera Canyon has been changed to 80.
2. Players can now encounter two raid monsters at various spots in the Silentera Canyon, Ascended Adjutant Anuhart and Enraged Debilkarim the Maker.
  - Defeating a raid monster gives items such as Paragon weapons/armor or Shining Floren accessories/feather ornaments.

# Lakrum

**Lakrum has been moved to the Battleground Server and has been reimaged to help familiarize players with PvP.**

1. Lakrum has been moved to the Battleground Server, and the level of monsters and NPCs has been changed to 80.
  - Players can enter through a corridor from Inggison/Gelkmaros.
  - The Dimensional Hourglass must be charged in order to enter.
2. Added Legion Support Mission quests, which are available when the player has a Legion Support Mission Coupon in their inventory.
3. Added base support buffs.
4. Changed the rewards from named and reward monsters.
  - Defeating the raid monster Berserk Anomos gives a variety of rewards including Divine Imbued weapons.
5. Added Legendary/Ultimate equipment to the sales list of the Genesis Crystal Reward Officer NPC.

# Demaha

**Demaha has been reworked to be friendly for group PvP and Legions.**

1. Demaha has been moved to the Battleground Server.
  - Players can enter through a corridor from Inggison/Gelkmaros on Monday, Wednesday, Friday, and Sunday.
  - The Dimensional Hourglass must be charged in order to enter.
2. Added Legion mining camps, where miners can be claimed and defended to earn Gemstones.

- Added a total of 48 miners.
- 'Miner Imprint Stones' can be purchased with Legion Coins, and are used to capture mining camps.

3. Changed the rewards from named and reward monsters.

- Defeating the raid monsters Kahmbris the Sandscourge, Lahmaga the Beloved, Yanohas the Devouring, and Paikuli the Enraged gives a variety of rewards including Paralyzing Imbued weapons.

4. Changed some of the limited sale Altar Siege items.

5. Changed the rewards from the Altar Siege.

## Crimson Katalam/Danaria

**Crimson Katalam and Danaria now cater to those who wish to show their individual prowess in PvP.**

1. Players can enter from Inggison/Gelkmaros through a corridor on every Tuesday, Thursday, Saturday, and Sunday.

2. Removed 12 of 25 bases and changed the locations of the remaining 13 bases, and changed the composition of the Strategic Points.

Strategic Point	Base Composition
1st Strategic Point	1st, 2nd, 3rd Base
2nd Strategic Point	4th, 5th Base
3rd Strategic Point	6th, 7th Base
4th Strategic Point	8th, 9th, 10th Base
5th Strategic Point	11th, 12th, 13th Base

3. Changed the requirement for strategic point occupation rewards.

Before	After
Base occupation stage 3	Base occupation stage 1 or above

4. Changed the strategic point occupation rewards.

Before	After
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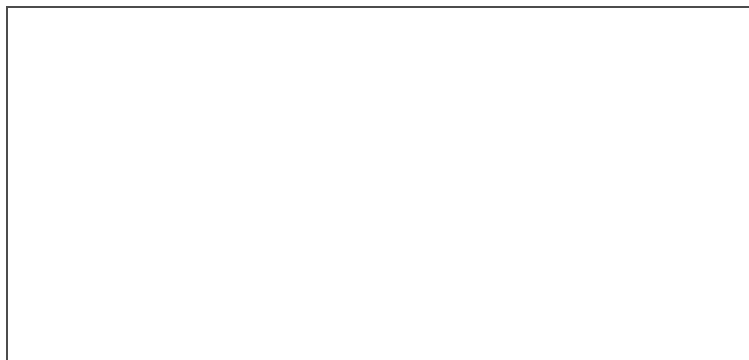
Raid monster appears	Treasure Chest Exchanger NPC appears in the base
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5. Changed the method of obtaining treasure chests.

- Obtaining treasures chests require crystal keys, and the keys can be obtained from base battles.
- There is a chance that fake chests appear.

6. Raid monsters no longer appear.

7. Added Pandaruner's Delve Infiltration, a competitive event for proving individual might.



Entrance	Players	Level	Entries	Reset Time
Crimson Katalam Danuar Spire/Kaisinel's Beacon	Up to 200	80	Until the number of rift uses for each race reaches 0	9 pm every Tuesday, Thursday, Saturday, Sunday

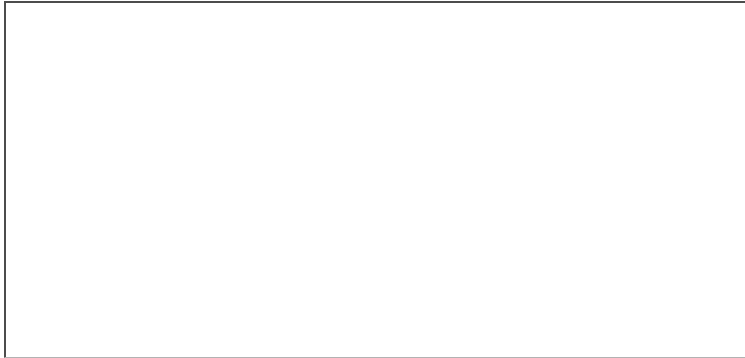
- Players can enter through the 'Pandaruner's Delve Infiltration Route' by using 'Mysterious Transformation Potions' that have a chance to drop from base officers or assassins in Crimson Katalam.
- 'Pandaruner's Port Teleport Scroll' can be obtained from cargo crates hidden in the starting area.
- A total of 16 'Pandaruner's Port Teleport Scrolls' appear and using one takes you to Pandaruner's Port, the final combat area.
- Activating the 'Special Cargo Summoning Device' at Pandaruner's Port spawns a 'Special Cargo Crate' a minute later at the activated location.
- Only 1 player can obtain the 'Special Cargo Crate', and the Pandaruner's Delve Infiltration' ends if 20 minute passes without anyone obtaining the crate.

8. Pradeth Fortress has been added to the siege rotation, and the previous battle no longer occurs.

9. Removed windstreams.

# Instances

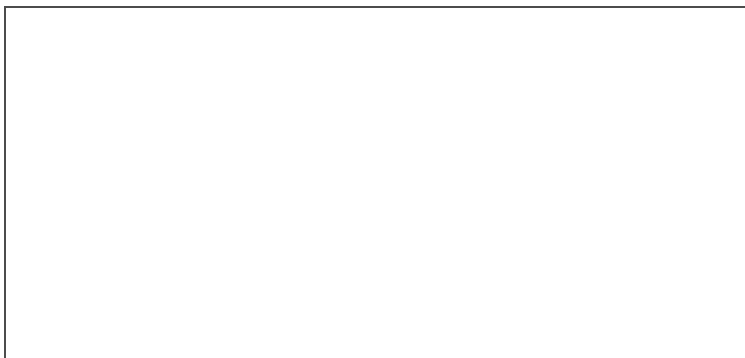
1. Added a new group instanced dungeon Altar of Ascension.



Entrance	No. of Players	Level	No. of Entries	Reset Time
Silentera Canyon Unknown Lands	2-6 players	80	2 times a week	9 am Wednesday

- Available in Easy and Normal modes. Rewards vary for each difficulty.
- Players can obtain new accessories and feather ornaments.
- Added quests that can be carried out at the Altar of Ascension.

2. Added a new group battlefield, Chaotic Vale.



Entrance	Players	Level	Entries	Reset Time
Entry UI	2-6 players	80	1/day	9 am daily

- In the Chaotic Vale, everyone in the battle has the same stats.
- The team that has a higher score at the end of 10 minutes or reaches 2000 points first wins.
- Points are earned by defeating the enemy race, Stellan guards, guard captain, or finding the real Inanna.
- Normal guards give 5 points, enemy players 50 points, guard captain 100 points, the real Inanna 200 points, and defeating enemy players while inferior in number awards 100 points.
- Players can obtain Bind, Aerial Thrust, and Scarecrow Polymorph items from item boxes, and the boxes respawn at a regular interval.

### 3. Added a new instanced dungeon, The Red Cellar.

- Players can enter as a legion.

Entrance	No. of Players	Level	Entries	Reset Time
Underground Training Center	2-6 players	80	2/week	9 am Wednesday

### 4. Added a solo instanced dungeon, Unstable Danuar Mysticarium.

Entrance	No. of Players	Level	Entries	Reset Time
Crimson Katalam	1	80	1/day	9 am daily

- Players can enter through the entrance at 'Jotun Lake' in Crimson Katalam.
- The corridor respawns between 1 hour 50 minutes and 2 hour 10 minutes after it disappears.
- The corridor remains open for 30 minutes.

### 5. Added 'Infernal Drakenspire Depths (Hard)'.

Entrance	No. of Players	Level	No. of Entries	Reset Time
Silentera Canyon Hope's Demise	2-6 players	80	4 times a week	9 am Wednesday

- This dungeon shares the number of entries with 'Primeth's Forge (Hard)'.

### 6. Some instanced dungeons have been removed.

- Bastion of Souls, Frozen Monolith, Primeth's Forge (Normal), Drakenspire Depths (Normal), Beshmundir Temple

7. Some instance dungeons have had their levels, entry locations and rewards adjusted due to the changes to the leveling path.

8. Changed the points and spawning conditions for monsters in the Dredgion.

9. Changed the spawning time of item boxes in Idgel Dome.

10. Placed a teleporter NPC in Idgel Dome.

11. Deleted the 'Remove Shock' UI that was displayed when the player is hit by the 'Ambush' skill used by Girad of Illusion on the Crucible Spire (middle level) 5F.

12. The Kinah reward from the Crucible Spire (middle level) 8F has been increased.

13. Ranking rewards of the Crucible Spire (middle level) can now be obtained by top 30 players only.

- Changed the components of the ranking rewards.

14. Changed the starting hours of some battlefields and arenas.

- Ashunatal Dredgion
- Idgel Dome
- Arena of Discipline
- Arena of Harmony
- Illumiel Brawl
- Kamar Battlefield
- Arena of Tenacity (3v3)

15. Defeating the 4th boss monster of 'Primeth's Forge (Hard)' or the boss monster of 'Infernal Drakenspire Depths (Hard)' has a chance to drop a bonus reward chest.

- Players can obtain Paragon equipment from this chest.

16. Changed the location where players resurrect after dying in the boss area of the Esoterrace instanced dungeon.

17. Rewards of the Esoterrace instanced dungeon are now dropped directly by the boss.

18. Removed the header '[Mission]' from growth instanced dungeons.

- Players can obtain promotion materials for Ultimate Starlight Luminance equipment.

19. Changed the number of entries and location of 'Qubrinerk's Monster Cubic Lab'.

- 3 entries a week (resets at 9 am on Wednesdays)
- Cubic Lab Gatekeeper randomly appears at two locations in Inggison/Gelkmaros every 2 hours.

20. Lowered the difficulty of some instanced dungeons.

- Stellin Laboratory (Easy), Stellin Laboratory (Normal), Beniruner's Estate (Easy), Beniruner's Estate (Normal)



21. The Jotun teleporter NPC in 'Primeth's Forge (Hard)' now disappears when the battle with the last named monster 'Berserking Frigida' begins.
22. Fixed an issue where players could glide into some areas of the Crucible Spire.
23. Changed the effects of some skills used by 'Minium Warehouse Guardian Deity General' in the Hidden Minium Warehouse.
24. Players can no longer use the Remove Shock skill when they are hit by the 'Aerial Confinement' skill used by Kunax in 'Crucible Spire (middle level)'.
25. Fixed an issue where players were sometimes not hit by Ice Nova used by the fourth named monster Berserking Frigida in Primeth's Forge (Difficult).
26. Defeating the 'Pyre Soul' in the instanced dungeon 'Lower Udas Temple' no longer gives EXP.
27. Made some adjustments to 'Stellin Laboratory (Easy)'.
  - Players can now use Resurrection in all areas.
  - Removed the slime monsters summoned around the switch near 'Weakened Draug'.
  - The switch now appears as soon as the battle with 'Weakened Draug' begins.
  - Removed the slimes that healed 'Weakened Draug'.
  - Only 1 Explosive Spore and Corrupted Pool each are now spawned during the battle with 'Weakened Draug'.
  - Changed the spawning time of Epidemic Zone summoned by 'Weakened Shadon' from 5 to 10 seconds.
  - Drastically reduced the Attack of assassin monsters that appear during the battle with 'Weakened Shadon'.
  - Drastically reduced the number of monsters summoned by 'Weakened Bronze Guardian'.
  - Drastically reduced the damage of the powerful Electric Shock of 'Weakened Bronze Guardian'.
  - Removed the end pattern where 'Weakened Mutated Daeva' climbs up the pillar.
28. Made some adjustments to Benirunerk's Estate (Normal).
  - Changed the maximum number of entry to 6 players.
  - Lowered the stats of monsters appearing in the dungeon.
  - Changed the reward according to the difficulty adjustment.
  - 4. Changed the number of entries for 'Qubrinerk's Monster Cubic Lab' to 6.
29. Increased the stats of skills used in 'Qubrinerk's Monster Cubic Lab'.
30. Changed the names of some of the skills used in 'Qubrinerk's Monster Cubic Lab'.
31. Fixed an issue where Abyss Points were gained from summoned traps in 'Hidden Minium Warehouse'.

## Gemstones

1. Gemstones are a new way to customize accessories.



- Gemstones can be equipped in necklaces, earrings, rings, and belts.
- The Gemstone slot in the accessory needs to be expanded using Blessed Fasteners before a Gemstone can be equipped.
- Equipping a Gemstone enables the use of a Gemstone skill, some of which have specific usage requirements.
- Equipment slotted with Gemstones cannot be traded at exchanges or stored in the account warehouse.

2. Gemstones have three primary attributes: Class, Color and Quality.

- Class is indicated in the Gemstone name. Gemstones can only be used by the indicated class.
- Gemstones can only be socketed into a slot of the same color. Some equipment has a rainbow slot, which can accept Gemstones of any color.
- Quality is an indicator of the relative power of the Gemstone. There are three – normal, Shining, and Dazzling, in order from weakest to strongest.

3. Gemstones can be refined in order to increase the power of its skill. Some skills may require a certain refinement level before they can be used.

- Refining requires the use of a Refining Stone and is very in principle to Enchantment.
- When refining, in addition to the success/failure chance, there is also a chance to Corrupt the gemstone. Corrupted Gemstones cannot be refined further until they are Sanctified by using a Sanctity Potion.

4. Gemstones can be extracted, which will yield Blessed Fasteners.

- Extraction Solvents can be used when extracting, in order to obtain Purifying Dust.

5. Gemstones can be combined to obtain new Gemstones.

- Gemstones must be of the same class in order to combine them.
- Combining Gemstones of the same color and quality has a chance to yield a Gemstone of the same color and quality, but with a different normal skill. The skill is random and the combined Gemstone could have the same skill as the Gemstones used for combining.
- Combining Gemstones of different colors will give a Gemstone of the third color. (ex: Combining a Red Gemstone and a Blue Gemstone yields a Green Gemstone)

- Combining Gemstones of different qualities will yield a Gemstone with a random quality, but not a Dazzling Gemstone.

# Runestones

1. Runestones are a new way to customize Feather Ornaments.



- Runestones can be socketed in wings, plumes, and bracelets. Equipped Runestones can be removed.
- The Runestone slot in the feather ornament needs to be expanded using Blessed Fasteners before a Runestone can be socketed.
- Socketing a Runestone activates a unique passive skill, which can be upgraded by refining the Runestone.

2. Runestones have 3 primary attributes – Shape, Prefix, and Quality.

- Shape determines the general type of ability it contains, and is limited to Attack, Ability, and Support.
- The Prefix is a term that goes in front the Runestone (ex. **Kaisinel** Ability Runestone). Equipping 3 Runestones with the same Prefix will increase the potency of specific transformations.
- Quality is an indicator of the relative power of the Runestone. There are two – normal and Greater.

3. Runestones can be refined in order to increase the power of its skill. Some skills may require a certain refinement level before they can be used.

- Refining requires the use of a Refining Stone and is very in principle to Enchantment.
- When refining, in addition to the success/failure chance, there is also a chance to Corrupt the Runestone.
- Corrupted Runestones cannot be refined further until they are Sanctified by using a Sanctity Potion.

4. Runestones can be extracted, which will yield Blessed Fasteners.

- Extraction Solvents can be used when extracting, in order to obtain Purifying Dust.

5. Runestones can be combined to obtain new Runestones.

- Combining Runestones of the same shape will yield a Runestone of that shape.
- Combining Runestones of different shapes will give a Runestone of the third shape. (ex: Combining an Attack Runestone and a Boost Runestone yields a Support Runestone)

## Items

### 1. Added new Paragon weapons and armor.

- Can be enchanted to up to +15 by using 'Ultimate Paragon Enchantment Stones'.
- Paragon equipment can be sold through the Broker.
- There is a chance the equipment will be destroyed when enchantment fails.



### 2. Added Imbued weapons that have special passive skills.

- There are four different Imbuements, each with three tiers of power.
- The Imbuement can be upgraded by promoting the weapon. However, it is not possible to change Imbuement types.



### 3. Added new accessories and feather ornaments.

- New accessories and feather ornaments have no PvP / PvE distinction and cannot be enchanted.

### 4. Add new Cubic items.

Name	Location
Berserk Lava Protector Cubic, Berserk Heatvent Protector Cubic	Qubrinerk's Monster Cubic Lab / Renown Reward Officer
Mortasha Cubic	

5. Changed the functions of some scrolls.

- Changed regions that can be teleported to with General Return Scrolls.
- Lakrum Neutral Base Teleport Scrolls and Demaha Neutral Bind Point Teleport Scrolls can now only be used in their respective regions.
- Changed the available dungeons when using Selectable Bonus Entry Scrolls.

6. Daevanion skill books can be obtained from the following instanced dungeons.

Instanced Dungeon	(Great) Smuggler Shukirukin	Clumsy Smuggler Shukirukin
Esoterrace		X
Altar of Ascension (Easy)	X	
Altar of Ascension (Normal)	X	

7. Added Refinement Stones.

- Refinement Stone are used to refine Gemstones and Runestones.

8. Added Sanctity Potions.

- Sanctity Potions are used to purify corrupted Gemstones and Runestones.

9. Added Extraction Solvents.

- Extraction Solvents are used as supplements when extracting Gemstones, Runestones, and accessories and feather ornaments that have Gemstone and Runestone slots, and using them yields Purifying Dust and Refining Stone Dust.

10. Added 'Ultimate Starlight Luminance equipment'.

- Can be obtained by promoting 'Shard of Light equipment' or 'Ultimate Starlight Flare equipment'.

11. Added new Aetherforging recipes for Blessed Handcrafting Stones and consumables.

- Blessed Handcrafting Stones are used for expanding Runestone/Gemstone slots.

12. Changed stats of some accessories.

13. Changed the items available from the Gold Sand Traders.

14. Due to some content being deleted or modified, some items can no longer be used and will be replaced with usable items.

Target	Replacement
Lakrum Return Scroll	General Return Scroll
Cygnea Return Scroll	

Enshar Return Scroll	Selectable Special Bonus Entry Scroll
Demaha Return Scroll	
Infernal Drakenspire Depths Bonus Entry Scroll	
Frozen Monolith Bonus Entry Scroll	
Bastion of Souls Bonus Entry Scroll	
Infernal Drakenspire Depths Bonus Entry Scroll	
Primeth's Forge Bonus Entry Scroll	
[Lugbug] Frozen Monolith Bonus Entry Scroll	
[Lugbug] Frozen Monolith Bonus Entry Scroll	
[Lugbug] Infernal Drakenspire Depths Bonus Entry Scroll	
[Lugbug] Primeth's Forge Bonus Entry Scroll	

15. Added 6 new types of transformation shards.

Item Name
Ariel's Apostle Transformation Shard
Azphel's Apostle Transformation Shard
Justiel's Apostle Transformation Shard
Triniel's Apostle Transformation Shard
Vaizel's Apostle Transformation Shard
Lumiel's Apostle Transformation Shard

- Assembling 100 transformation shards gives 1 transformation contract.

16. Some reward weapon and armor boxes obtainable from instanced dungeons can now be stored in the account warehouse.
17. Fixed an issue where the dye information of the player's shield was changed by transformation.
18. Fixed small issues with the appearances of some cosmetic items and effects.

## Environment

1. Restructured the progression path through Heiron and Beluslan.
  - Removed unused NPCs and placed new NPCs.
  - Acorn Guild Member NPCs have been added in Heiron/Beluslan.
  - Tough Acorns, which can be obtained in level 75 and below content, can be exchanged for the Acorn Guild Member's equipment and consumables.
  - Changed the levels and stats of monsters and NPCs from level 10-40 to 10-75.
  - Added some teleport bind points.
2. Removed Cygnea and Enshar.
  - Removed the teleports to Cygnea and Enshar.
  - Removed the Pandora raid content that occurred in Cygnea/Enshar.
3. Placed a Balaurea teleport device at the entrances of the Kaisinel Academy and Marchutan Priory.
4. Added Crimson Katalam and Danaria to the world map window.

## Transformation

1. Added new transformations and collections.

Grade	Transformation Name	Stats
Legendary	Ariel's Apostle	Attack Speed +27%, Casting Speed +27%, Movement Speed +60%, Healing Boost +63, Physical Attack +160, Magical Attack +160, Physical Defense +168, Magical Defense +168, Crit Strike +263, Crit Spell +263
	Azphel's Apostle	Attack Speed +27%, Casting Speed +27%, Movement Speed +60%, Healing Boost +63, Physical Attack +160, Magical Attack +160, Physical Defense +168, Magical Defense +168, Crit Strike +263, Crit Spell +263

	Justiel's Apostle	Attack Speed +32%, Casting Speed +23%, Movement Speed +60%, Healing Boost +63, Physical Attack +160, Magical Attack +160, Physical Defense +168, Magical Defense +168, Crit Strike +263, Crit Spell +263
	Triniel's Apostle	Attack Speed +32%, Casting Speed +23%, Movement Speed +60%, Healing Boost +63, Physical Attack +160, Magical Attack +160, Physical Defense +168, Magical Defense +168, Crit Strike +263, Crit Spell +263
	Vaizel's Apostle	Attack Speed +20%, Casting Speed +35%, Movement Speed +60%, Healing Boost +63, Physical Attack +160, Magical Attack +160, Physical Defense +168, Magical Defense +168, Crit Strike +263, Crit Spell +263
	Lumiel's Apostle	Attack Speed +20%, Casting Speed +35%, Movement Speed +60%, Healing Boost +63, Physical Attack +160, Magical Attack +160, Physical Defense +168, Magical Defense +168, Crit Strike +263, Crit Spell +263

Collection Name	Applied Stats
Eat Your Heart Out	Crit Spell Defense +30
Muscle Completes Fashion	Crit Strike Defense +30
Pajama Party	Evasion +323
Do You Seek Enlightenment?	Magical Resistance +323
Seeing in Black and White	Crit Strike/Crit Spell Damage +50
Outrageous Outfit for a Ball	Healing Boost +74
Girl Crush Quintet	Magical Defense +171
Fantasy and Apostles	Crit Spell Defense +80
Fate and Apostles	Crit Strike Defense +80



# Renown

## 1. Added the Renown system.

- Players can earn Renown in the following regions.

Renown Regions	
Inggison	Lakrum
Gelkmaros	Demaha
Silentera Canyon	Crimson Katalam/Danaria

- Renown is earned separately in each region; for example, Renown earned in Demaha will not provide any benefits in Inggison.
- Players can check their personal Renown level in the current region above the radar map.
- Clicking the radar map icon opens the Renown window.



- As Renown level increases, some NPC merchants will offer different items and other content will become available in each region.
- Renown points can be earned by defeating monsters, completing quests, and using items. Renown items can be obtained in the region where the Renown is applied.
- Renown points are deducted when the player is killed by a monster, and can be recovered by using a Soul Healer.
- A certain amount of points are deducted every Monday based on the player's Renown level.

## 2. Added Renown Rifts that can be opened by players who meet Renown level requirements in Inggison/Gelkmaros. They can be opened by using a specific item.

Rift	Renown Level	No. of Players	Cooldown	No. of Rifts
Renown Rift	9	4 Alliances (96 players)	168 hours (7 days)	1
Renown Rift	7	1 Alliance (24 players)	72 hours (3 days)	2
Renown Rift	5	1 Alliance (24 players)	24 hours (1 day)	3

- Renown Rifts remain open for 3 hours.

## 3. At Silentera Canyon Renown Lv. 4, players can use the exit to travel to the opposing race's field.

# Sieges

1. The Siege schedule has been reworked.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
12:00 PM	Altars	Altars	Altars	Altars	Altars	Altars	Altars
8:00 PM	Altars	Altars	Altars	Altars	Altars	Altars	Altars
9:00 PM		Fortresses		Fortresses		Fortresses	Fortresses

2. Added Silona/Pradeth Fortress battles.

Entrance	No. of Players	Level	No. of Entries	Reset Time
Crimson Katalam Bases of each race	192 per race	80	Until the number of rift entries reaches 0	9 pm every Tuesday, Thursday, Saturday, Sunday

- Players can enter by using a corridor that leads to the fortress battle area.
- Entry requires having the 'Fierce Challenger of Katalam' title, which can be obtained from <Katalam Reward Exchange Officer> in Crimson Katalam with Ultimate Blood Marks.
- The race that defeats the Balaur Guardian Deity General first captures the fortress, and the victorious and defeated races are given congratulatory or encouragement buff and receive rewards in mail.

3. Added Inggison/Gelkmaros fortress battles.

- Begins at 9 pm on every Tuesday, Thursday, Saturday, and Sunday.
- If the fortress is occupied by Elyos/Asmodians, its ownership is changed to the Balaur before the fortress battle begins.
- The Balaur Guardian Deity General appears at the start of the fortress battle, and the race that defeats it first takes the fortress.

4. Added the super-sized '12th Altar' in Demaha.

5. Lakrum and Demaha Fortresses are closed and fortress battles no longer occur.

6. Changed the stats of Demaha altar enemies to increase their difficulties.

7. Altar Sieges now start on the hour on all servers.

# Lugbug's Missions

## 1. Updated Lugbug's missions.

- Revised Lv. 1-75 growth missions and added new Lv. 76-80 missions.
- Updated Lugbug's mission rewards and added new items.

# Skills

## 1. Revised some skills for each class.

### General

Skill Name	Changes
Protection: Dispel Magic I	Now removes 1 buff every 2 skill triggers, instead of each skill trigger.

### Gladiator

Skill Name	Changes
Determination	Attack increase 1200
Defense Preparation	Physical Defense, Magic Defense, PvP Defense boosts increased to 800 Physical Attack, PvP Attack reductions increased to 600
Slaughter	Physical Attack, PvP Attack boosts increased to 800 Physical Defense, Magic Defense, PvP Defense reductions increased to 600
Springing Slice	Damage increased to 1222
Draining Blow	Damage increased to 1228
(Advanced) Draining Blow	Damage increased to 1656
Crippling Cut	Damage increased to 1648
(Advanced) Crippling Cut	Damage increased to 2222
Earthquake Wave	Damage increased to 1066

(Advanced) Earthquake Wave	Damage increased to 1438
Absorbing Fury	Reduced HP Absorption to 20% of damage
Draining Sword	Reduced HP Absorption to 20% of damage
(Advanced) Draining Sword	Reduced HP Absorption to 20% of damage

## Templar

Skill Name	Changes
Dazing Severe Blow II	Increased target's Physical Defense reduction to 160
Righteous Blow	Damage increased to 1578
Shield Shock	Damage increased to 792 Cooldown time reduced to 30 seconds
Bloodwind Slash	Damage increased to 620
Bloodwind Rive	Damage increased to 620
Draining Slash	Damage increased to 620 Reduced HP Absorption to 20% of damage
(Advanced) Bloodwind Rive	Damage increased to 737
(Advanced) Draining Slash	Damage increased to 737 Reduced HP Absorption to 20% of damage
Divine Fury	Removed extra strike with each attack
(Advanced) Divine Fury	Removed extra strike with each attack
Prayer of Victory	Increased PvP Defense boost to 300
(Advanced) Prayer of Victory	Increased PvE Defense boost to 300
Incite Rage	Increased Enmity by about 30%
(Advanced) Incite Rage	Increased Enmity by about 30%
Provoking Roar	Increased Enmity by about 30%

## Assassin

Skill Name	Changes
Flurry	Now additionally increases Weapon Damage by 1500
Deadly Focus	Increased Physical Attack boost to 2000
Slayer of Darkness	Increased duration to 60 seconds

## Ranger

Skill Name	Changes
Mau's Glory	Increased usage cost to 400 DP Increased maintenance cost to 400 DP every 4 seconds
(Advanced) Mau's Glory	Increased usage cost to 300 DP Increased maintenance cost to 300 DP every 4 seconds
Finishing Arrow	Decreased cooldown time to 1 minute

## Aethertech

Skill Name	Changes
Limit Breaker	Increased usage cost to 400 DP
(Advanced) Limit Breaker	Increased usage cost to 300 DP
Explosive Exhaust	Reduced the chance of a critical hit
(Advanced) Explosive Exhaust	Reduced the chance of a critical hit
Lightning Tether	Decreased cooldown time to 12 seconds
Magnetic Wave	Increased Enmity by about 30%
Rage Wave	Increased Enmity by about 30%

## Gunslinger

Skill Name	Changes
(Advanced) Blazing Bombardment	Increased Damage at stages 1 and 2: Stage 1 Damage 2014 Stage 2 Damage 3442
Paralysis Cannon	Damage increased to 815
(Advanced) Paralysis Cannon	Damage increased to 1099
Stopping Power	Increased the number of affected attacks to 6. Deleted PvP Attack boost effect
(Advanced) Stopping Power	Increased the number of affected attacks to 6. Deleted PvP Attack boost effect
Dazzling Fire	Now knocks back the target instead of stunning.
(Advanced) Dazzling Fire	Now knocks back the target instead of stunning.
Quieting Gale	Changed to be usable with Pistols only (no longer usable with Aethercannons)
Mental Lock	Increased Bind Resistance to 1000 Deleted Silence Resistance boost effect
Muzzle Flash	Decreased cooldown time to 1 second
Spinning Fire	Decreased cooldown time to 12 seconds

## Sorcerer

Skill Name	Changes
Stone Skin	Increased Protective Shield strength to 4514 Increased PvP Defense boost to 700
Oath of Iron-Clad	Increased Protective Shield strength to 80000
Winter Binding	Decreased cooldown time to 30 seconds
Graspbreaker	Increased teleport distance to 15m Decreased cooldown time to 30 seconds

Wintry Armor	Damage reflect amount increased to 2644
(Advanced) Wintry Armor	Damage reflect amount increased to 3569

## Spiritmaster

Skill Name	Changes
Stone Skin	Increased Protective Shield strength to 4514 Increased PvP Defense boost to 700
Command: Spirit Barrier	Increased Protective Shield strength to 20000
(Advanced) Withering Gloom	Increased recovery debuff to 15% Now additionally reduces MP recovery.
(Advanced) Nightmarish Shriek	Decreased cooldown time to 45 seconds
(Advanced) Nightmarish Lament	Decreased cooldown time to 45 seconds
Summon Group Member	Decreased cooldown time to 8 minutes
Flames of Anguish	No longer affected by Immobilize Resistance.

## Songweaver

Skill Name	Changes
Treble Cleave	Damage decreased to 4219 Reduced the chance of a critical hit
(Advanced) Treble Cleave	Damage decreased to 5694 Reduced the chance of a critical hit
Blazing Requiem	Damage decreased to 7229 Reduced the chance of a critical hit
(Advanced) Blazing Requiem	Damage decreased to 10842 Reduced the chance of a critical hit
Staggered Rest	No longer works on Transformation: Guardian General
(Advanced) Staggered Rest	No longer works on Transformation: Guardian General

Exultation	Increased Magic Attack reduction to 800 Increased Cooldown time to 30 seconds
(Advanced) Exultation	Increased Magic Attack reduction to 800 Increased Cooldown time to 30 seconds
Impassion	Increased Cooldown time to 30 seconds
(Advanced) Impassion	Increased Cooldown time to 30 seconds

## Chanter

Skill Name	Changes
(Advanced) Resistance Shield	Increased usage cost to 1500 DP
Shield Mantra	Increased Physical Defense boost to 250
	Increased Block boost to 500
	Increased Parry boost to 500
	Increased Evasion boost to 450
Word of Inspiration	Added PvE Attack boost of 500 Increased Cooldown time to 30 seconds
(Advanced) Word of Inspiration	Added PvE Attack boost of 500 Increased Cooldown time to 30 seconds
Meteor Strike	Increased Physical Defense reduction to 160
Block Curtain	Increased Protective Shield strength to 80000

## Cleric

Skill Name	Changes
Divine Crackle	Increased activation rate on critical hit to 100% Decreased cooldown reduction for Call Lightning on critical hit to 9 seconds



(Advanced) Divine Crackle	Increased activation rate on critical hit to 100% Decreased cooldown reduction for Call Lightning on critical hit to 14 seconds
Call Lightning I	Damage decreased to 4768
(Advanced) Call Lightning	Damage decreased to 6435
Blinding Light	Duration decreased to 12 seconds
(Advanced) Blinding Light	Duration decreased to 15 seconds
Sacrificial Power	Now additionally increases PvE Attack by 500
(Advanced) Sacrificial Power	Now additionally increases PvE Attack by 800
(Advanced) Immortal Barrier	Increased Protective Shield strength to 28000 Duration increased to 12 seconds
(Advanced) Mass Immortal Shroud	Increased Protective Shield strength to 15000 Duration increased to 8 Seconds

## Vandal

Skill Name	Changes
Paint Splatter	Damage increased to increased to 1152
Hue Blast	Damage increased to increased to 1484
Acidic Color	Damage increased to increased to 1622
Powerful Shot	Damage increased to increased to 1969
Invigorating Chroma Shower	DP Consumption increased to 2000
(Advanced) Invigorating Chroma Shower	DP Consumption increased to 1500
(Advanced) Transcendent Chroma	Max recovery on activation increased to 60000
(Advanced) Chromatic Resistance	Max recovery on activation increased to 35000
(Advanced) Veneer of Silence	Silence duration increased to 4 seconds
Rainbow Shower	Changed to evade 3 physical or 1 magical attack for 3 seconds

(Advanced) Rainbow Shower	Changed to evade 3 physical or 1 magical attack for 3 seconds
Painted Fist	Damage reduced to 5679 Reduced the chance of a critical hit
(Advanced) Painted Fist	Damage reduced to 7666 Reduced the chance of a critical hit
Color Monster	Damage reduced to 8775 Reduced the chance of a critical hit
(Advanced) Color Monster	Damage reduced to 14918 Reduced the chance of a critical hit
Raid Strike	Stun effect is no longer removed by Dispel.
Shock Raid	Stun effect is no longer removed by Dispel.

2. Revised the tooltips of some skills.
3. Fixed an issue where applying some skill skins disabled skills.
4. Skill durations extended by Skill Boost are now displayed to 1 decimal place.
5. Added Elim's Energy.
  - Can be recharged by using Nabaru's Fruit.
  - Elim's Energy increases the amount of Renown gained by hunting monsters and quest rewards.
6. Fixed an issue where Elyos Spiritmasters who use Soul Combustion on a monster near a Stellusia Guard NPC would get attacked by the guard NPC.
7. Fixed an issue where the Chanter's Piercing Wave skill would cause Stellusia Guard NPCs to become aggressive.
8. Fixed an issue where the skill cooldown of Retreating Slash would not be reduced by the Heart Shot skill.

## Quest

1. Added or updated quests in the following areas:
  - Heiron/Beluslan
  - Inggison/Gelkmaros
  - Silentera Canyon
  - Lakrum
  - Demaha

2. Removed some quests so that they are no longer available.

3. Added quests for the following new content:

- Chaotic Vale
- Pandaruner's Delve Infiltration
- Legion Mining Camp
- Unstable Danuar Mysticarium
- Infernal Drakenspire Depths (Hard)
- Demaha 12<sup>th</sup> Altar

4. Changed the required dungeon and target monsters and tooltips for legion task quests.

5. Mark of Experience quest can now be carried out in Inggison/Gelkmaros.

6. Added quests from which players can earn Reputation.

7. Added fortress battle medal reward quests.

8. Updated wind road related quests.

9. Pandora quest has been deleted.

10. Removed EXP rewards from some quests.

11. Changed the rewards of the following quests to Abyss Points.

Race	Quest Name
Elyos	[Instanced Dungeon] Arena of Discipline Challenge 1
	[Instanced Dungeon] Arena of Discipline Challenge 2
	[Instanced Dungeon] Arena of Discipline Challenge 3
	[Instance Dungeon/Group] Arena of Harmony Challenge 1
	[Instance Dungeon/Group] Arena of Harmony Challenge 2
	[Instance Dungeon/Group] Arena of Harmony Challenge 3
	[Instance Dungeon/Group] Ashunatal Dredgion Challenge
Asmodian	[Instance Dungeon] Challenge the Arena of Discipline 1
	[Instance Dungeon] Challenge the Arena of Discipline 2
	[Instance Dungeon] Challenge the Arena of Discipline 3
	[Instance Dungeon/Group] Challenge the Arena of Harmony 1
	[Instance Dungeon/Group] Challenge the Arena of Harmony 2
	[Instance Dungeon/Group] Challenge the Arena of Harmony 3

12. 'Guardian Fighter Mark' and 'Archon Fighter Mark' quests can no longer be acquired.

## Competition Seasons

1. Competition Seasons will resume on 5/28/2020.

## Character

1. Up to 8 equipment templates are now available.
2. Players can now level up from 55 to 56 upon gaining sufficient XP without meeting any requirements.
3. Qunahmon's Salvation cooldown now increases with the number of uses.
  - Soul healing resets the number of uses.
4. Increased the number of Cube slots that can be expanded by using 'Cube Expansion Keys'.
5. Due to the leveling and zone rework, characters that logged out or registered a bind point in the following regions will be relocated to the designated locations.
  - Heiron, Beluslan, Inggison, Gelkmaros -> Elyos: Heiron / Asmodians: Beluslan
  - Cygnea, Enshar, Lakrum, Demaha -> Elyos: Inggison / Asmodian: Gelkmaros
6. Female characters will now blink while using the Ninja animation set, as it was a bit creepy.
  - We apologize for any injured pride due to lost staring contests.

## UI

1. The entry application UI for instanced dungeons in the growth section is now shown only to Lv. 75 characters.
2. Fixed an issue where a specific range of balances didn't display correctly in the Broker Balance window.
3. Fixed an issue where the combat icon wasn't displayed in some areas where combat is enabled.
4. Removed the Resurrect at Training Center menu at death.
5. Changed the world message display rules regarding item acquisition.
  - Removed the message displayed when someone obtains Legendary equipment.
  - Changed the world message display regions as below.
  - Acquiring an S grade minion will now display a message.

Before	After
Lakrum Capital Cities	Inggison Gelkmaros Capital Cities

## NPC

1. Some equipment sales lists have been separated into separate NPC stores.
2. Changed the locations and attributes of some NPCs and monsters.

## Miscellaneous

1. Increased the upper limit of the Legion AP.

## NCW Feature Changes

1. Modified Luna entry costs for instances that had their levels changed as part of the progression changes.
2. Gemstone and Runestone refining success rates have been increased from their default values.
3. Added the following drops to new instances:
  - Luna Material Box (Bosses Only)
  - Transformation Contract Box (Bosses Only)
  - Lockboxes and Lockbox Keys
  - Prestige Coins (Prestige Only)
4. Replaced the AP rewards in Shattered Abyssal Splinter with Experience Crystals.