



# Aion: Ereshkigal's Wrath Now Live

3/27/2019 | [Updates](#) | [By Cyan](#)

Aion: Ereshkigal's Wrath is now live! Ereshkigal's relentless pursuit of power must come to an end.



Read on to the patch notes to uncover what's in this update.

# Instances

## 1. Added the Veilenthrone.

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An ancient temple of Aion, the Veilenthrone resides deep within Lakrum fortress. Seeking to control Aion's relic and thereby receive overwhelming power, Ereshkigal has overextended herself and is cornered inside. The Daevas conquering Lakrum fortress discovered the entrance to The Veilenthrone, and swiftly dispatched a force to eliminate her.

Contact has been lost with this initial force, without any sign of victory or other communication. As the following groups also showed no signs of return, it became evident that only the most powerful Daevas stand a chance against her. Infiltrate the Veilenthrone and face off against Ereshkigal!

- The faction controlling Lakrum fortress will have access to an entrance within the fortress itself. Otherwise, access will be possible through the Guardian/Archon Outpost.
- Cannot be accessed if the Balaur control Lakrum Fortress.
- Rewards: Legendary/Ultimate Weapons/Armor/Wings, Legendary/Ultimate PvE Enchantment Stones
- Smuggler Shukirukin/Great Smuggler Shukirukin may spawn.

Group Size	Level	Entries (Prestige)	Reset Time
18	80	2 (3)	Wednesday at 9AM

## 2. Added Herezym Mine.

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A massive vein of Lym Ore has been discovered. However, it has turned out to be more trouble than initially thought. Girad, the leader of the mining operation, was mysteriously overcome by greed. To make matters worse, he and his workers have all become undead, putting the mining operation into crisis. Daevas have been dispatched to determine the truth behind this grim mystery.

Group Size	Level	Entries (Prestige)	Reset Time
1-6	80	4 (5)	Wednesday at 9AM

- Accessible from the Barracks located in the Lakrum region.
- Rewards: Abyss Points, Manastones, Legendary/Ultimate Ridium
- Smuggler Shukirukin/Great Smuggler Shukirukin may spawn.

### 3. Added Illumiel Brawl.

A sparring ground created by Lumiel to help the Asmodians adapt to unfamiliar environments and situations. Because of Lumiel's curiosity and playfulness, contestants spar in different Sapient and animal forms. However, tracing the massive flow of Aether that was consumed when Lumiel created this space, and anticipating a nefarious Asmodian plot, the Elyos arrived. What started as a lighthearted sparring match has now turned into an all-out brawl!

Group Size	Level	Entries (Prestige)	Reset Time
3 vs. 3	76+	1 (2)	9AM Daily

- Accessible daily at 11:00 - 15:00, 19:00 - 02:00 through the Instance Entry UI.

### 4. Increased the drop rate for Legendary and higher items from the following instances.

Affected Instances			
Bastion of Souls	Frozen Monolith	Primeth's Forge	Infernal Drakenspire Depths

5. Fixed an issue where Destroyer Kunax and Frigate Commander Ashunatal had incorrect HP.

6. Changed the monsters and boxes in Arena of Discipline so they are destroyed after a certain number of hits, rather than taking damage according to attack and defense values.

7. Fixed an issue where Tiamat Stronghold and Fire Temple instances could be entered while in an Alliance.

8. Fixed an issue where the debuff is sometimes not applied to the final boss at Infernal Drakenspire Depths.

9. Increased the quantity of Guardian/Archon Marks from Battlefield rewards.
10. Changed the entry location of Infernal Drakenspire Depths.
11. Characters will now retain their buffs when entering Qubrinerk's Cubic Lab.
12. Fixed an issue where the map icon for Qubrinerk's Cubic Lab would persist after the access period ends.
13. Fixed an issue where the additional damage against Balaur would not trigger on Nergal in Frozen Monolith.
14. Fixed an issue where the Chains of Command effect during the Beritra fight in Infernal Drakenspire Depths could be removed by certain skills.
15. Fixed an issue where defeating the Watchful Eye in Cradle of Eternity would sometimes not cause the door to open.
16. Some artifact buffs will now be removed upon entering the Arena.
17. Changed the stats of some monsters in the Crucible Spire.
18. Modified some map topography and of the following areas.

Instance	Areas
Primeth's Forge	Lym Ore Loading Bay Primeth Furnace Workshop Entrance
Bastion of Souls	Path of Rebirth

19. Kisks can no longer be installed in Primeth's Forge.
20. Fixed an issue where the Extermination Device in Frozen Monolith would malfunction and wipe the party.

# Skills

1. New Daevanion skills have been added for each class.

Class	Base Skill	Daevanion Version	Skill Info.
Gladiator	Ferocious Leap	Ferocious Earthquake	Leaps to an enemy within 25m and inflicts physical damage. Pulls enemies within 3m of the target towards the caster and immobilizes them. Longer cooldown than Ferocious Leap.
		Ferocious Lunge	Leaps to an enemy within 5m and inflicts physical damage. Higher damage than Ferocious Leap.
	Righteous Cleave	Paralyzing Cleave	Inflicts physical damage on a target within 17m. Immobilizes target. Reduces the cooldown of Ferocious Leap. Longer cooldown than Righteous Cleave.
		Relentless Cleave	Inflicts physical damage on a target within 17m. Stumbles target. Longer cooldown than Righteous Cleave.
Templar	Bloodwind Slash	Bloodwind Rive	Consumes HP to inflict physical damage. Chance to knock the target back. Repeat activation 3 times.
		Draining Slash	Inflicts physical damage. Chance to absorb HP. Repeat activation 2 times.
	Break Power	Ankle Breaker	Inflicts physical damage on a stumbled or stunned target. Decreases target's attack power. Increases user's attack power. If the target stumbles, increases the power of the next skill used. If it crits, increases the probability of the next skill also being a critical hit.

		Callous Strike	<p>Inflicts physical damage.</p> <p>Target's attack power decreases by 100.</p> <p>Caster's attack power increases by 100.</p> <p>Additional damage against stumbled targets.</p>
Assassin	Vampiric Slash	Feral Ambush	<p>Inflicts physical damage and absorbs a percentage of the damage.</p> <p>Deals more base damage than Vampiric Slash, but does not receive bonus damage for attacking from behind.</p>
		Ruthless Ambush	<p>Inflicts physical damage. Deals additional damage to and stumbles stunned targets.</p>
	Killing Spree	Slashing Onslaught	<p>Inflicts more physical damage than Killing Spree, and increases the chances of a critical strike for a short duration.</p> <p>Repeat activation 3 times.</p>
		Fatal Onslaught	<p>Inflicts physical damage. Deals additional damage to and stuns poisoned targets.</p> <p>Repeat activation 3 times.</p>
Ranger	Light Arrow	Vicious Arrow	<p>Inflicts physical damage and will always critical strike. Removes the target's protection effects.</p> <p>Longer cooldown than Light Arrow.</p>
		Merciless Arrow	<p>Inflicts physical damage and will always critical strike.</p> <p>Has a longer range than Light Arrow and Vicious Arrow, but deals less damage and has a longer cooldown.</p>
	Silence Arrow	Silencing Strike	<p>Inflicts physical damage and silences the target. This skill's effect cannot be removed.</p> <p>Longer cooldown than Silence Arrow.</p>
		Blocking Shot	<p>Inflicts physical damage and binds the target.</p>
Chanter	Seismic Crash	Chaos Smash	<p>Consumes HP to inflict physical damage.</p> <p>Inflicts more damage and has a longer cooldown than Seismic Crash.</p>
		Sweeping Crash	<p>Inflicts physical damage on a target and surrounding enemies and makes them stumble. Has a longer cooldown than Seismic Crash.</p>

	Echoed Haze	Empowered Resonating Dance	Inflicts physical damage. If the target stumbles, increases the power of the next skill used. If it crits, increases the probability of the next skill also being a critical hit.
		Dizzying Slash	Inflicts physical damage. Deals less damage than Echoed Haze, but has a shorter cooldown as well.
Cleric	Light of Recovery	Twinkling Light	Recovers the target's HP. Increases recovery effects for 5 seconds. Repeat activation 3 times. Heals less HP than Light of Recovery, but casts instantly.
		Globe of Light	Recovers the target's HP, and the HP of party members near the target. Only affects party members.
	Divine Touch	Rolling Thunder	Inflicts magic damage on a target and up to 6 enemies near the target. Stuns for a short duration.
		Crashing Thunder	Inflicts magic damage. Inflicts bonus damage on stunned enemies. Repeat activation 3 times. Deals less damage than Divine Touch.
Sorcerer	Spear of Gust	Crippling Spear	Inflicts magic damage and decreases the target's Magic Defense. Deals more damage than Spear of Gust, but has a longer cooldown.
		Thundering Spear	Inflicts magic damage and absorbs a portion of the damage as HP. Has a chance to decrease the target's movement speed. Decreases the cooldown of Blind Leap when used. Repeat activation 3 times.
	Magma Burst	Volcanic Wrath	Inflicts magic damage on a target and up to 6 enemies near the target after a delay. Aerial thrust effect.
		Shifting Magma	Inflicts magic damage on a target and up to 6 enemies near the target, and knocks them back.
Spiritmaster	Weaken Spirit	Spirit Rend	Inflicts magic damage on a target. Inflicts additional damage to spirits. If it crits, the next skill is also a crit.

		Spirit Bind	Inflicts magic damage on a target and enemies near the target, and immobilizes them. Inflicts additional damage to spirits. Deals more damage and has a longer cooldown than Weaken Spirit.
	Soul Torrent	Soul Tether	Inflicts magic damage. Decreases the cooldowns of Weaken Spirit and Element Smash when used. Repeat activation 3 times.
		Soul Combustion	Inflicts magic damage. Decreases the cooldowns of Dispel Magic, Ignite Aether, Magic Implosion and Aegis Breaker when it crits. Repeat activation 5 times.
Songweaver	Bright Flourish	Inspiring Flourish	Inflicts magic damage and decreases the target's MP. Increases resistance against some control effects for up to 12 nearby alliance members. Has a longer cooldown than Bright Flourish.
		Dazzling Flourish	Inflicts magic damage on a target and up to 6 enemies near the target. Stunes for a short duration. Has a longer cooldown than Bright Flourish.
	Tempest Rhapsody	Strengthened Tempest Variation	Inflicts magic damage on a target and up to 6 enemies near the target, and sends them airborne.
		Harmony of Tempest	Inflicts magic damage on a target and up to 6 enemies near the target. Deals more damage and has a longer cooldown than Tempest Rhapsody.
Aethertech	Aetherlock Blade	Silencing Blade	Inflicts magic damage and silences the target. This effect cannot be removed. Has a longer cooldown than Aetherlock Blade.
		Silent Shot	Inflicts magic damage and silences the target. Deals more damage and has a longer cooldown than Aetherlock Blade.
	Backlash	Counter-Fire	Inflicts magic damage after a successful parry or magic resist. Stuns the target. Reduces the cooldown for Steam Rush. Resets the cooldown for Steam Rush if it crits.



		Sweeping Fire	Inflicts magic damage on a target and on enemies near the target. Repeat activation twice.
Gunslinger	Snow Shell	Conductive Cannon	Inflicts magic damage and paralyzes shocked targets. Deals more damage and has a longer cooldown than Snow Shell.
		Wave Cannon	Inflicts magic damage on a target and on enemies near the target. Decreases movement speed. Has a longer cooldown than Snow Shell.
	Anti-Enemy Fire	Recovery Fire	Inflicts magic damage and restores HP. Decreases the cooldown of Materialize Magic. Recovers additional HP on a critical hit. Repeat activation 3 times.
		Fire Forge	Inflicts magic damage and restores HP. Decreases the cooldown of Materialize Magic. Resists the next physical attack.

2. Numerous skills have been modified for each class.

- Gladiator:

Skill	Change(s)
Resolute Charge	<p><b>Increased</b> Attack Power effect 30% → 50%</p> <p><b>Decreased</b> Duration 30 seconds → 10 seconds</p> <p><b>Decreased</b> Cooldown 2 minutes → 1 minute</p> <p><b>Removed</b> 100% critical attack for 5 seconds</p>

Surefooted Charge	<p><b>Increased</b> Attack Power effect 20% → 25%</p> <p><b>Increased</b> Duration 30 seconds → 1 minute</p> <p><b>Decreased</b> movement speed 30% → 10%</p> <p><b>Added</b> Accuracy 1000,Physical Critical Strike 1000</p> <p><b>Removed</b> bonus → Physical/Magical Defense</p>
Crushing Onslaught	<p><b>Increased</b> Stumble cooldown reduction 30% → 50%</p>
Wrathful Wave	<p><b>Increased</b> Damage</p> <p><b>Decreased</b> Cooldown 30 minutes → 10 minutes</p>
Slashing Jump	<p><b>Increased</b> Damage</p>
Battle Banner	<p><b>Removed</b> Reduces player character attack</p> <p><b>Added</b> Reduces player character defense by 500</p> <p><b>Decreased</b> Cooldown 2 minutes → 1 minute</p>
Howl	<p><b>Decreased Cooldown 5 minutes → 2 minutes</b></p>
Berserking	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Charge Position	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Vow of Charge	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Charge Stance	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Slaughter	<p><b>Changed</b> Physical attack increase from a percent to a value</p>

Taunt	<b>Increased</b> Enmity by approximately 150%
Crushing Blow	<b>Increased</b> Damage
Ferocious Leap	<b>Increased</b> Damage
Seismic Billow	<b>Increased</b> Damage
Ferocious Strike	<b>Increased</b> Damage
Robust Blow	<b>Increased</b> Damage
Body Smash	<b>Increased</b> Damage
Body Combo	<b>Increased</b> Damage
Body Slice	<b>Increased</b> Damage
Wrathful Explosion	<b>Increased</b> Damage
Wrathful Strike	<b>Increased</b> Damage
Severe Weakening Blow	<b>Increased</b> Damage
Pressure Wave	<b>Increased</b> Damage
Sharp Strike	<b>Increased</b> Damage
Absorbing Fury	<b>Increased</b> Damage
Draining Sword	<b>Increased</b> Damage

Wind Lance	<b>Increased</b> Damage
Severe Precision Cut	<b>Increased</b> Damage
Lockdown	<b>Increased</b> Damage
Crippling Cut	<b>Increased</b> Damage
Earthquake Wave	<b>Increased</b> Damage
Draining Blow	<b>Increased</b> Damage
Exhausting Wave	<b>Increased</b> Damage
Tendon Slice	<b>Increased</b> Damage
Sure Strike	<b>Increased</b> Damage
Revival Wave	<b>Increased</b> Damage
Springing Slice	<b>Increased</b> Damage
Final Strike	<b>Increased</b> Damage

- Templar:

Skill	Change(s)
Heroic Bodyguard	<b>Added</b> Attack Power,Healing,movement speed increase effect applied on self as well

Shield Sweep	<p><b>Increased</b> Swinging Shield Counter cooldown reduction 50% → 70% on critical strike</p> <p><b>Added</b> Cooldown reduction on crit effect now also affects Shieldburst,Avenging Shield Blow and Shield Counter</p>
Shield Crush	<p><b>Increased</b> Break Power and Righteous Blow cooldown reduction on normal strike from 5 seconds to 70%</p>
Taunting Iron Skin	<p><b>Decreased</b> Taunt range 15m → 7m</p> <p><b>Decreased</b> Taunt interval every 4 seconds → every 3 seconds</p>
Nezekan's Shield	<p><b>Decreased</b> Cooldown 30 minutes → 20 minutes</p>
Divine Fury	<p><b>Increased</b> Additional hit damage by approximately 100%</p> <p><b>Changed</b> Physical attack increase from a percent to a value</p> <p><b>Decreased</b> Cooldown 3 minutes → 2 minutes</p>
Provoking Roar	<p><b>Increased</b> Enmity by approximately 150%</p>
Taunt	<p><b>Increased</b> Enmity by approximately 150%</p>
Incite Rage	<p><b>Increased</b> Enmity by approximately 150%</p>
Sword Storm	<p><b>Increased</b> Damage</p>
Shield Bash	<p><b>Increased</b> Damage</p>
Shield Counter	<p><b>Increased</b> Damage</p>
Vampiric Strike	<p><b>Increased</b> Damage</p>

Severe Blow of Judgment	<b>Increased</b> Damage
Dazing Severe Blow	<b>Increased</b> Damage
Divine Blow	<b>Increased</b> Damage
Judgement	<b>Increased</b> Damage
Punishing Thrust	<b>Increased</b> Damage
Break Power	<b>Increased</b> Damage
Invigorating Strike	<b>Increased</b> Damage
Shieldburst	<b>Increased</b> Damage
Inquisitor's Blow	<b>Increased</b> Damage
Punishment	<b>Increased</b> Damage
Shield of Faith	<b>Decreased</b> Duration 30 seconds → 20 seconds <b>Decreased</b> Cooldown 3 minutes → 2 minutes
Aether Armor	<b>Decreased</b> Duration 30 seconds → 20 seconds <b>Decreased</b> Cooldown 3 minutes → 2 minutes
Nezekan's Shield	<b>Decreased</b> Duration 30 seconds → 20 seconds
Empyrean Fury	<b>Changed</b> Physical attack increase from a percent to a value

Fellow Soldier Guard	<b>Changed</b> Physical attack increase from a percent to a value
Prayer of Resilience	<b>Decreased</b> Cooldown 3 minutes → 2 minutes
Punishing Wave	<b>Decreased</b> Cooldown 3 minutes → 2 minutes
Prayer of Victory	<b>Decreased</b> Duration 3 minutes → 2 minutes <b>Decreased</b> Cooldown 5 minutes → 3 minutes

• Assassin:

Skill	Change(s)
Dizzying Ambush	<b>Decreased</b> Damage <b>Removed</b> 3x 100% critical attack effect <b>Added</b> All skills 100% critical attack for 3 seconds
Flash Ambush	<b>Increased</b> Damage <b>Added</b> Flash of Speed cooldown is reduced by 100%
Scoundrel's Bond	<b>Increased</b> Damage bonus → flanking attacks <b>Removed</b> Healing (life drain) effect
Apply Lethal Venom	<b>Increased</b> Damage <b>Decreased</b> Cooldown 3 minutes → 2 minutes
Spiral Slash	<b>Decreased</b> Cooldown 10 minutes → 5 minutes <b>Increased</b> Damage

Serial Slash	<b>Increased</b> Damage
Strengthened Serial Slash	<b>Increased</b> Damage
Fatal Impulse	<b>Increased</b> Damage
Deadly Abandon	<b>Decreased</b> Cooldown 5 minutes → 2 minutes <b>Decreased</b> Duration 3 minutes → 1 minute <b>Changed</b> Physical attack increase from a percent to a value
Deadly Focus	<b>Decreased</b> Cooldown 3 minutes → 2 minutes <b>Changed</b> Physical attack increase from a percent to a value
Dash and Slash	<b>Decreased</b> Cooldown 1 minute 30 seconds → 1 minute <b>Increased</b> Damage
Massacre	<b>Decreased</b> Cooldown 1 minute 30 seconds → 30 seconds <b>Decreased</b> Casting time 0.8 seconds → 0.4 seconds <b>Increased</b> Damage
Dash Attack	<b>Decreased</b> Cooldown 40 seconds → 30 seconds <b>Increased</b> Increased Damage
Slayer of Darkness	<b>Increased</b> Magical Accuracy increase 1000 → 2000
Devotion	<b>Changed</b> Physical attack increase from a percent to a value
Sensory Boost	<b>Decreased</b> Cooldown 3 minutes → 2 minutes



Shimmerbomb	<b>Decreased</b> Cooldown 3 minutes → 2 minutes
Fang Strike	<b>Increased</b> Damage
Beast Kick	<b>Increased</b> Damage
Beast Swipe	<b>Increased</b> Damage
Rune Carve	<b>Increased</b> Damage
Rune Slash	<b>Increased</b> Damage
Cross Slash	<b>Increased</b> Damage
Ripclaw Strike	<b>Increased</b> Damage
Swift Edge	<b>Increased</b> Damage
Assassination	<b>Increased</b> Damage
Killing Spree	<b>Increased</b> Damage
Soul-breaking Cleave	<b>Increased</b> Damage
Vampiric Attack	<b>Increased</b> Damage
Quickening Doom	<b>Increased</b> Damage
Searching Strike	<b>Increased</b> Damage
Venomous Strike	<b>Increased</b> Damage

Fangdrop Stab	<b>Increased</b> Damage
Shadowfall	<b>Increased</b> Damage
Lightning Slash	<b>Increased</b> Damage
Sigil Strike	<b>Increased</b> Damage
Rune Knife	<b>Increased</b> Damage

- Ranger:

Skill	Change(s)
Rupture Arrow Burst	<b>Increased</b> Stunning Shot cooldown reduction on crit 50% → 100%
Focused Retreating Slash	<b>Increased</b> Range 6m → 10m <b>Decreased</b> Backwards movement distance 25m → 15m
Fierce Retreating Slash	<b>Changed</b> Target immobilized → Target movement speed reduced
Agonizing Arrow	<b>Increased</b> Damage <b>Decreased</b> Reduced healing reduction duration by 50% on player characters
Nature's Resolve	<b>Fixed</b> the cooldown reduction rate when enchanting Stigmas
Sharpen Arrows	<b>Removed</b> Weapon Damage effect <b>Added</b> Physical attack increase <b>Increased</b> Evasion 50 → 300

Aether Arrow	<p><b>Decreased</b> Cooldown 30 minutes → 10 minutes</p> <p><b>Increased</b> Damage</p>
Hunter's Might	<p><b>Decreased</b> Cooldown 2 minutes → 1 minute</p>
Bestial Fury	<p><b>Increased</b> Physical attack 10% → 500</p>
Bow of Blessing	<p><b>Changed</b> Physical attack increase from a percent to a value</p> <p><b>Decreased</b> Duration 60 seconds → 40 seconds</p> <p><b>Decreased</b> Cooldown 2 minutes 30 seconds → 2 minutes</p>
Staggering Trap	<p><b>Decreased</b> Cooldown 3 minutes → 2 minutes</p>
Night Haze	<p><b>Decreased</b> Cooldown 5 minutes → 3 minutes</p>
Strong Shots	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Devotion	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Mau Form	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Mau Blessing Form	<p><b>Changed</b> Physical attack increase from a percent to a value</p>
Stunning Shot	<p><b>Increased</b> Damage</p>
Rupture Arrow	<p><b>Increased</b> Damage</p>
Holy Arrow	<p><b>Increased</b> Damage</p>
Spiral Arrow	<p><b>Increased</b> Damage</p>

Arrow Strike	<b>Increased</b> Damage
Entangling Shot	<b>Increased</b> Damage
Swift Shot	<b>Increased</b> Damage
Deadshot	<b>Increased</b> Damage
Silence Arrow	<b>Increased</b> Damage
Soul-Busting Arrow	<b>Increased</b> Damage
Decay Arrow	<b>Increased</b> Damage
Finishing Arrow	<b>Increased</b> Damage
Ripthread Shot	<b>Increased</b> Damage
Lightning Arrow	<b>Increased</b> Damage
Dilation Arrow	<b>Increased</b> Damage
Arrow Deluge	<b>Increased</b> Damage
Lethal Arrow	<b>Increased</b> Damage
Heart Shot	<b>Increased</b> Damage
Explosive Arrow	<b>Increased</b> Damage

- Sorcerer:

Skill	Change(s)
Flame Ray	<b>Decreased</b> Damage
Tranquilizing Cloud	<b>Decreased</b> Cooldown 10 minutes → 5 minutes
Empyrean Wrath	<b>Decreased</b> Cooldown 30 minutes → 15 minutes
Blaze	<b>Decreased</b> Resist Magic buff by 500% <b>Decreased</b> Duration 30 seconds → 12 seconds
Wintry Armor	<b>Increased</b> Damage
Iron-Clad Prayer	<b>Increased</b> Duration, shield value, shock resistance
Spear of Rapidity	<b>Removed</b> Movement speed reduction <b>Added</b> Magical defense reduction
Repulsion Field	<b>Decreased</b> Cooldown 5 minutes → 3 minutes
Curse of Weakness	<b>Decreased</b> Duration 60 seconds → 30 seconds <b>Decreased</b> Cooldown 5 minutes → 3 minutes
Arcane Thunderbolt	<b>Decreased</b> Cooldown 1 minute 45 seconds → 1 minute 30 seconds

- Spiritmaster:

Skill	Change(s)
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Nightmarish Shriek	<b>Increased</b> Cooldown 45 seconds → 60 seconds
Nightmarish Lament	<b>Increased</b> Cooldown 45 seconds → 60 seconds <b>Decreased</b> Effect duration when used on player characters
Inescapable Choke	<b>Increased</b> Cooldown 1 second → 4 seconds <b>Added</b> Can now be cast while moving
Choking Winds	<b>Increased</b> Effect radius 5m → 7m
Infernal Blight	<b>Fixed</b> the cooldown reduction rate when enchanting Stigmas.
Soul Torrent	<b>Decreased</b> Damage
Soul Surge	<b>Decreased</b> Damage
Spirit's Empowerment	<b>Increased</b> Cooldown 1 minute → 3 minutes <b>Increased</b> Duration 2 minutes → 3 minutes
Stone Scour	<b>Increased</b> Damage at all skill stages.
Summon Tempest Spirit	<b>Decreased</b> Cooldown 10 minutes → 10 seconds
Summon Magma Spirit	<b>Decreased</b> Cooldown 10 minutes → 10 seconds
Cursecloud	<b>Decreased</b> Cooldown 30 minutes → 15 minutes
Summoning Alacrity	<b>Decreased</b> Cooldown 30 seconds → 10 seconds
Summon Spirit	<b>Decreased</b> Cooldown 30 seconds → 10 seconds

Elemental Spirit Armor	<b>Decreased</b> Cooldown 3 minutes → 1 minute
Sigil of Silence	<b>Increased</b> Duration 6-8 seconds → 7-8 seconds
Cyclone of Wrath	<b>Increased</b> Damage
Infernal Pain	<b>Increased</b> Damage
Spirit Barrier	<b>Increased</b> Shield value
Command: Absorb Wounds	<b>Decreased</b> Duration 2 minutes → 1 minute <b>Decreased</b> Cooldown 5 minutes → 3 minutes
Command: Element Rupture	<b>Changed</b> Skill effects now apply to both monsters and player characters.
Command: Element Discharge	<b>Changed</b> Skill effects now apply to both monsters and player characters.
Command: Element Wave	<b>Decreased</b> Cooldown 3 minutes → 1 minute 30 seconds
Restraint of Enervation	<b>Decreased</b> Duration 35 seconds → 12 seconds <b>Increased</b> Attack speed reduction value
Shackle of Vulnerability	<b>Decreased</b> Duration 30 seconds → 16 seconds <b>Increased</b> Attack speed reduction value <b>Increased</b> Casting speed increase value
Withering Gloom	<b>Decreased</b> Duration 60 seconds → 60 seconds <b>Added</b> HP recovery reduction effect

Armor Spirit	<b>Changed</b> Physical attack increase from a percent to a value
Blood Funnel	<b>Increased</b> Damage <b>Decreased</b> Cooldown 3 minutes → 2 minutes

• Cleric:

Skill	Change(s)
Breath of Recovery	<b>Added</b> Splendor of Purification cooldown is reduced by 10 seconds when used.
Chain of Suffering	<b>Decreased</b> Cooldown 3 minutes → 2 minutes <b>Decreased</b> Duration 2 minutes → 1 minute <b>Decreased</b> Strike interval 12 seconds → 4 seconds <b>Decreased</b> Casting time 3 seconds → 2 seconds
Word of Destruction	<b>Decreased</b> Cooldown 10 minutes → 5 minutes
Acquittal	<b>Decreased</b> Cooldown 30 minutes → 15 minutes
Judge's Edict	<b>Increased</b> Magical defense reduction
Blessed Shield	<b>Changed</b> Increases recovery effects by 100% → Increases healing amount by 500
Reverse Condition	<b>Decreased</b> Cooldown 10 minutes → 3 minutes
Summon Vexing Energy	<b>Decreased</b> Cooldown 5 minutes → 2 minutes



- Chanter:

Skill	Change(s)
Overwhelming Judgment	<b>Decreased</b> Damage <b>Decreased</b> Stun duration 4 seconds → 2 seconds
Dizzying Smash	<b>Decreased</b> Damage
Cleansing Recovery Spell	<b>Decreased</b> Duration 10 seconds → 7 seconds <b>Removed</b> No longer affected by Healing Boost stat
Rejuvenating Spell	<b>Increased</b> Cooldown 10 seconds → 12 seconds <b>Removed</b> No longer affected by Healing Boost stat
Word of Wind	<b>Decreased</b> Cooldown 30 minutes → 15 minutes
Promise of Earth	<b>Increased</b> Additional damage by approximately 100%
Blessing of Wind	<b>Increased</b> Additional damage by approximately 100% <b>Decreased</b> Cooldown 3 minutes → 2 minutes <b>Decreased</b> Duration 60 seconds → 30 seconds <b>Changed</b> Physical attack increase from a percent to a value
Word of Protection	<b>Increased</b> Evasion,weapon defense,shield defense 100 → 250
Resonant Strike	<b>Increased</b> Damage
Recovery Spell	<b>Changed</b> No longer consumes shards

Purification Spell	<b>Changed</b> No longer consumes shards
Protection Spell	<b>Changed</b> No longer consumes shards
Word of Inspiration	<b>Changed</b> Physical attack increase from a percent to a value
Word of Instigation	<b>Changed</b> Physical attack increase from a percent to a value
Winter Circle	<b>Changed</b> Physical attack increase from a percent to a value
Empyrean Shield	<b>Changed</b> Physical attack increase from a percent to a value

- Aethertech:

Skill	Change(s)
Rage Wave	<b>Increased</b> Enmity by approximately 150%
Magnetic Wave	<b>Increased</b> Enmity by approximately 150%
Embark	<b>Decreased</b> Cooldown 10 seconds → 8 seconds
Trauma Plate Trigger	<b>Decreased</b> Cooldown 3 minutes → 2 minutes
Explosive Exhaust	<b>Increased</b> Damage <b>Decreased</b> Cooldown 3 minutes → 2 minutes
Storm of Strikes	<b>Increased</b> Damage
Ravager Cannon	<b>Increased</b> Damage

Steel Storm	<b>Increased</b> Damage
Steam Rush	<b>Increased</b> Damage
Strike	<b>Increased</b> Damage
Successive Smashes	<b>Increased</b> Damage
Power Attack	<b>Increased</b> Damage
Two-handed Strike	<b>Increased</b> Damage
Chilling Wave	<b>Increased</b> Damage
Riplash	<b>Increased</b> Damage
Meteor Strike	<b>Increased</b> Damage
Sundering Blade	<b>Increased</b> Damage
Heat Burst	<b>Increased</b> Damage

- Gunslinger:

Skill	Change(s)
Suppressing Fire	<b>Decreased</b> Damage <b>Changed</b> Front range → target range <b>Increased</b> Cooldown 7 seconds → 30 seconds

Spend Success	<b>Decreased</b> Cooldown 3 minutes → 1 minute 30 seconds
Pressurized Chamber	<b>Increased</b> Bonus damage by approximately 100% <b>Changed</b> Bonus damage does not crit
Aion's Favor	<b>Increased</b> Bonus damage by approximately 100%
Nature's Favor	<b>Increased</b> Max HP effect <b>Decreased</b> Cooldown 3 minutes → 1 minute
Precise Shots	<b>Changed</b> Critical Hit 3 times → 100% Critical chance for 2.5 seconds
Sighting	<b>Increased</b> Magical Accuracy by approximately 100%
Mental Lock	<b>Increased</b> PVP Defense 2000 → 3000 <b>Increased</b> Duration 8 seconds → 10 seconds
Survival Instinct	<b>Added</b> Removes immobilization effects
Escape Instinct	<b>Added</b> Removes immobilization effects
Watery Grave	<b>Decreased</b> Cooldown 1 minute 30 seconds → 1 minute

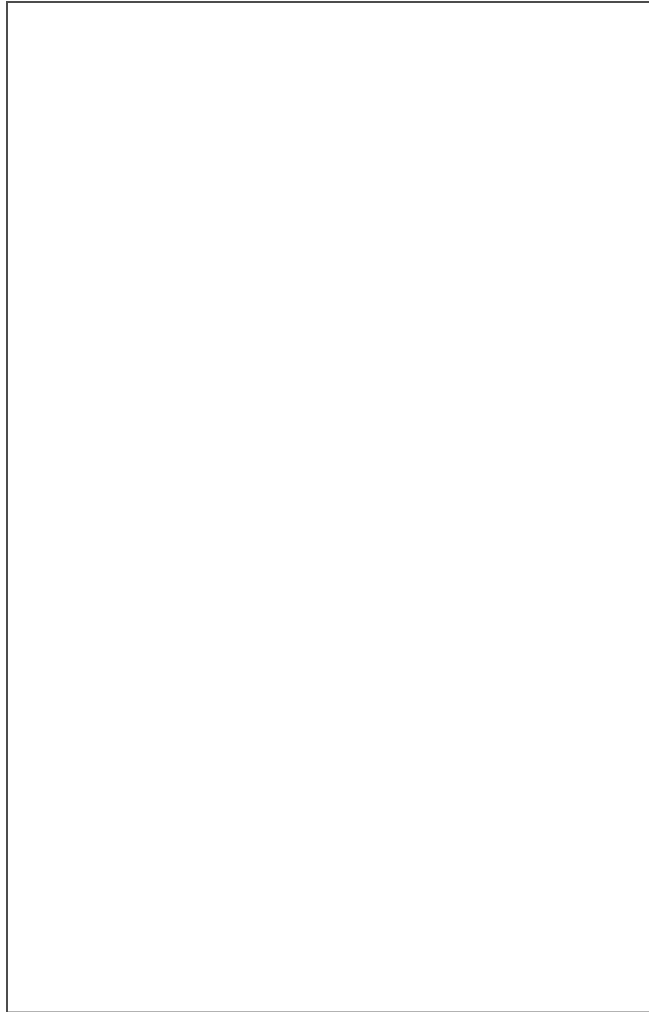
- Songweaver:

Skill	Change(s)
Symphony of Destruction	<b>Decreased</b> Cooldown 30 minutes → 15minutes

Half-Stop	<b>Decreased</b> Number of removed buffs 2 → 1
Mvt. 2: Summer	<b>Changed</b> More easily removed
Mvt. 3: Autumn	<b>Changed</b> More easily removed
Aria of Hope	<b>Decreased</b> Cooldown 30 minutes → 15 minutes
Soothing Melody (Standard)	<b>Decreased</b> HP recovery by approximately 30%
Soothing Melody (Daevanion)	<b>Decreased</b> HP recovery by approximately 30%
Resonant Melody	<b>Decreased</b> HP recovery by approximately 30%
Joyous Carol	<b>Decreased</b> HP recovery by approximately 30%
Soothing Finale	<b>Decreased</b> HP recovery by approximately 30%
Blazing Requiem	<b>Increased</b> Damage
Harpist's Pod	<b>Increased</b> Damage <b>Changed</b> MP reduction effect from a value to a percent
Bright Strike	<b>Changed</b> MP reduction effect from a value to a percent
Bright Stroke	<b>Changed</b> MP reduction effect from a value to a percent
Bright Flourish	<b>Changed</b> MP reduction effect from a value to a percent

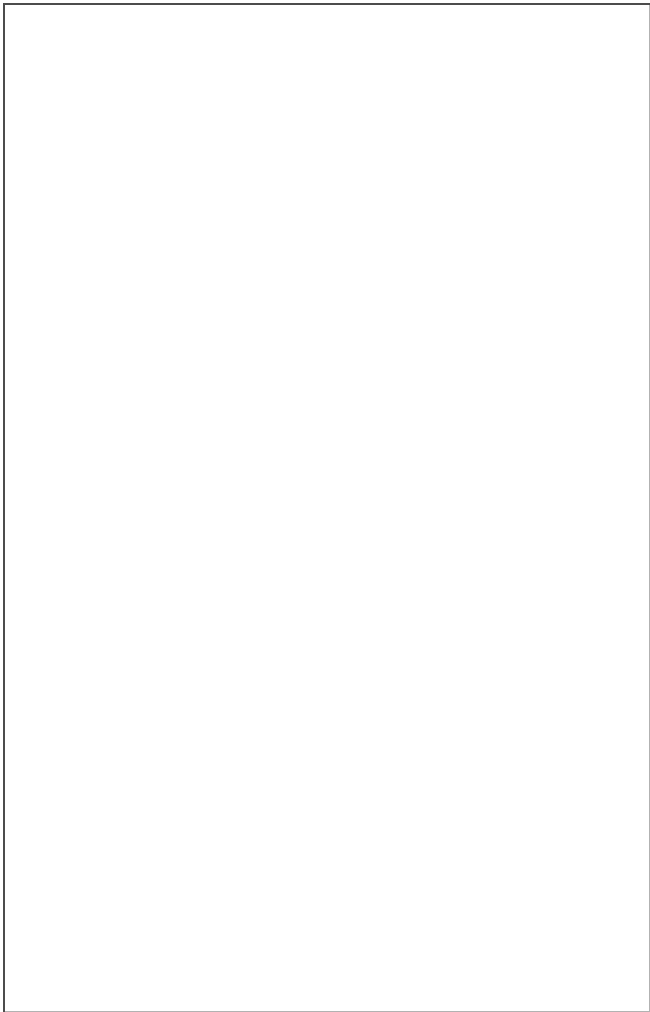
Fiery Requiem	<p><b>Decreased</b> Cooldown 2 minutes → 1 minute</p> <p><b>Increased</b> Effect application height slightly.</p>
Illusion Ensemble	<p><b>Decreased</b> Cooldown 2 minutes → 1 minute</p>
Mirage Symphony	<p><b>Decreased</b> Cooldown 2 minutes → 1 minute</p>
Snowflower Purification Aria	<p><b>Decreased</b> Cooldown 3 minutes → 2 minutes</p>
Snowflower Protection Ballad	<p><b>Decreased</b> Cooldown 3 minutes → 2 minutes</p>

3. Added a Daevanion skill enchantment system accessible in Start Menu ► Tune Daevanion Skills  
 ► Boost Skills tab.



- Spare skill books can be consumed to enchant learned Daevanion skills.
- Only skills and books of Legendary grade or higher can be used.
- Any skill's book can be used, but using a book with the same skill as the targeted skill will have a higher success rate.
- Failure at levels 11 or below will reduce the level by 1. Failure at levels 12+ will reduce the level to 10.

4. Added a Daevanion skillbook synthesis system accessible in Start Menu ► Tune Daevanion Skills  
► Combine Skills tab.



- Players can combine 4 skill books of at least Ancient grade and receive a random book for their class. Any class's books can be used.
- The more Legendary books used, the higher the chance of receiving a Legendary book.

5. Modified tooltips on the following skills.

Class	Modified Tooltips
Gladiator	Wind Lance
	Crushing Onslaught
	Crushing Assault



	Crushing Blow
Templar	Invigorating Strike
	Shieldburst
	Swinging Shield Counter
	Sword Storm
Assassin	Beast Kick
	Fang Strike
	Rune Carve
	Scoundrel's Bond
	Break Away
	Shadowfall
Sorcerer	Wintry Armor
	Wind Cut Down
	Volcanic Destruction
Cleric	Ripple of Healing
	Slashing Wind
Chanter	Parrying Strike
	Healing Conduit
	Resonating Dance
	Leaping Flash
	Dizzying Smash
Aethertech	Annihilation Barrage
	Uppercut
	Beatdown

	Recharge Cannon
	Idium Area Hit
	Idium Blow
	Kinetic Slam
	Idium Strike
Gunslinger	Crosstrigger
	Aerial Shot
	Canted Shot
Songweaver	Quaver
Minion	Strengthened Furious Outburst
	Furious Outburst

6. Modified effects for the following skills.

Class	Skill Effect Modification
Gladiator	Severe Weakening Blow
	Slaughter
Assassin	Blinding Burst
	Slayer of Darkness
Ranger	Dodging
Sorcerer	Flame Fusion
Cleric	Amplification
Chanter	Blessing of Stone
	Protectorate's Prayer
Aethertech	Protective Shell

	Resistant Protective Shell
Gunslinger	Spend Success

7. Fixed skill effect application errors for the following skills.

Class	Skill Effect Errors
Gladiator	Battle Banner
	Unraveling Assault
Templar	Prayer of Freedom
Assassin	Break Away
Mage	Stone Skin
Sorcerer	Flames of Wrath
	Magma Burst
	Freeze
Spiritmaster	Cloaking Word
	Spirit Disturbance
	Elemental Spirit Armor
	Command: Wall of Protection Tempest
	Armor Spirit
	Command: Warding
	Command: Absorb Wounds
	Command: Earth Warding
	Command: Water Warding
	Command: Wind Warding
	Command: Fire Warding

	Command: Tempest Warding
	Command: Lava Warding
	Command: Absorb Wounds Earth
	Command: Absorb Wounds Water
	Command: Absorb Wounds Wind
	Command: Absorb Wounds Fire
	Command: Absorb Wounds Tempest
	Command: Absorb Wounds Lava
Ranger	Retreating Slash
	Skybound Trap
Aethertech	Trauma Plate Trigger
	Ripclaw Strike
Gunslinger	Canted Shot

8. Fixed skill tooltip information display errors in the following skills.

Class	Skill Tooltip Information Display Error
Gladiator	Crushing Assault
Templar	Bloodwind Slash
	Barricade of Steel
	Punishment
	Prayer of Victory
Assassin	Deadly Focus
	Sprinting
Ranger	Rupture Arrow Onslaught

	Retreating Slash
	Bestial Fury
	Trap of Slowing
Sorcerer	Spear of Gust
	Vaizel's Wisdom
	Flame Waltz
Spiritmaster	Command: Lava Barrier
	Command: Elemental Rupture
	Command: Elemental Wave
	Command: Element Discharge
	Spirit Wall of Protection
	Nightmare Scream
Cleric	Festering Wound
	Sage's Wisdom
Chanter	Block Curtain
	Winter Circle
Aethertech	Protective Shell
	Resistant Protective Shell
Gunslinger	Snow Shell
	Anti-Enemy Fire
	Restorative Fire
	Automatic Fire
	Steel Shot
Songweaver	Fluttered Note

	Syncopated Echo
	Paeon of Pain

9. Stigmas can now be equipped and unequipped directly from the inventory, without the assistance of a Stigma Master NPC. There is a 5 minute cooldown when changing stigmas in this manner.

10. Fixed an issue where skills could not be used when Daevanion skills were not separately assigned under specific circumstances.

11. Modified casting time and cooldown for Light of Resurrection, Recurrection Loci and Cherubim Call.

12. Fixed an issue where the Gladiator/Templar skill Ferocious Strike incorrectly showed a message regarding Healing Boost.

13. Fixed an issue where Power: Energy of the Dark Dragon King was applied incorrectly.

14. Fixed an error where the Daevanion skills changed when weapons were changed.

15. Fixed an error where the Assassin Daevanion skill Fast Assault could not be undone with movement speed reduction removal skills.

16. Fixed an error where sometimes skills with the same effects clashed with others when a Daevanion skill is enhanced.

17. The Chanter's Word of Protection skill will now stack with the Songweaver's Joyous Carol.

18. Modified some blessing-related skills while flying.

19. Fixed an issue where class skill damage was incorrectly reduced while in flight.

## Pandora Agency

1. Added the Pandora Agency.





- Collecting certain sets of transformations will now award additional stats and skills.
- The collection skill Flame of Illusion cannot be used against player characters, and has additional effects in the Crucible Spire as well as against Beritra, Ereshkigal or Frigida.

## 2. Added new transformations.

Grade	Transformation	Stats
Greater	Rebellious Daru	Casting Speed +9% Movement Speed +40% Physical Attack +32 Physical Crit +83
	Gold Can	Attack Speed +9% Movement Speed +40% Magic Attack +32 Magic Crit +83
Ancient	Pixel	Attack Speed +21% Movement Speed +45% Healing Boost +23 Physical Attack +36 Accuracy +110 Physical Crit +93
	Guardians of Light	Casting Speed +18% Movement Speed +50% Magic Attack +36, Physical Defense +38 Magic Defense +38 Magic Crit +93



	Guardians of Darkness	Attack Speed +18% Movement Speed +50% Physical Attack +36, Physical Defense +38 Magic Defense +38 Physical Crit +93
	Minion of Oblivion	Casting Speed +21% Movement Speed +45% Magic Attack +36 Magic Accuracy +110 Magic Crit +93
	Ereshkigal's Apostle	Attack Speed +11% Casting Speed +9% Movement Speed +50% Healing Boost +23 Magic Attack +36 Evasion +116 Magic Resist +116
	Beritra's Apostle	Attack Speed +18% Movement Speed +50% Magic Attack +36 Physical Defense +38 Magic Defense +38 Magic Accuracy +110
	Tiamat's Apostle	Attack Speed +21% Movement Speed +45% Healing Boost +23 Magic Attack +36 Magic Accuracy +110 Magic Crit +93
Legendary	Viola	Casting Speed +35% Movement Speed +55% Healing Boost +29 Magic Attack +45 Physical Defense +48 Magic Defense +48 Magic Accuracy +138 Magic Crit +118

	Frigida	Attack Speed +23% Casting Speed +17% Movement Speed +55% Physical Attack +45 Magic Attack +45 Accuracy +138 Magic Accuracy +138 Physical Crit +118 Magic Crit +118
	Modor	Attack Speed +27% Movement Speed +65% Healing Boost +29 Magic Attack +45 Physical Defense +48 Magic Defense +48 Magic Accuracy +138 Magic Crit +118

### 3. Added Transformation Collection Skills.

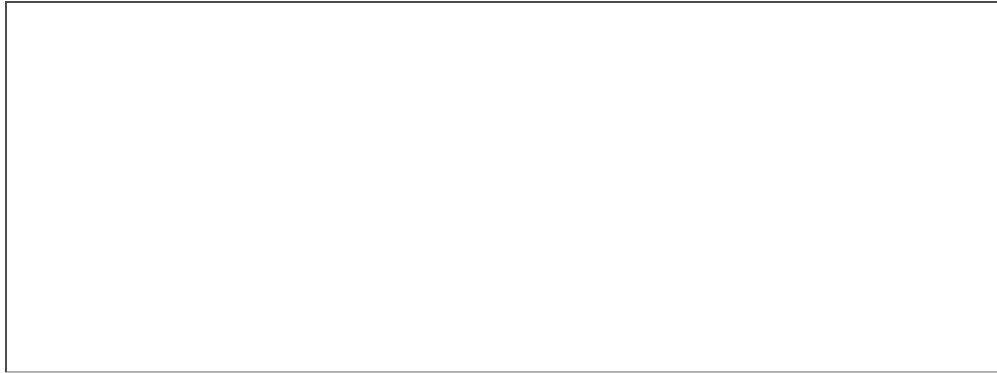
Collection	Skill	Effect
Eternal War	(Stage 1) Cursed Cyclone	Deals 900 damage to enemies within 10m, and decreases Physical and Magic Attack by 75 for 10 seconds.
Tiamat Warrior's Club	(Stage 1) Flame of Illusion: Crucible Spire	Deals 150 magical fire damage to a target within 15m. When the target is a Crucible Spire monster, deals 3,300 additional damage. Cannot be used on player characters.
Ereshkigal Warrior's Club	(Stage 1) Flame of Illusion: Frigida	Deals 150 magical fire damage to a target within 15m. When the target is Frigida, deals 3,300 additional damage. Cannot be used on player characters.
Beritra Warrior's Club	(Stage 1) Flame of Illusion: Beritra	Deals 150 magical fire damage to a target within 15m. When the target is Beritra, deals 3,300 additional damage. Cannot be used on player characters.
Why Are You Here?	(Stage 1) Flame of Illusion: Ereshkigal	Deals 150 magical fire damage to a target within 15m. When the target is Ereshkigal, deals 3,300 additional damage. Cannot be used on player characters.

Magical Transformation Expert	(Stage 2) Cursed Cyclone	Deals 1800 damage to enemies within 10m, and decreases Physical and Magic Attack by 150 for 10 seconds.
Great Agents	(Stage 2) Flame of Illusion: Crucible Spire	Deals 300 magical fire damage to a target within 15m. When the target is a Crucible Spire monster, deals 6,600 additional damage. Cannot be used on player characters.
Now Transform Into Me	(Stage 2) Flame of Illusion: Frigida	Deals 300 magical fire damage to a target within 15m. When the target is Frigida, deals 6,600 additional damage. Cannot be used on player characters.
Boss of the Past	(Stage 2) Flame of Illusion: Beritra	Deals 300 magical fire damage to a target within 15m. When the target is Beritra, deals 6,600 additional damage. Cannot be used on player characters.
Physical Transformation Expert	(Stage 2) Flame of Illusion: Ereshkigal	Deals 300 magical fire damage to a target within 15m. When the target is Ereshkigal, deals 6,600 additional damage. Cannot be used on player characters.

4. Fixed an issue where the Guardian General transformation could disappear in certain circumstances when used after a Transparent Transformation Scroll.
5. Fixed an issue where the glowing red eyes of Asmodian characters were visible while transformed and in combat.
6. The transformation buff color will now change depending on the grade of the transformation.

## Cubics

1. Added an Ereshkigal Cubic. Ereshkigal Cubicles can be obtained from weekly Pandora Agency quests and upgraded through merchants at each race's starting area in Lakrum.



## Sieges

1. Updated the Kaisinel/Marchutan's Protection siege buffs so they scale more smoothly at each level, and have generally been improved from before the update.
  - Level 1 has a slight boost to HP over before.
  - Levels 2-4 have received large increases to the stats provided by the buffs.
  - Level 5 is unchanged from before the update.
2. Added objects to assist the weaker race during fortress sieges, which spawn when the siege starts. When the races are more imbalanced, the objects are stronger.
3. During the siege, killing certain Balaur mobs and completing certain objectives will now award GP.
4. Fixed an issue where the Abyss Core's Temporal Stone Merchant for the Elyos side did not spawn when the fort was not under siege.
5. Fixed a client crash during sieges.
6. Fixed an issue where some Fortress Battle rewards were not correctly distributed under specific circumstances.
7. Fixed an issue where the Asmodian mail message would sometimes be sent to Elyos players after losing a fortress siege or defense.

## Items

1. Changed the Transformation Contracts and Daevanion Skill Boxes to versions that include the new Transformations and Daevanion Skills on the Gold Sand Traders.
2. Added a crafting recipe for a Legendary Daevanion Skill Chest.

- Players can purchase the Mark of Daevanion Knowledge from the Crafting Material Contributor at Lakrum.
3. Added new cosmetic item recipes to Aetherforging.
    - New cosmetic item designs and some materials can be purchased from merchant NPCs inside Lakrum.
    - The remaining materials can be acquired from Pandora Agency monsters.
  4. Added 10 Pandora-related crafting recipes to Aetherforging.
  5. Added 2 items related to Pandora crafting in the Aetherforging item quartermaster sales list.
  6. Added items to the Challenge Coin merchant. Challenge Coins can be acquired from Crucible Spire.
  7. Instead of dropping Daevanion Skill Boxes, Smuggler Shukirukin now drops a 'Shukirukin Box'.
    - The new Daevanion Skills can be acquired from 'Shukirukin Box'.
  8. Added and modified rank rewards tradable for Luna for Arena of Discipline, Arena of Harmony, Glory Points.
  9. Helmets and hats are now categorized as Armor rather than Accessories.
    - Situations in which specific item types drop from specific instances have been modified to accommodate this change. For example, Helm items dropped in Bastion of Souls now drop in Frozen Monolith with the other Armor items.
  10. Added 2 items related to Pandora Essencetapping to the Daily Essencetapping Item Merchant sales list.
  11. Fixed an issue where some item appearances were displayed incorrectly.
  12. Removed crafting materials and manastones from the drop tables of some Lakrum monsters.
  13. Changed icons for some items.
  14. Adjusted the drop rates of Shards for some monsters in Lakrum and instances.
  15. Removed Shards from the drop tables of some monsters in Cygnea and Enshar.
  16. Fixed an issue where skills could be retained when unequipping or swapping away from a piece of gear that had an appearance skill.
  17. Ultimate Firebrand and Ultimate Cloud War item option stats have been readjusted, and additional random stats have been added that can be accessed with retuning.
    - Increased number of stats possible via retuning from 4 to 6. For example, Healing Boost is now available for weapon items and Accuracy/Magical Accuracy is now available for wings.

18. Fixed an issue where the following items in Evergale Canyon were not correctly applying their usage effects.

Affected Items	
Prototype Attack Enhancement	Prototype Defense Enhancement
Heroic Attack Enhancement	Heroic Defense Enhancement
Eternal Attack Enhancement	Eternal Defense Enhancement

19. Fixed an issue where the PvP Defense Scroll effects usable in Idgel Dome were not applied correctly.

20. Fixed an issue where certain items that cannot be sold through brokers did not display this information in their tooltips.

21. Fixed an issue where Extendable Weapons could have their appearance applied to other items.

22. Fixed an issue where the Aetherforging recipe for 'Ultimate Monarch/Conqueror's Shoulderplates' required the wrong amounts of some ingredients.

23. Fixed an issue where some Housing Décor that was not intended to be available could be obtained.

## Minions

1. Increased the following minion attack skills by approximately 500%.

Minion	Skill
Saendukal	Pulverizing Attack
	Strengthened Pulverizing Attack
Steel Rose	Powerful Shot
	Enhanced Powerful Shot
Kerubim	Crouching Dragon Kick
Kerubian	
Kerubiel	
Arch Kerubiel	

2. Reduced maximum minion energy from 50,000 to 5,000.
3. Fixed an issue where magical classes were receiving incorrect amounts of Magic Accuracy from B-grade 1-star minions.
4. Changed it so that the Sheba, Hamerun, Kromede and Karemiwen's toggle skill effects are applied regardless of character stats.
5. Fixed an error where item pickup completion messages were shown for the auto-loot minion/pet functions, when in reality the item was not obtained.
6. Fixed an issue where minion skills were not registering correctly when dragging them into a macro.

## Quest

1. Added new quests for the Pandora Agency and related content.
2. Added new quests for The Veilenthron.
3. Added new quests for Competition Season rank rewards.
4. Added new quests for Herelym Mine.
5. Added new quests for Illumiel Battleground.
6. Made some changes to the final mission in Lakrum.
  - Elyos: Recapturing the Temple/Asmodian: Retaking Lakrum
  - All characters who have the mission before the update have had the quest removed from their trackers and can re-acquire it.
7. Fixed some quest typos, and modified some quests.
8. Fixed an issue where logging out or moving to another area would prevent users from being able to claim their previous Campaign quest completion rewards.
9. Added more monsters for the Lakrum missions Pickaxes and Lost Legions (Elyos) and Legion Unknown (Asmodian) so players can obtain items more easily.

# Competition Seasons

1. Introduced a competition season for Glory Points.
  - Only glory points obtained during the season will count.
  - Elyos and Asmodians are ranked separately.
  - Rewards are given by tiers at the end of the season, similar to other seasons.
2. All three competition seasons (Arena of Discipline, Arena of Harmony, Glory Points) will resume on 3/29 at midnight server time.

# Character

1. Fixed an issue where gliding and moving under specific circumstances looked like teleportation.
2. Increased weekly store sale limits for each character level.

# UI

1. Revamped the Cubic System UI.





2. Reorganized the item categories in the Broker window under Category ► Consumables ► Modify.
3. Fixed issues with the View Screenshot window's Favorites and Screenshot Properties tabs.
4. Fixed some typos regarding soulbinding.
5. Fixed an issue where some minion summoning tooltips would not scale correctly with UI size options.
6. Added a feature that allows players to receive all items in the mailbox at once.
7. If there are no items registered in the Enchant/Modify window, all buttons will now be deactivated.

## NPC

1. Adjusted the stats for monsters level 76 and above.
2. Removed some NPCs in Enshar that are no longer used.
3. Fixed the voices of some NPCs.
4. Fixed an error where Scout Operative Kabar in Lakrum would spawn repeatedly.

5. Fixed an error where the list of limited items was reset when the NPC respawned.
6. Fixed an issue where some quest NPCs would spawn under the environment and would be difficult or impossible to access.

## Environment

1. Fixed some terrain issues in the following areas:

Affected Areas		
Heiron	Divine Fortress	Lakrum

2. Fixed an issue with awkward character animations while affected by the windstreams around Endorim Temple in Lakrum.
3. Changed the duration of the Eerie/Quiet Secret Passage to 55 minutes.
  - When the duration ends, characters inside the Secret Place are automatically kicked out.
4. Lakrum artifact buffs will now be removed upon going to a different region.
5. Fixed an issue where the Lakrum base artifact skills and buff tooltips did not match.

## System

1. Stigmas can now be equipped and unequipped directly from the inventory, without the assistance of a Stigma Master NPC. There is a 5 minute cooldown when changing stigmas in this manner.
2. Added a setting to hide Minions and Pets.
3. Legion chatting is now possible in more areas.
4. Fixed an error where players sometimes couldn't enter the desired number of enchantment attempts for PvE and PvP enchantment.
5. Fixed an issue where video recording did not work in the 64 bit client.
6. Fixed an issue where the 64-bit client would get stuck at 99%-100% loading on certain hardware configurations.

- 7. Fixed a sporadic client crash issue.
- 8. Deleted the screenshot button from the Decorate House function, and fixed an issue where certain housing items displayed the incorrect icons.

## Luna

- 1. Luna can be used to add entries for Herelym Mine and The Veilenthron.

## Prestige Pass

- 1. Prestige Pass players can now acquire a daily login rewards via the Atreian Passport.



- 2. Added entries for Herelym Mine, The Veilenthron, and Illumiel Brawl for Prestige Pass players.
- 3. Added Prestige Coin drops to the following areas:

Prestige Coin Drops	
Bakarma Fortress	Drakenspire Depths (solo)
Ashunatal Dredgion	Mirash Sanctum
Cradle of Eternity	Bastion of Souls
Frozen Monolith	Primeth's Forge
The Veilenthron	Herelym Mine
Lakrum	

# Black Cloud Lockbox

1. The Black Cloud Lockbox's contents have been updated.
2. Added Lockbox and Lockbox Key drops to Herelym Mine and The Veilenthron.
3. Updated the Lockbox Merchant item sales list.