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Instances

Senekta

1. Added the 'Senekta' instance.



Deep within the Lakrum Fortress lies Aion's Senekta temple. In Senekta the 3rd Dragon Lord Ereshkigal is trying to draw absolute power from Aion's Relic. The Elyos and the Asmodians have conquered the Lakrum Fortress and combed through it. They found a path to Senekta and have dispatched their forces to defeat Ereshkigal.

But they haven't heard a single thing from the vanguard since then. When even more units failed to return from their expeditions, the Elyos and the Asmodians decided to recruit reliable warriors for a rearguard. Now their troops are on the march to Senekta to wage a decisive battle against the Dragon Lord Ereshkigal.

- You can pass through the entrance once the Lakrum Fortress has been captured. If the fortress has not been captured, you can enter via the Guardian/Archon outposts. You cannot enter if the Balaur have captured the fortress, however.
- 'Smuggler Shukiruk/Fantastic Shukiruk' has a certain chance of appearing during the game.
- The entrance to the Senekta instance that appears at the outpost when the fortress has not been captured, and the instance entrance that appears when it has been captured are now the same value.
- On a server-wide group search, entry is provided regardless whether the fortress has been captured or not.
- 7,760 points are required for an A grade in Senekta.

Max. players	Level	Entries	Cooldown
18 people	Level 80	Gold Pack: 3 times per week Starter: 2 times per week	Wednesday at 9 AM

Hererim Mine

1. Added the 'Hererim Mine' instance.



A mine has been discovered in Lakrum that is filled with huge amounts of the rare ore known as 'Rim'. This was taken as good news at first, but then the Daevas sent to mine the Rim Ore quickly ran into problems. The greed and obsession of the group's leader, a Daeva known as Girad, for this Rim Ore transformed him into one of the Undead. But that was just the beginning: eventually the entire squad mutated into the Undead. So now the mine needs to be blocked.

But in attempting to resolve the problem in the Hererim Mine it soon becomes clear that a totally different force is behind the incident with the Undead.

Max. players	Level	Entries	Cooldown
1-6 people	Level 80	Gold Pack: 4 times per week Starter: 2 times per week	Wednesday at 9 AM

- This can be entered from the Lakrum Garrison.
- Abyss Points, Manastones and legendary/ultimate Lydium are waiting as rewards.
- 'Smuggler Shukiruk/Fantastic Shukiruk' has a certain chance of appearing during the game.

Illumiel

1. Added the 'Illumiel' battlefield.

- The battlefield can be entered every day from 11 AM to 3 PM and from 7 PM to midnight. It can also be entered from Monday to Saturday from midnight to 3 AM and Sunday from midnight to 2 AM.
- You can enter via the entry interface.

This is a training camp created by Lady Lumiel so the Asmodians can learn to adjust to unknown conditions and situations. In keeping with Lumiel's curious, playful character, the participants transform into different Sapiens and animals for the fight in the training camp. However, the space created by Lumiel created a tremendous Aether current that allowed the Elyos to discover the training camp.

That's why the Elyos and Asmodians are now facing off here: while the Asmodians try to destroy the intruders, the Elyos want to find out what the Asmodians are up to.

Max. players	Level	Entries	Cooldown
3 vs. 3	From level 76	Gold Pack: 1 time per day Starter: 1 time per day	Daily at 9 AM

Additional changes

1. The number of 'Fighter Insignias' issued as a battlefield reward has been increased.
2. The entrance to Makarna of Bitterness has been moved and the number of entries to 'Gold Pack: 4 times per week & Starter: 2 times per week' has been changed.
3. A change has been made so that buffs applied to a character don't vanish when you enter Kubrinerk's Cube Laboratory.
4. Fixed an issue where the instance marker for 'Kubrinerk's Cube Laboratory' occasionally didn't disappear even though the entry time had expired.
5. Fixed an issue where transformations using the Transformation Statue on the Illumiel battlefield consumed 1 Illumiel Transformation Coin.
6. You receive one 'Illumiel Transformation Coin' when you enter Illumiel.
7. Fixed an issue where additional damage to Balaur was not applied for some skills for 'Nergal' in the 'Holy Tower'.
8. Fixed an issue where some skills removed the 'Power: Dragon Lord's Energy' effect used by 'Beritra' in Makarna of Bitterness.
9. Added the 'Steel Rake Fortress', which can only be used during the event.

Max. players	Level	Entries	Cooldown
1 person	From level 76	Gold Pack: 1 time per day Starter: 1 time per day	Daily at 9 AM

10. Elyos and Asmodians can enter the instance through the Steel Rake Fortress Entrance Hall that appears in the Everlasting Life Refuge and in the Temple of Perpetual Wisdom in Lakrum.
11. Fixed an issued where the door occasionally didn't open even though the 'All-Seeing Eye' in the 'Garden of Knowledge' had been defeated.

Pandora Offices

1. Added the 'Pandora Offices'.



This company isn't interested in race and doesn't force anyone to sacrifice themselves for honour. It operates freely in Lakrum according to the motto 'All are rewarded according to their deeds'. The Pandora Offices is divided into the Pandora Projects Office, which handles settlements in Atreia and Balaurea, and the Pandora Recruitment Office, which recruits helpers to expand the company's influence. Especially interesting is the fact that the Pandora Offices hand out rewards of Pandora equipment, which can withstand the Dragon Lord Ereshkigal, and cubelets.

The missions from the 'Pandora Offices' are great opportunities for Elyos and Asmodians to support the company and to prepare themselves for the fight against Ereshkigal at the same time. There are also some missions, though, that seem a little strange at first glance.

1. The 'Pandora Battlefield Path' appears in Lakrum at a set time each day. It can only be used by a limited number of people in a row.
2. Victory will be rewarded with various enchantment materials such as boxes of ultimate Manastones, PvE/PvP Enchantment Stones or cubelets.

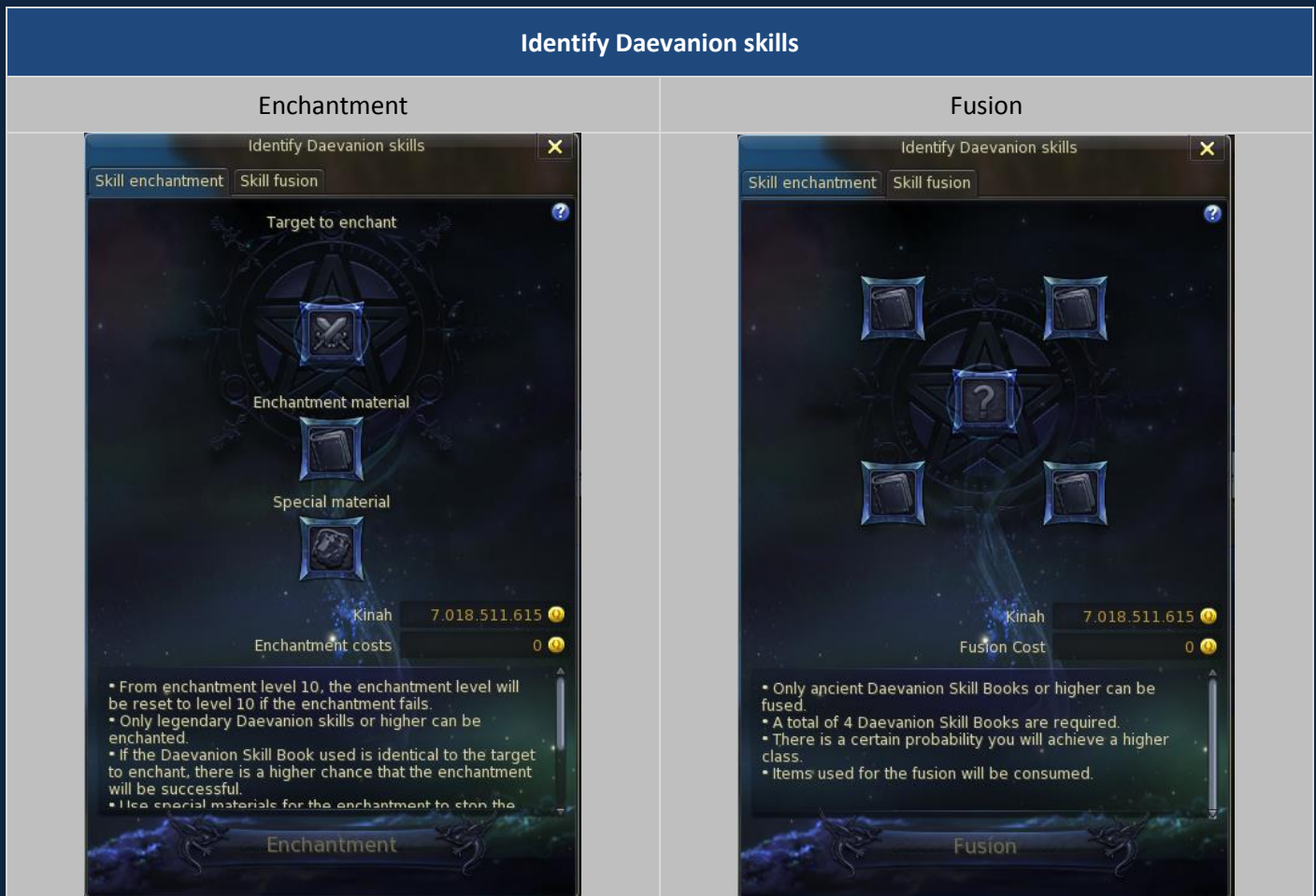
Schedule for the Pandora Offices	Mon	Tue	Wed	Thu	Fri	Sat	Sun	
							11 AM	11 AM
	1 PM	1 PM	1 PM	1 PM	1 PM	1 PM	1 PM	1 PM
							3 PM	3 PM
	6 PM	6 PM	6 PM	6 PM	6 PM	6 PM	6 PM	6 PM
	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM
	10 PM	10 PM	10 PM	10 PM	10 PM	10 PM	10 PM	10 PM
	Midnight	Midnight	Midnight	Midnight	Midnight	Midnight	Midnight	Midnight

System

1. Added the 'Ereshkigal Cube' effect to the cube system.



2. Added a function that lets you equip/unequip Stigmas from the inventory.
3. Stigmas can now also be equipped from your inventory without the help of a Stigma Master.
 - The cooldown time is 5 min. when equipping a Stigma from your inventory.
4. Added the 'Daevanion Skills' system.



- Daevanion skills can be enchanted with Skill Books.
- Only legendary skills or higher can be enchanted or used as material.
- If the Daevanion Skill Book used is identical to the target to enchant, there is a higher chance that the enchantment will be successful.
- If special materials are used for the enchantment, the enchantment level is retained even if it fails.
- If the Daevanion skill enchantment is successful, either the skill effect increases or the cooldown is reduced.

- New Skill Books can be obtained by fusing Skill Books.
- You need 4 ancient or higher Skill Books to get a new Skill Book via fusion.

Fortress Battle

1. When the fortress battle starts, items now appear that can help the outmatched faction with their attack on the fortress or the defence of the fortress.
2. The greater the level difference, the more powerful the items that appear.
3. Honour Points can now be received by destroying part of the times that appear during the fortress battle.
4. The Honour Points reward for a successful/failed attack or defence of the Lakrum Fortress and the Divine Fortress has been increased.

Honour Points

1. Added a season system in which the reward depends on the number of Honour Points received in a fixed period.
2. This excludes Honour Points already received. Only the Honour Points received in the respective season are taken into account.
3. Elyos and Asmodians are differentiated on the affected servers. The status can be viewed under Menu - Community - Ranking list - Honour Points.
4. Rewards are paid out by rank when the season ends.

Transformation

1. Added a 'Transformation Collection'.

- Additional attributed and skills can be obtained depending on the transformation received.
- The collection skill 'Flame of Illusion' cannot be used against characters. This skill deals additional hits to monsters from the Tower of Challenge and Prigga, Beritra and Ereshkigal items.



2. New transformations have been added.

Class	Transformation	Attribute
Large	Naughty Rabbit	Casting spd.: 9%; mov. spd.: 30%; magic attack: 63; crit spell: 165
	Golden Tin	Atk. spd.: 9%; mov. spd.: 30%; physical attack: 63; crit strike: 165
Ancient	Pixel	Atk. spd.: 25%; mov. spd.: 35%; healing boost: 45; phys. attack: 71; accuracy: 220; crit strike: 185
	Light Field Warden	Casting spd.: 20%; mov. spd.: 40%; magic attack: 71; physical defence: 76; magic defence: 76; crit spell: 185
	Dark Field Warden	Atk. spd.: 20%; mov. spd.: 40%; phys. attack: 71; physical defence: 76; magic defence: 76; crit strike: 185
	Minion of Oblivion	Casting spd.: 25%; mov. spd.: 35%; magic attack: 71; magical accuracy: 220; crit spell: 185
	Ereshkigal's Apostle	Atk. spd.: 12%; casting spd.: 9%; mov. spd.: 40%; healing boost: 45; magic attack: 71; evasion: 231; resist magic: 231
	Beritra's Apostle	Atk. spd.: 20%; mov. spd.: 40%; magic attack: 71; physical defence: 76; magic defence: 76; magical accuracy: 220
	Tiamat's Apostle	Atk. spd.: 25%; mov. spd.: 35%; healing boost: 45; magic attack: 71; magical accuracy: 220; crit spell: 185
Legendary	Weda	Casting spd.: 45%; mov. spd.: 45%; healing boost: 57; magic attack: 90; physical defence: 95; magic defence: 95; magical accuracy: 275; crit spell: 235
	Prigga	Atk. spd.: 32%; casting spd.: 23%; mov. spd.: 45%; phys. attack: 90; magic attack: 90; accuracy: 275; magical accuracy: 275; crit strike: 235; crit spell: 235

	Grendal	Atk. spd.: 35%; mov. spd.: 60%; healing boost: 57; Magic Attack: 90; physical defence: 95; magic defence: 95; magical accuracy: 275; crit spell: 235
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3. Added a notification window that displays when collections are received.
4. Fixed an issue where the appearance of the Guardian General vanished in certain circumstances if the character transformed into a Guardian General using a Transparency Transformation Scroll.
5. A change has been made so the red eyes of Asmodian characters are not shown while transformed.
6. The 'Transformation Collection' skill has been added.

Collections	Skill	Effect
Eternal War	(Level 1) Cursed Cyclone	Deals 900 fixed damage to opponents in a 10m radius and reduced physical attack and magic attack by 75 for 10 sec.
Tiamat's Warriors	(Level 1) Flame of Illusion: Tower of Challenge	Deals 150 magical fire damage to a target within 15m. Deals 3,300 additional damage if the target is a monster from the Tower of Challenge. Cannot be used against a player.
Ereshkigal's Warriors	(Level 1) Flame of Illusion: Prigga	Deals 150 magical fire damage to a target within 15m. Deals 3,300 additional damage if the target is Prigga. Cannot be used against a player.
Beritra's Warriors	(Level 1) Flame of Illusion: Beritra	Deals 150 magical fire damage to a target within 15m. Deals 3,300 additional damage if the target is Beritra. Cannot be used against a player.
What are you up to?	(Level 1) Flame of Illusion: Ereshkigal	Deals 150 magical fire damage to a target within 15m. Deals 3,300 additional damage if the target is Ereshkigal. Cannot be used against a player.
Magical Transformation Expert	(Level 2) Cursed Cyclone	Deals 1,800 fixed damage to opponents in a 10m radius and reduced physical attack and magic attack by 150 for 10 sec.
Fantastic Agents	(Level 2) Flame of Illusion: Tower of Challenge	Deals 300 magical fire damage to a target within 15m. Deals 6,600 additional damage if the target is a monster from the Tower of Challenge. Cannot be used against a player.
Now Transform into Me	(Level 2) Flame of Illusion: Prigga	Deals 300 magical fire damage to a target within 15m. Deals 6,600 additional damage if the target is Prigga. Cannot be used against a player.
This Old Boss	(Level 2) Flame of Illusion: Beritra	Deals 300 magical fire damage to a target within 15m. Deals 6,600 additional damage if the target is Beritra. Cannot be used against a player.
Physical Transformation Expert	(Level 2) Flame of Illusion: Ereshkigal	Deals 300 magical fire damage to a target within 15m. Deals 6,600 additional damage if the target is Ereshkigal. Cannot be used against a player.

Quest

1. Added new quests for the Pandora Offices.
2. Added quests in 'Senekta'.
3. Added new quests in the 'Hererim Mine'.
4. Added new quests for the 'Battle of Illumiel'.
5. New legendary/ultimate items can be received from the NPC as quest rewards.
6. Changed part of the last Lakrum campaign.
 - Elyos: Assist with Recapturing the Great Temple of Lakrum; Asmodians: Mission to Assist with Recapturing the Great Temple of Lakrum
7. The levels of all characters who started playing the campaign before the update have therefore been changed so that they still haven't received the reward yet.
8. Changed random rewards to fixed rewards for the last Pandora quest.

Items

1. Added new items for Appearance Modification to magical crafting.
 - The designs for Appearance Modification items and some materials can be purchased from the merchant NPC in Lakrum.
 - Additional materials can be obtained from Pandora Office monsters.
2. Added 10 Pandora crafting methods to magical crafting.
3. Added 2 Pandora crafting items to the sales list for the crafting items merchant.
4. Removed the old Daevanion Skill Chest under Gold Sand Shop - Gold Ingots and added a new Daevanion Skill Chest.
5. Added items that can be purchased using Challenge Coins from the Tower of Challenge.
6. Changed the 'Daevanion Skill Chest' left behind by Smuggler Shukiruk in some instances to 'Shukiruk Chest'.
 - Players have a certain probability of receiving new Daevanion skills from the 'Shukiruk Chest'.
7. A change has been made so that the entry scrolls for 'Makarna of Bitterness' can no longer be obtained as a reward for the fortress battle.
8. Changed the classification of headgear from accessories to armour.
 - Changed the drops for the respective instances according to the armour classification. (E.g.: a helmet dropped in Narakkalli also drops in the Holy Tower.)
9. Added 2 Pandora collection items to the sales list for the essencetapping merchant.
10. Added equipment, Stigmas, consumable items and instance entry scrolls under 'Gold Ingots' in the Gold Sand shop.
11. A change has been made so that crafting materials and Manastones can no longer be obtained from some monsters in Lakrum.
12. Changed the symbol for some Daevanion Skill Books.
13. The drop rate for shards has been partially adjusted for monsters in Lakrum and in instances.
14. Shards are no longer dropped by monsters in Signia and Vengar.
15. Fixed an issue where some monsters in Lakrum didn't drop shards.
16. An improvement has been made so that the 'skill' does not disappear when attempting to change the appearance of another item while the Appearance skill is already applied.
17. The 'skill' is also changed when attempting to modify the appearance of an item that has the Appearance skill.
18. Changed the symbol of 'Returnee's Legendary Equipment Chest'.
19. A change has been made so that you no longer need legendary armour when exchanging Pandora armour.
20. A change has been made so that medals received from ranking rewards cannot be destroyed.
21. A change has been made so that the 'Magnificent Shukiruk Chest' can be found in the instances (Narakkalli, Holy Tower, Hererim Mine, Ashunatal Dredgion, Runatorium, Makarna of Bitterness, Prometun's Workshop).
22. Added the crafting formula for the Legendary Daevanion Skill Chest.
23. The 'Daevanion Wisdom Insignia' can be purchased from the distributor for crafting materials in Lakrum under

'Crafting Materials'.

User interface (UI)

1. Changed the interface for the cube system.
2. Added 'Stigma Enchantment Stone' under 'Trade Broker'.
3. Fixed an issue where Elyos was occasionally displayed in the reward mail contents for Asmodians following a failed fortress battle (attack/defence).
4. Changed the image displayed when exiting the game.
5. Fixed an issue where some Stigma Enchantment Stones were incorrectly classified in the 'Engage a Trade Broker' window.

Minions

1. The attack strength has been increased for some minion skills.

Minions	Skill	Altered effects
Saendukal	Mighty Seismic Strike Boosted Mighty Seismic Strike	The damage from the additional hit increases by approx. 500%.
Steel Rose	Powerful Shot Durable Powerful Shot	
Kerubar Kerubian Kerubiel Arch Kerubiel	Sleeping Dragon Kick	

- Fixed an issue where the minion skill was not registered when the minion skill was dragged to the macro.

Skills

1. Daevanion Skills have been added.

Class	Skill	Additional skill effects	Skill Information
Gladiator	Wild Leap	Wild Tremor	- Physical area attack after jump attack on an opponent within 25m
			- Effect that pulls enemies within a 3m radius of the target towards the caster
	Righteous Cleave	Leaping Strike	- Increased cooldown
			- Single phys. jump attack on a target within 5m
	Righteous Cleave	Boosted Martial Cleave	- Increased skill attack strength
			- Phys. hit on a target within 17m
		Blade Leap	- Immobilisation effect
			- Reduced cooldown for Wild Leap
Templar	Bloodstorm Blow	Bloodstorm Splitter	- Increased cooldown
			- Phys. hit on a target within 17m
	Break Power	Depriving Strike	- Stumble effect added
			- Increased cooldown
	Break Power	Boosted Shatter Strength	- Phys. hit on a target within 17m; consumes HP
			- Knockback effect
			- Multicast 3 times
			- Phys. hit on target within 7m
Ankle Blow	Ankle Blow	- Certain probability of HP absorption on hit	
		- Multicast 2 times	
		- Phys. hit on stumbled target	
		- Increased skill attack strength	
Assassin	Bestial Surprise Attack	- Reduces the target's attack power by 100.	
		- Increased effect of the following skill if the target stumbles	
		- On a crit strike, the probability of the subsequent skills dealing a crit strike increases.	
		- Phys. hit on target	
Assassin	Bestial Surprise Attack	Bestial Surprise Attack	- Reduces the target's attack power by 100.
			- Reduces the caster's attack power by 100.
Assassin	Bestial Surprise Attack	Bestial Surprise Attack	- Reduces the target's attack power by 100.
			- Reduces the caster's attack power by 100.
Assassin	Bestial Surprise Attack	Bestial Surprise Attack	- Additional hit when the target stumbles
			- Phys. hit on target

	Bloodthirster Surprise Attack	Crushing Surprise Attack	- Increased skill attack strength
			- Certain probability of HP absorption on hit
	Killing Spree	Crushing Surprise Attack	- Phys. hit on target
			- Additional hit when attacking from behind
		Boosted Second Slash	- Stumble effect when the target is stunned
			- Phys. hit on target
			- Increased skill attack strength
			- Additional hit when attacking from behind, if poisoned or stunned
Soulbreak	- Temporarily increased probability that the attack skill deals a crit strike		
	- Multicast 3 times		
	- Phys. hit on target		
	- Additional hit when the target is poisoned		
Ranger	Arrow of Annihilation	Arrow of Destruction	- Briefly stuns the target.
			- Multicast 3 times
	Arrow of Annihilation	Arrow of Destruction	- Phys. hit on target within 25 that is guaranteed to hit
			- Removes the target's protective effect.
	Silencing Shot	Arrow of Death	- Increased cooldown
			- Phys. hit on a target within 30m that is guaranteed to hit
		Silencing Thrust	- Increased cooldown
			- Reduced skill attack strength
Binding Arrow	- Phys. hit on a target within 25m		
	- Silence effect (cannot be removed)		
Chanter	Seismic Crash	Seismic Blast	- Increased cooldown
			- Phys. hit on target that consumes HP
	Seismic Crash	Seismic Termination	- Phys. hit on a target within 3m and other enemies near the target.
			- Stumble effect
	Resonance Haze	Boosted Resonance Disruption	- Increased cooldown
			- Phys. hit on target
			- Increased effect of the following skill if the target stumbles

			<ul style="list-style-type: none"> - On a crit strike, the probability of the next skill dealing a crit strike increases. 			
		Second Resonance Slash	<ul style="list-style-type: none"> - Phys. hit on target - Reduced skill attack strength - Reduced cooldown 			
Cleric	Light of Recovery	Miracle Healing	<ul style="list-style-type: none"> - Restores the HP of a target up to 23m away. - The restoration effect increases for 5 sec. - Multicast 3 times - Reduced recovery - Removes the casting time. 			
			Hand of Healing	<ul style="list-style-type: none"> - Restores the HP of a group member up to 23m away. - Restores the HP of group members within a 5m radius. - This skill can only be used on group members. 		
				Divine Touch	Boosted Thunder	<ul style="list-style-type: none"> - Mag. hit on a target within 25m and up to 6 other opponents within a 5m radius of the target - Brief stun effect - Increased skill attack strength
						Chain Lightning
	Sorcerer	Storm Spear		Swift Spear	<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Increased skill attack strength - Reduced movement speed - Increased cooldown 	
			Space-Time Spear		<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Low chance of reduced movement speed - Certain probability of HP absorption on hit - Reduced cooldown on Blind Leap - Multicast 3 times 	
					Big Magma Eruption	Boosted Major Eruption

		Massive Seismic Blast	<ul style="list-style-type: none"> - Mag. hit on a target within 25m and up to 6 other opponents within a 7m radius of the target - Knockback effect - Reduced skill attack strength - Reduced cooldown 	
Spiritmaster	Weaken Spirit	Decaying Mind	<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Additional hit if the target is a spirit - On a crit strike, the next skill will also deal a crit strike. - Increased skill attack strength 	
		Paralysed Mind	<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Additional hit if the target is a spirit - Reduced casting time - Reduced skill attack strength 	
	Soul Torrent	Boosted Soul Theft	<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Increased skill attack strength - Reduced cooldown for Weaken Spirit and Elemental Smash - Multicast 3 times 	
		Soul Burn	<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Increased skill attack strength - On a crit strike, the cooldown of Dispel Magic, Ignite Aether, Magic Implosion and Magic Explosion is reduced - Multicast 5 times 	
	Bard	Harmony of Destruction	Ironclad Tank Harmony	<ul style="list-style-type: none"> - Mag. hit on a target - Reduced MP - Increased resistance for 15 sec. to stun, knockback, spin and Aether's Hold for max. 12 Alliance members up to 25m away - Increased cooldown
			Harmony of Vengeance	<ul style="list-style-type: none"> - Mag. hit on a target within 25m and up to 6 other opponents within a 3m radius of the target - Brief stun effect - Increased cooldown
		Gust Requiem	Boosted Squall Variation	<ul style="list-style-type: none"> - Mag. hit on a target within 25m and up to 6 other opponents within a 5m radius of the target - Aether's Hold

		Squall Harmony	<ul style="list-style-type: none"> - Mag. hit on a target within 25m and up to 6 other opponents within a 5m radius of the target - Increased skill attack strength - Increased cooldown 	
Aethertech	Silence Smash	Heavy Silencing Blow	<ul style="list-style-type: none"> - Mag. hit on a target within 6m - Silence effect (this skill cannot be removed) - Increased cooldown 	
		Silencing Cannon Fire	<ul style="list-style-type: none"> - Mag. hit on a target within 12m - Silence effect - Increased cooldown 	
			<ul style="list-style-type: none"> - Increased skill attack strength 	
		Cannon Shot Riposte	Boosted Counter Cannon Fire	<ul style="list-style-type: none"> - Mag. hit on a target within 20m after successful Dodge Weapons or successful Resist Magic - Stun effect - Reduced cooldown for Sprint Strike - A crit strike resets the cooldown for Sprint Strike
	Large-scale Cannon Shot		<ul style="list-style-type: none"> - Mag. hit on a target within 20m and other opponents within a 5m radius of the target Multicast 2 times 	
	Gunner	Snow Projectile	Paralysing Projectile	<ul style="list-style-type: none"> - Mag. hit on a target within 25m - Paralysis effect on all shock statuses - Increased cooldown
				<ul style="list-style-type: none"> - Increased skill attack strength
Binding Projectile			<ul style="list-style-type: none"> - Mag. hit on a target within 25m and up to 6 other opponents within a 10m radius of the target - Reduced movement speed - Reduced cooldown 	
			<ul style="list-style-type: none"> - Mag. hit on a target - HP regeneration 	
Restoration Volley		Boosted Rapid Fire of Restoration	<ul style="list-style-type: none"> - When using the skill, the cooldown for magic regeneration is reduced. - Additional HP regeneration on crit strike - Increased regeneration - Multicast 3 times 	
			<ul style="list-style-type: none"> - Mag. hit on a target - HP regeneration 	
		Gun Salute	<ul style="list-style-type: none"> - Mag. hit on a target - HP regeneration 	

2. Skill effects have been changed for some classes.

Class	Skill	Altered effects
Templar	Nezekan's Shield	Cooldown: 30 min. → 20 min.
	Divine Grasp	Cooldown: 10 min. → 5 min.
	Divine Fury	The damage from the additional hit increases by approx. 100%. Cooldown: 3 min. → 2 min.
	Boosted Shatter Strength	Condition for stumble → Condition for stun and stumble
	Snickering Roar	Rage increases by approx. 150%.
	Provoke	Rage increases by approx. 150%.
	Incur Wrath	Rage increases by approx. 150%.
Gladiator	Wrathful Wave	Cooldown: 30 min. → 10 min.
	Provoke	Rage increases by approx. 150%.
Ranger	Aether Arrow	Cooldown: 30 min. → 10 min. The skill damage increases by 100%.
	Hunter's Might	Cooldown: 2 min. → 1 min.
	Bestial Fury	The physical attack is increased from 10% to 50%.
Assassin	Spiral Slash	Cooldown: 10 min. → 5 min.
	Dagger Oath	The damage from the additional hit increases by approx. 100%.
	Apply Lethal Venom	The damage from the additional hit increases by approx. 100%. Cooldown: 3 min. → 2 min.
	Deadly Abandon	Cooldown: 5 min. → 2 min. Duration: 3 min. → 1 min.
	Deadly Focus	Cooldown: 3 min. → 2 min.
	Dash and Slash	Cooldown: 1 min. 30 sec. → 1 min.
	Massacre	Cooldown: 1 min. 30 sec. → 30 sec. Casting time: 0.8 sec. → 0.4 sec.
	Dash Attack	Cooldown: 40 sec. → 30 sec.
Cleric	Mist Butcher	The magical accuracy increases from 1,000 to 2,000.
	Word of Destruction	Cooldown: 10 min. → 5 min.
Chanter	Acquittal	Cooldown: 30 min. → 15 min.
	Word of Wind	Cooldown: 30 min. → 15 min.
	Promise of Earth	The damage from the additional hit increases by approx. 100%.
	Blessing of Wind	The damage from the additional hit increases by approx. 100%.
	Word of Protection	Evasion, Parry, and Block are increased from 100 to 250
	Blessing of Wind	Cooldown: 3 min. → 2 min. Duration: 60 sec. → 30 sec.

Bard	Symphony of Destruction	Cooldown: 30 min. → 15 min.
	Requiem of Oblivion	Amount of magic boosts removed: 2 pcs. → 1 pc.
	Melody of Courage	Can be removed more easily using skills with magic removal.
	Melody of Discipline	Can be removed more easily using skills with magic removal.
	Melody of Hope	Cooldown: 30 min. → 15 min.
	Gentle Echo	HP regeneration decreases by approx. 30%.
	Soft Resonance	HP regeneration decreases by approx. 30%.
	Soft Reverb	HP regeneration decreases by approx. 30%.
	Melody of Joy	HP regeneration decreases by approx. 30%.
Sorcerer	Soft Echo	HP regeneration decreases by approx. 30%.
	Sleep Cloud	Cooldown: 10 min. → 5 min.
	Lumiel's Wrath	Cooldown: 30 min. → 15 min.
Spiritmaster	Blaze	The reduced resist magic increases by 500%. Duration: 30 sec. → 12 sec.
	Summon Tempest Spirit	Cooldown: 10 min. → 10 sec.
	Summon Magma Spirit	
	Cursecloud	Cooldown: 30 min. → 15 min.
	Wilderness Rage	The 1st level skill damage increases by 100%. The damage at 2nd and 3rd level increases by 30%.
	Summoning Alacrity	Cooldown: 30 sec. → 10 sec.
	Summon Spirit	Cooldown: 30 sec. → 10 sec.
	Strengthening Spirit: Elemental Armour	Cooldown: 3 min. → 1 min.
Gunner	Sigil of Silence	Duration: 6-8 sec. → 7-8 sec.
	Magic Force	Cooldown: 3 min. → 1 min. 30 sec.
	Enhance Magic Projectile	The damage from the additional hit increases by approx. 100%.
	Promise of Magic Power	The damage from the additional hit increases by approx. 100%.
	Breath of Magic Power	The effect of HP regeneration increases. Cooldown: 3 min. → 1 min.
	Concentrated Headshot	3 crit strikes → 100% crit strike for 2.5 sec.
	Trueshot Magic Eye	Magical accuracy increases by approx. 100%.
	Aimed Hunter's Eye	Additional PvP Defence: 2,000 → 3,000 Duration: 8 sec. → 10 sec.
	Survival Instinct	Added an effect to remove immobility.
Aethertech	Flight Instinct	Added an effect to remove immobility.
	Paralysing Projectile	- Knockback condition → All shock statuses
	Rage Brand	Rage increases by approx. 150%.
	Rage Wave	Rage increases by approx. 150%.

3. Fixed an issue where the duration of the Assassin skill 'Fleeing Posture' was abnormally long.
4. Changed the tooltip info for the passive skill 'Frenzy'.
5. The effects of the Chanter skill 'Word of Protection' and the Bard skill 'Melody of Joy' can now no longer be stacked.
6. Fixed an issue where the 'Physical Attack Increase' effect of the Chanter skill 'Blessing of Wind' was applied strangely.
7. Fixed an issue where the damage dealt by the Sorcerer skill 'Big Magma Eruption' was applied strangely depending on the skill level.
8. The damage dealt by the Sorcerer skill 'Hell Flame of Wrath' and the cooldown of 'Absolute Zero' are applied differently than intended. These issues will be fixed in the next update.
9. Removed the 3rd level effect 'Reduced cooldown for Divine Dragon Cannon' for the Aethertech Daevanion skill 'Idium Surface Strike'.
10. Changed the cooldown of 'Breath of Magic Power' to 1 min. for Gunners.
11. Changed attributes for passive skills linked to blessings and while in flight.
12. The tooltip has been changed for some skills.
13. Fixed an issue where some skill effects were applied incorrectly.
14. Fixed an issue where the skill damage during a fight while in flight was slightly reduced compared to normal flight status for all character classes.
15. Fixed issues with the information in the tooltip info and application of skills. Following this, the quick info and skill effect have been changed for some skills.

Incorrect tooltip info	Restoration Volley, Boosted Rapid Fire of Restoration, Rapid Fire of Restoration, Gun Salute, Repeated Rapid Fire, Heavy Projectile, Command: Lava Wall of Protection, Command: Elemental Destruction, Command: Elemental Wave, Elemental Discharge, Deadly Focus, Soulbreak, Divine Curtain, Bloodstorm Blow, Acute Grating Sound, Attack Resonation, Sustained Arrow Rain, Knockback, Bestial Fury, Festering Wound, Command: Wall of Protection, Snow Projectile, Binding Projectile, Shattering Blow, Storm Spear, Vaizel's Gift, Fiery Roller, Divine Protection, Sage's Wisdom, Barricade of Steel, Nightmare Scream, Punishment, Trap of Slowing, Prayer of Victory, Mosky Requiem, Emergency Shroud of Protection, Protective Shroud of Resistance
Incorrect application of skill effects	Cloaking Word, Blade Leap, Prayer of Freedom, Ironclad Tank Harmony
Altered skill effects	Weakening Blow, Combat Preparation, Blessing of Rock, Amplification, Prayer of Prayer of Protection, Blinding Burst, Mist Butcher, Dodging, Flame Fusion, Magic Force, Emergency Shroud of Protection
Altered tooltip info	Blade Allround Strike, Bloodsucking Punishment, Shield Blast, Healing Wave, Slashing Wind, Riposte, Healing Conduit, Resonance Disruption, Boosted Resonance Disruption, Second Resonance Slash, Beast Kick, Fang Strike, Rune Carve, Dagger Oath, Fleeing Posture, Arrow of Destruction, Arrow of Death, Winter Armour, Wind Cut Down, Harmony of Silence, Soul Shot, Rapid Soul Fire, Soul Volley, Gun Salute, Divine Dragon Cannon, Uppercut, Strong Attack, Seismic Termination, Crushing Surprise Attack, Blade Leap, Loaded Cannon Fire, Iidium Surface Strike, Iidium Blow, Iidium Fist, Swinging Shield Counter, Sword Wind, Shadowfall, Iidium Strike, Deadly Blow, Boosted Blind Rage, Blind Rage, Blind Pursuit, Shattering Strike, Shattering Blow, Crushing Blow, Boosted Thunder, Major Eruption, Boosted Major Eruption

16. Fixed an issue where the field 'Applied skill' was empty and no skills could be used because no Daevanion skill had been selected.
17. Changed the effects of the Aethertech skills 'Protective Veil' and 'Protective Shroud of Resistance'.
18. Some skill effects have been changed.

Class	Skill	Change
Gladiator	Explosion of Rage, Wrathful Wave, Crushing Blow, Wild Leap, Seismic Billow, Ferocious Strike, Robust Blow, Body Smash, Body Combo, Body Blow, Explosion of Wrath, Wrathful Strike, Weakening Blow, Pressure Wave, Sharp Strike, Fury Absorption, Draining Sword, Blade Allround Strike, Severe Precision Cut, Lockdown, Crippling Cut, Earthquake Wave, Draining Blow, Exhausting Wave, Tendon Slice, Sure Strike, Revival Wave, Springing Slice, Final Strike	Increased skill damage
	Battlefield Flag	Characters' physical attack strength reduced from 200 to 500 Characters' physical attack strength reduced by 200 → Characters' phys. defence reduced by 500 Cooldown: 3 min. → 2 min.
	Howl	Cooldown: 5 min. → 2 min.
	Shadow Rage, Daevic Fury, Vow of the Charge, Attack Position, Combat Preparation	With Physical Attack Increase, the percentages are changed to number values.
Templar	Sword Wind, Shield Bash, Shield Counter, Bloodthirster Strike, Judgment Blow, Dazing Severe Blow, Divine Blow, Judgment, Elimination Strike, Break Power, Bloodsucking Punishment, Shield Blast, Inquisitor's Blow, Punishment	Increased skill damage
	Shield of Faith, Aether Armour	Duration: 30 sec. → 20 sec. Cooldown: 3 min. → 2 min.
	Nezekan's Shield	Duration: 30 sec. → 20 sec.
	Empyrean Fury, Divine Fury, Comrade's Aegis	With Physical Attack Increase, the percentages are changed to number values.
	Prayer of Resilience, Punishing Wave	Cooldown: 3 min. → 2 min.
	Prayer of Victory	Duration: 3 min. → 2 min. Cooldown: 5 min. → 3 min.

Ranger	Aether Arrow, Stunning Shot, Rupture Arrow, Griffonix Arrow, Spiral Arrow, Arrow Strike, Entangling Shot, Sniping Shot, Deadshot, Silencing Shot, Ascended Soul Arrow, Arrow of Annihilation, Final Storm Attack, Spear of Penetration, Lightning Arrow, Agonising Arrow, Seal Arrow, Arrow Deluge, Lethal Arrow, Raging Wind Arrow, Explosive Arrow	Increased skill damage
	Bow of Blessing	With Physical Attack Increase, the percentages are changed to number values. Duration: 60 sec. → 40 sec. Cooldown: 2 min. 30 sec. → 2 min.
	Strengthening Eye, Sharpen Arrows, Devotion, Transformation: Mau, Transformation: Mau Blessing, Blessing of Wind	With Physical Attack Increase, the percentages are changed to number values.
	Collision Trap	Cooldown: 3 min. → 2 min.
	Shadowbound	Cooldown: 5 min. → 3 min.
Assassin	Spiral Slash, Fang Strike, Beast Kick, Beast Swipe, Rune Carve, Rune Slash, Cross Slash, Beast Fang, Swift Edge, Assassination, Killing Spree, Soul Splitter, Bloodthirster Surprise Attack, Quickening Doom, Ambush Raid, Venomous Strike, Dash and Slash, Massacre, Dash Attack, Lightning Ambush, Shadowfall, Lightning Slash, Sigil Strike, Rune Knife	Increased skill damage
	Devotion, Determination, Deadly Focus	With Physical Attack Increase, the percentages are changed to number values.
	Sensory Boost, Flash Grenade	Cooldown: 3 min. → 2 min.
Aethertech	Idium Explosion, Storm Strike, Idium Ray, Idium Bombardment, Sprint Strike, Bludgeon, Light Attack, Strong Attack, Two-Handed Strike, Cooling Wave, Wave of Destruction, Leap of Destruction, Blade Slash, Flame of Demolition	Increased skill damage
	Call Mech	Cooldown: 10 sec. → 8 sec.
	Magic Veil, Idium Explosion	Cooldown: 3 min. → 2 min.
Gunner	Enhance Magic Projectile	Target with crit spell as effect excluded
	Concentrated Bombardment	Frontal range → all-round range Cooldown: 7 sec. → 30 sec.

	Magical Cannon Shot	Cooldown: 1 min. 30 sec. → 10 min.
Sorcerer	Winter Armour	Increased skill damage
	Prayer of Iron-Clad	Duration, protective shield value, increased resistance to shock statuses
	Swift Spear	Reduced movement speed → Reduced magic defence
	Refuge Barrier	Cooldown: 5 min. → 3 min.
	Curse of Weakness	Duration: 60 sec. → 30 sec. Cooldown: 5 min. → 3 min.
	Arcane Thunderbolt	Cooldown: 1 min. 45 sec. → 1 min. 30 sec.
Spiritmaster	Cyclone of Wrath, Infernal Pain	Increased skill damage
	Spirit Barrier	Increased protective shield value
	Command: Faithful Substitution	Duration: 2 min. → 1 min. Cooldown: 5 min. → 3 min.
	Root of Enervation	Duration: 35 sec. → 12 sec. Increased value for Attack Speed Reduction
	Shackle of Vulnerability	Increased value for Attack Speed Reduction Increased value for Casting Speed Increase Duration: 30 sec. → 16 sec.
	Withering Gloom	60 sec. → 30 sec. Bonus effect of reduced HP regeneration
	Strengthening Spirit: Spirit Armour	With Physical Attack Increase, the percentages are changed to number values.
	Large-Scale Absorption	Increased skill damage Cooldown: 3 min. → 2 min.

	Command: Elemental Wave	Cooldown: 3 min. → 1 min. 30 sec.
Bard	Fantastic Variation, Sea Variation	Increased skill damage
	Soul Harmony, Harmony of Death, Harmony of Destruction, Sea Variation	Changed the effect of reduced MP to percentages.
	Illusion Variation, Illusion Ensemble, Illusion Symphony	Cooldown: 2 min. → 1 min.
	Purifying Snowflower Melody, Protective Snowflower Melody	Cooldown: 3 min. → 2 min.
Chanter	Roaring Wind Bludgeon	Increased skill damage
	Word of Inspiration, Magic of Incitement, Marchutan's Protection, Divine Protection, Blessing of Wind	With Physical Attack Increase, the percentages are changed to number values.
Cleric	Seal of Judgement	Increased effect of reduced magic defence
	Chain of Suffering	Casting time: 3 sec. → 2 sec.
	Blessed Shield	Restoration effects increased by 100% → Healing Boost increased by 500.
	Reverse Condition	Cooldown: 10 min. → 3 min.
	Summon Taunting Energy	Cooldown: 5 min. → 2 min.

Environment

1. Some areas in Heiron have been changed.
2. Some areas in Lakrum have been changed.

Miscellaneous

1. Fixed an issue where video recording didn't work on the 64 bit client setting.
2. Fixed an issue where a character's connection was occasionally interrupted during the game.
3. Fixed an issue where the game was no longer responding on a 99-100% loading screen when the 64bit client was started on certain PCs.

Character

1. Fixed an issue where the character disappeared as if teleported when the character was controlled by mouse and gliding.

NPC

1. Fixed an issue where occasionally all characters were killed by the mistaken activation of the destruction schema for the attack officer in the 'Holy Tower'.
2. Removed NPCs situated in Vengar who are no longer used.
3. Fixed an issue where the sales list for limited items was reset when the NPC reappeared.

GF Features 6.5v

Atreia Pass



1. Gold Pack users can receive a reward each day via the 'Atreia Pass' window.
2. This also includes Shugo Gold, which was previously only available via the 'Shugocopia' item.
3. The free 'Shugocopia' has been removed from the AION shop.

Morph Recipes

1. The 'Legendary Daevanion Skill Chest (6 types)' has been replaced with the 'Legendary Daevanion Skill Chest (10 types)' for the Morph recipe 'Morph: [Overseas] Legendary Daevanion Skill Chest (10 types)'.
2. The number of experience points required for the Morph Crystal has been reduced from 15,000,000 XP to 8,000,000 XP.

Shugo Vending Machine

1. The 'Transformation Contract (50 types)' from the Shugo Vending Machine has been replaced with the 'Transformation Contract (62 types)'.

Gold Sand Shop

1. The following items can be purchased in the Gold Sand Shop for a limited period (3/4/2019 - 8/5/2019):

Item	Prize	Limitations
[Rune] Legendary Transformation Contract (7 types)	1,500 Gold Ingots	1 per week
[Rune] Ancient Transformation Contract: (11 types)	300 Gold Ingots	1 per week
[Rune] Special Transformation Contract (50 types)	100 Gold Ingots	1 per week
[Rune] Ultimate PvP Enchantment Stone	150 Gold Ingots	1 per week
[Rune] Ultimate PvE Enchantment Stone	120 Gold Ingots	1 per week