



AION 7.3 – Red Katalam (South)

Contents

Red Katalam (South)	3
Instances	3
Red Katalam	5
Quests	5
NPC.....	6
Items	6
[UI]	7
Monsters	7
Environment.....	7
Sound	7
Fortress Battle.....	7
Character.....	8
Minions	8
Transformation	8
Skills.....	8
Skill changes in detail:.....	9
Changes to (improved) Stigma skills.	13
GF Features 7.0v	16

Red Katalam (South)

1. Added the cross-server region 'Red Katalam (South)'.

- The region can be entered at set times and offers both garrison siege battles and fortress battles.
- Red Katalam (South) can only be entered with the help of a Dimension Hourglass.

● Siege Battle for the 81st Garrison

Entry time	Entry area	Entry level	Max. players
Daily at 12 PM, 3 PM, 6 PM, 8 PM and midnight.	Red Katalam Rebuilt Tower of Light Rune Temple	From level 76	Elyos/Asmodians: 24 each

- The siege battle is split into 5 min. waiting time, 15 min. combat and 4 min. to receive the reward.
- The first faction to kill Supreme Commander Pashid conquers the first Balaur garrison.
- When capturing the garrison, Balaur monsters appear at set times and attack the Guardian General.
- Whoever can defend the captured garrison for 5 min. after the Balaur leader of Guardian General of the opposing faction has been killed, wins.
- After seizing victory, a treasure chest will appear with the rewards for the winners.
- The HP of the Elyos/Asmodian Guardian General and the Balaur leader will not be reset.

● Siege Battle for the Prades Fortress

Entry time	Entry area	Entry level	Max. players
Daily at 12 PM, 8 PM and midnight	Red Katalam Rebuilt Tower of Light Rune Temple	From level 76	Elyos/Asmodians: 96 each

- 4 Illusion Gates to the Prades Fortress open for each faction Each Illusion Gate can be entered by 24 players.
- The siege battle is split into 5 min. waiting time, 20 min. combat and 4 min. to receive the reward.
- A Balaur monster appears at set times and attacks the Dynastic Key.
- If the opposing Dynastic Key is destroyed, that faction's Illusion Gate vanishes and their members are driven out of Red Katalam.
- The destroyed Dynastic Key and the vanished Illusion Gate are automatically restored after 2 min. If a faction member activates their Dynastic Key, the Illusion Gate will be restored after approx. 20 min.
- The deactivated Dynastic Key will be restored 15 min. after the fight. Assassins from the faction that activated the Dynastic Key appear again in the Guardian General's vicinity.
- The faction that kills Phrades wins.
- After seizing victory, a treasure chest will appear with the rewards for the winners.
- Phrades' HP will not be reset.

Instances

1. Added 'Kubriker's Monster Cube Laboratory'.

Entrance	Max. players	Level	Entries	Reset
Gatekeeper of the Cube Laboratory	1	80	7/week	Wednesday at 9 AM

The Gatekeeper of the Cube Laboratory appears at random every 2 hours at 4 of the 11 Dumaha altars.

2. Added the 'Hidden Minionite Warehouse'.

Max. players	Level	Entries
1	Level 80	2/week

- Players can enter the instances by going to the respective faction NPC in Stellusia in Dumaha.
- Players can get Minion Contracts and Class A to S Minionite.
- 3 Warehouse Guides and 3 Mixed Warehouse Guides are available; players must choose one. If the instance is completed within 6 min. then players receive 3 reward chests, 2 reward chests within 6 to 8 minutes and 1 reward chest after 8 minutes.
- If the player is playing in the class randomly selected by the 'Mixed Warehouse Guide', the player will receive an additional reward and 4 reward chests.

3. Added the 'Genesis Battle Arena'.

Max. players	Level	Entries
2-12	From level 10	Unlimited

- Can be entered via the NPC in the lobby of the respective faction's Emphyrean Crucible.
- The combat begins as soon as the group administrator has divided up the groups.
- The environment within the arena can be altered by the various administrators in the Ready Room of the Genesis Battle Arena.
- When entering the Genesis Battle Arena, the players will be outfitted with transformation equipment and ultimate equipment that vanishes on leaving the battle arena.

4. The time attack system has been added to some instances.

Instanced Zone	Time attack time
Prometun's Workshop (normal)	25 min.
Makarna of Bitterness	15 min.
Stella Development Laboratory (easy/normal)	25 min.
Beninerk's Manor (easy/normal)	30 min.

- If the conquest is successful within the time attack time, an additional reward chest will appear.

5. Added the Training Arena of Discipline.

- As with the Arena of Discipline, players can enter straight away and there is no special reward.

6. Fixed an issue where the iron fence at Beninerk's Manor occasionally didn't disappear.
7. Fixed an issue where the hints on the floor of 'Prometun's Workshop' occasionally weren't displayed.
8. After a successful conquest on certain levels of the 'Tower of Challenge (lower level)', players randomly receive one of 5 buffs.
9. Fixed an issue where the rank of 'Tower of Challenge (middle level)' was entered wrongly in the rankings.
10. A hint appears if the cut scene at Beninerk's Manor is interrupted.
11. Renamed the skills for the Statue of Protection at the 'Kamar Battlefield'.
12. Reduced the time for quick entry to 'Ashunatal Dredgion' from 10 min. to 3 min.
13. Changes to 'Prometun's Workshop (difficult)':
 - Clicking on 'Liberated Prometun' after winning against 'Raging Tarukkan' teleports the player to 'Raging Prigga'.
 - Anyone who dies in the attack on 'Raging Prigga' will be resurrected at the 'Rim Ore Furnace'.
14. Changed the range of the 'Cold Explosion' skill used by the fourth named monster – 'Raging Prigga' – in 'Prometun's Workshop (difficult)'.
15. Deactivated the 'Leibo Jam - Special Boost Buff' effect applied when entering the Tower of Challenge.
16. Players can no longer select a statue on the Festival Grounds at 'Beninerk's Manor'.

Red Katalam

1. Your max. HP/MP increases when you equip ultimate Katalam Protector equipment. To ensure that the increased HP/MP can regenerate, the HP/MP increase effect has been removed from items and this effect has been added as an item skill.
2. Reduced the attributes of the legates and monsters in ambush and guard positions in Katalam.
3. Reduced the number of ambushing legates and monsters in Katalam that drop loot.
4. Changed the max. pursuit range of all garrison Guardians.
5. Changed the detection radius of monsters within the garrisons.
6. Fixed an issue where the combat officer NPC sometimes didn't appear.
7. The combat officer NPC has been turned into a fixed ranged combat NPC.
8. Paths to the landing sites have been added to the teleporter.
9. Fixed an issue where the Katalam Kinah Box sometimes appeared even though the combat officer had been killed.
10. Fixed an issue where the teleport guided you to the wrong place if the Asmodians had occupied the 706th Garrison.

Quests

1. After successfully completing the 'Inanna and Beninerk' campaign, players can no longer enter 'Inanna's Sanctuary/Inanna's Hideout'.
 2. Added a quest in Red Katalam.
 3. The quest 'Lady Siel's Prophecy' is no longer available.
 4. All Urgent Orders quests in Red Katalam can now be played.
 - As before, however, these quests can only be played once.
 5. Once the Guardian General of the fortress has been destroyed, the quest '[Daily] The Fortress Has Been Conquered, Yippie!' is now available for 1 min.
 6. The daily quest received after receiving the 'Katalam Protector's Weapons Chest' in Red Katalam is now a repeatable quest.
 7. Fixed an issue where two selection options were displayed for the Elyos quest for Lisiel's Support Gear.
 8. Added a quest at Beninerk's Manor. The reward is only issued once, even if the previous quests have been completed multiple times.
- After completing the new quest, players can receive 'Beninerk's Party Souvenir', which gives them the previous rewards.

9. Added a support quest in which players can exchange 'Insignias of Experience' for 'Fighting Spirit Fragments' and 'Etium'.
10. Added quests in the garrison in South Katalam and the Prades Fortress.
11. Players can no longer accept quests in the Nochsana Training Camp without a permit.

NPC

1. The platinum cube merchant Kuburong appears at the landing site at the altar in Dumaha when the <Entrance Hall of the Stella Development Laboratory> is activated.
- Players can get the limited Stella Corporation Platinum Cubelet Bundle from him, which is topped up on Wednesday at midnight.
2. The Genesis Crystal Trader cannot be attacked any more.
3. Added defence NPCs to the Mairinerk and Kreruner Company Offices.
4. Removed the Black Cloud Merchants in the Silentera Canyon.
5. NPCs have been positioned at the landing sites of factions in Lakrum who are responsible for services.
6. The 'Equipment Enchanter' has been renamed the 'Item Enchanter'.

Items

1. Added new cube item.

Name	Source
Raging Yarkhan/Barkhan's Cube	Kubrinerk's Monster Cube Laboratory and <Platinum Cube Trader> Kuburong
Raging Prometun's Cube	
Raging Tarukkan's Cube	
Raging Prigga's Cube	
Mob Leader's Cube	
SVR-07's Cube	

2. Fixed an issue where the Painter Stigma did not appear in the Trade Broker's 'Special' category.
3. Fixed an issue where the Manastone slot for a secondary weapon was not expanded after fusing a weapon even though enough Slot Stones were available.
4. Changed the 'Window With A View' symbol.
5. Expanded the quick info for some reward items (Red Katalam).
6. The appearance of the 'Daeva Victor's Cloth Epauettes' is now displayed correctly even when worn by a male character.
7. Fixed an issue where the appearance of 'Ancient/Legendary Stormwing's Orb' was not displayed if in combat mode.
8. Corrected typos in the quick info for the Red Katalam Kisk.
9. Added Improved Stigmas.
- If normal Stigmas are improved 15x, they can be upgraded into improved Stigmas by the Item Enchanter.
If improved Stigmas are equipped in all sockets, players can receive improved Vision Stigma skills.
10. Kinah and some materials and designs, crafting equipment, consumables, boost materials, contracts, etc. can now be stored in the account warehouse.

11. Added the 'Katalam Insignia of Conflict'.

- The 'Katalam Insignia of Conflict' can be obtained in the siege battles for the garrison in South Katalam and the Prades Fortress.

- 'Ultimate Battle Insignias' and 'Katalam Insignias of Conflict' can be exchanged for 'Katalam Treasure Chests of Conflict' with the 'Trader for Katalam rewards'.

12. Changed the probability of receiving some of the contents of 'Lugbug's Suspicious Bundle'.

13. Changed the probability of receiving minion contracts and Minionite.

14. 'Noble Water Shield' can no longer be used in instances.

[UI]

1. The instance info now displays the correct entry level for 'Tower of Challenge'.

2. Fixed an issue where the Katalam Kinah Box occasionally didn't disappear from the Red Katalam zone map.

3. Incorrect information about homes has been corrected.

4. Removed the word [Campaign] from the designations '[Campaign] Taloc's Hollow (instance)' and '[Campaign] Nightmare'.

5. Fixed an issue where the number of Slot Stones necessary for Manastone expansion was displayed incorrectly after fusing a weapon.

6. The Transformation Collection list is now displaying correctly.

Monsters

1. Adjusted the skill damage for some monsters.

Environment

1. Kisks can no longer be installed in some areas of Stellusia.

2. Fixed an issue where the player's character got stuck in certain parts of 'Prometun's Workshop (difficult)'.

Sound

1. Fixed an issue where the wrong sound effects were played in some parts of Red Katalam.

Fortress Battle

1. A reward chest containing Honour Points (normal/special) now appears in Dumaha approx. 10 min. after the Divine Fortress, Lakrum Fortress and Dumaha Fortress are conquered.

- Players receive the Honour Points by destroying the reward chest. The chest disappears approx. 15 min. after being destroyed.

1. The 'Honour Reward Chest' in Dumaha only appears if all of the Guardian Generals in the Core/Lakrum/Dumaha have been killed. If the fortress is defended successfully or the opposing Guardian General is killed, the battle for the

Lakrum Fortress will be ended successfully.

Character

1. Fixed an issue with switching weapons where the attack speed of the previous weapon was applied to the new weapon.

Minions

1. Added Class S minions.
 - Class S minions can be obtained via fusion.
 - If evolution of a Class S minion fails, the chance of success increases.
2. Players can select up to 4 minion fusion materials (was max. 2).

Transformation

1. Fixed an issue where some transformations were removed while teleporting.

Skills

1. Changed the skill effects of individual classes.
The tables below contain more detailed information on this.
2. The cooldown of '(Improved) Knock-back' is now reduced correctly after using the '(Improved) Raging Wind Arrow' (Ranger) skill.
3. The Painter Stigma skill 'Life Binding' can be improved again with no issues.
4. Changed the enchantment effect of the Painter's Stigma skill 'Imprisonment'. The cooldown is no longer reduced, instead the duration is now increased.
5. Fixed an issue where using the Gunner skill 'Controlled Evasion' resisted the player's 'Aimed Hunter's Eye' skill.
6. Typos have been corrected in some skill quick infos.
7. Fixed an issue where the damage effects of the Painter skills 'Band of Love', 'Band of Rage', 'Punishment Strap', 'Band of Fierceness', 'Band of Forbearance', '(Improved) Band of Fierceness' and '(Improved) Band of Forbearance' were only applied 1 sec. after the first hit.
8. Fixed an issue where the character's attributes were lost for 2 to 3 sec. in certain situations, meaning the character took heavy damage from monsters or their attack range was reduced to 0.
9. Fixed an issue where the phys. crit. defence stat was occasionally increased when using the Chanter skill 'Shield Mantra'.
10. Changed the usage distance of the Spiritmaster skill 'Command: Ruinous Offensive'.
11. Changed the cooldown of the Spiritmaster skill 'Command: Wall of Protection'.
12. Additional damage is dealt even if the knockback effect of the Painter skill 'Work Destruction' is not active.
13. Changed the damage dealt by the Painter skill 'Work Destruction'.

14. Expanded some details for item appearance skills.
15. The skill list [K] no longer displays skills that haven't yet been learned as improved Stigma skills.
16. Fixed an issue where the downgrade of an improved Stigma skill to a normal Stigma skill was not displayed correctly in the quickbar.
17. Fixed an issue where the 'Raging Prigga's Cube' effect was not applied to a summoned boss monster.
18. 'Flaming Meteor' and 'Fiery Roller' are displayed in the skill window as attack skills.
19. Expanded the quick info of some skill cards.
20. Added 4 Daevanion skills for each class that consume DP.
 - These skills can be obtained by fusing Daevanion skills.
21. Corrected typos for the skill '(Improved) Command: Lava Elemental Destruction'.
22. Changed the skill effect of '(Improved) Sacrificial Power'.
23. Changed the skill symbol of '(Improved) Seal Of Judgement'.
24. Corrected typos for the Gunner skill 'Aimed Hunter's Eye'.
25. The skills effects of the Cleric skills 'Seal of Judgement' and '(Improved) Seal Of Judgement' no longer overlap.
26. The Spiritmaster skill '(Improved) Infernal Blight' is no longer removed by the skill '(Improved) Magic Implosion'.
27. Fixed an issue where the improved Stigma skills were not displayed when checking skills that haven't been learned.

Skill changes in detail:

General changes for all classes:

Increased the resistance to shock statuses when using the 'Remove Shock' skill to 2,000 (was 1,000).

2. Changed the resistance to shock statuses when using the 'Miserable Struggle' and 'Boosted Miserable Struggle' minion skills for Kromede.

3. Using sleep skills doesn't increase the affected target's magic defence.

4. Using fear skills increases magic defence/physical defence by 1,000 each.

5. Using binding skills deals damage to the target each second.

Gladiator

Skill name	Skill changes
(Improved) Shattering Strike	When using the skill, the cooldowns of Springing Slice, Draining Blow, Crippling Cut and Final Strike are reduced by 50%, or 100% on a crit strike.
(Improved) Blade Leap	The cooldown is reduced from 30 sec. to 20 sec.
Tendon Slice	The cooldown is reduced from 1 min. 30 sec. to 30 sec.

Templar

Skill name	Skill changes
Shield Blow	The cooldowns of Swinging Shield Counter, Shield Counter, Shield Blast, Avenging Blow and Bloodthirster Strike are now always reduced by 70%, even if the attack is not carried out as a crit strike.
(Improved) Shield Blow	The cooldowns of Swinging Shield Counter, Shield Counter, Shield Blast, Avenging Blow and Bloodthirster Strike are now always reduced by 100%, even if the attack is not carried out as a crit strike.
(Improved) Dual Provocation Armour	The received damage is reduced by 70% (was 50%).
(Improved) Iron Skin	The received damage is reduced by 70% (was 65%). Additionally, 3% (was 2%) HP is regenerated each sec.
Barricade of Steel	Both block and the cooldown are reduced if the skill is improved (was previously only block).
Nezekan's Shield	The cooldown is reduced from 20 min. to 15 min.

Assassin

Skill name	Skill changes
(Improved) Whirling Slicer	The cooldowns of Focused Evasion, Aethertwisting, Blinding Burst and Sensory Boost are now always reduced by 100% when the skill is used, even if the attack is not carried out as a crit strike. Additionally, the usage distance is increased from 15m to 25m and the cooldown is reduced from 60 sec. to 40 sec.
Ambush Attack and Ambush Assault	The cooldown is reduced from 16 sec. to 12 sec.
(Improved) Boosted Second Slash	The additional damage on an ambush or on a poisoned target is increased by 20%.
(Improved) Soulbreak	The additional damage on a target with reduced movement speed or on a poisoned target is increased by 20%.

Ranger

Skill name	Skill changes
Focused Shots and Knock-back	Magical accuracy and accuracy increase by 2,000 (was 1,000) when the skill is used.
(Improved) Knock-back	Magical accuracy and accuracy increase by 3,000 (was 1,000) when the skill is used.
(Improved) Shackling Arrow	Immobilises the target for 12 sec. (was 3.5 sec.). The cooldown is now 20 sec. (was 30 sec.) and the range is 30m (was 25m).

Aethertech

Skill name	Skill changes
(Improved) Loaded Cannon Fire	Your opponent stumbles for 2 sec. (was 4 sec.) after the skill is used. The magical damage to a target is also increased by 50%.
(Improved) Protective Shroud of Resistance	The cooldown is reduced from 1 min. 12 sec. to 30 sec.
(Improved) Boosted Counter Cannon Fire	The cooldown of Sprint Strike is always reduced by 100% when the skill is used, even if the attack is not carried out as a crit strike.
(Improved) Silencing Cannon Fire	The range increases from 12m to 20m.

Gunner

Skill name	Skill changes
Encircling Bomb	Immobilises the target for 4 sec. (was 2 sec.).
Frost Cannon	Immobilises the target for 5 sec. (was 8 sec.). The immobilisation effect is now no longer cancelled if an immobilised opponent is attacked.
(Improved) Load Cannonball	The cooldown is reduced from 48 sec. to 35 sec.
Headshot, Concentrated Headshot, Fire Head Throughshot and (Improved) Concentrated Headshot	The opponent can now be hurled backwards when the skill is used.
(Improved) Fire Head Throughshot	The opponent can now be hurled backwards. The cooldown of 'Between the Eyes' is also reset.
Weakpoint Shot	The cooldown is reduced from 24 sec. to 20 sec.
Flight Instinct	The player is teleported forwards by 7m (was 5m) when the skill is used and the resistance to the immobilising effect of restrictive statuses increases by 1,000 for 12 sec. (was 7 sec.).
Hunter's Eye and Aimed Hunter's Eye	The resistance to shock statuses increases.

Sorcerer

Skill name	Skill changes
Stone Skin	The max. protective shield effect increases by 25%.
(Improved) Swift Spear	Reduces the target's magic defence by 600 (was 500). The cooldown is also reduced from 40 sec. to 20 sec.
(Improved) Flameshot and (Improved) Massive Seismic Blast	The magical damage to a target is increased by 20%.
(Improved) Frosty Fire	Reduces the target's movement speed for 8 seconds (was 5 sec. but only on a crit strike).

Spiritmaster

Skill name	Skill changes
Stone Skin	The max. protective shield effect increases by 25%.
Curse: Water Spirit and Curse: Fire Spirit	The target's magic defence increases by 1,000 (was 320). The target's physical defence also increases by 1,000.
Nightmare Curse and (Improved) Nightmare Curse	These are now influenced by the target's resistance skill. Can not be used on a target with the status Transformation: Guardian General.
Summon Earth Spirit, Summon Water Spirit, Summon Wind Spirit, Summon Fire Spirit, Summon Tempest Spirit and Summon Magma Spirit.	Increases HP, physical attack/magic attack and physical defence/magic defence by 20%. (The HP of Summon Magma Spirit increases by 25%).
Command: Faithful Substitution	The cooldown is reduced from 3 min. to 2 min.
Spirit Bundling	Magic attack increases by 700 (was +550). Crit spell also increases (was magic defence).
Strengthening Spirit: Spirit Armour	The spirit's physical/magic defence increases by 1,000 (was +5%).
Command: Ruinous Offensive	<p>Command: Ruinous Offensive Water: deals magic damage to opponents in a 15m radius around the target and reduces magic defence by 500, which cannot be removed for 10 sec.</p> <p>Command: Ruinous Offensive Wind: deals magic damage to opponents in a 15m radius around the target and reduces magic defence by 500, which cannot be removed for 10 sec.</p> <p>Command: Ruinous Offensive Earth: deals magic damage to opponents in a 15m radius around the target and reduces physical defence by 500, which cannot be removed for 10 sec.</p> <p>Command: Ruinous Offensive Fire: deals magic damage to opponents in a 15m radius around the target and reduces physical defence by 500, which cannot be removed for 10 sec.</p> <p>Command: Ruinous Offensive Lava: deals magic damage to opponents in a 15m radius around the target and reduces magic/physical defence by 500, which cannot be removed for 10 sec.</p> <p>Command: Ruinous Offensive Storm: deals magic damage to opponents in a 15m radius around the target and reduces magic/physical defence by 500, which cannot be removed for 10 sec.</p>
Command: Burn-to-Ashes	The cooldown is reduced from 3 min. to 1 min.

Command: Disturbance	Command: Water Disturbance: deals magic damage to the target and reduces their magic defence by 300 for 14 sec. Command: Fire Disturbance: deals magic damage to the target and reduces their magic defence by 300 for 14 sec. (was 50 for 10 sec.).
(Improved) Soul Burn	Reduces the cooldown of Dispel Magic, Ignite Aether, Magic Implosion and Magic Explosion by 5 sec. each (was 7 sec. but only on crit strike).
(Improved) Decaying Mind	The magical damage to a target is increased by 20%.

Bard

Skill name	Skill changes
(Improved) Purifying Snowflower Melody	Also has a 50% chance of removing magical debuffs when landing a hit (was 20%).
(Improved) Illusion Symphony	Tsunami Requiem is always reset (was previously only when using Tsunami Requiem on a sleeping target or a target with reduced movement speed). The cooldown is also reduced from 40 sec. to 30 sec.
(Improved) Ironclad Tank Harmony and (Improved) Harmony of Vengeance	The magical damage to a target is increased by 20%.
Fantastic Variation	The skill lasts 3 sec. (was 3-step gathering skill).
Cheery Melody	The casting time is reduced by 20%.
Rejuvenation Melody	Effects up to 6 group members (was 1 group member) within a 25m radius.

Chanter

Skill name	Skill changes
(Improved) Chain Decapitation	The physical damage to a target is increased by 20%.
(Improved) Second Resonance Slash	The physical damage to a target and additional damage to a stumbled target is increased by 20%.
(Improved) Boosted Resonance Disruption	The physical damage to a target is increased by 20%.
(Improved) Seismic Blast	The additional damage to a stumbled target is increased by 20%.

Cleric

Skill name	Skill changes
Summon: Punishment Energy, Summon Noble Energy, Summon Healing Servant and Summon Taunting Energy	Increases HP, physical attack/magic attack and physical defence/magic defence by 20%.
(Improved) Chain Lightning	The additional damage when the target is stunned or its movement speed is reduced increases by 20%.

Painter

Skill name	Skill changes
Colourful Rain	Removes a debuff (was all debuffs) and removes another debuff every 3 seconds for 10 seconds. The cooldown is also reduced from 60 sec. to 30 sec.
Imprisonment	Has a new enchantment effect: Increased Duration (was Reduced Cooldown). The cooldown is also extended from 30 sec. to 40 sec.
(Improved) Band of Forbearance	The target's physical/magic defence increases to 2,000 for 10 sec. (was 7 sec.).
Colour Protection Shield	The damage defence is 60% for 10 sec. (was 50% for 8 sec.).

Slash and Retreat	The cooldown is reduced from 30 sec. to 10 sec.
-------------------	---

Changes to (improved) Stigma skills.

Gladiator

Skill name	Previous skill effect	Skill effect after
(Improved) Magic Defence	Magic defence: +2,000	Magic defence: +2,200
(Improved) Ankle Snare	Evasion: -2,000	Evasion: -2,200
(Improved) Howl	Phys./magic attack: -500	Phys./magic attack: -550

Templar

Skill name	Previous skill effect	Skill effect after
(Improved) Barricade of Steel	Block: +4,000	Block: +4,400
	Physical defence: +500	Physical defence: +550
(Improved) Empyrean Providence	Duration: 10 sec.	Duration: 12 sec.
(Improved) Aether Armour	Resist magic: +4,000	Resist magic: +4,400
(Improved) Shield of Faith	Block: 10x	Block: 12x

Assassin

Skill name	Previous skill effect	Skill effect after
(Improved) Deadly Abandon	Attack: +250	Attack: +350
(Improved) Fleeing Posture	Duration: 10 sec.	Duration: 12 sec.
(Improved) Oath of Accuracy	Accuracy: +1,500	Accuracy: +2,500
	Magical accuracy: +1,500	Magical accuracy: +5,000
(Improved) Eye of Wrath	Physical attack skill: +50%	Physical attack skill: +60%
(Improved) Sensory Boost	Evasion/resist magic: +3,000	Evasion/resist magic: +3,600
(Improved) Venomous Strike	Add. Damage on blindside attack: +1,552	Add. Damage on blindside attack: +3,450
(Improved) Quickening Doom	Add. Damage on poisoned target: +1,374	Add. Damage on poisoned target: +3,054
(Improved) Dagger Oath	Chance of add. damage on blindside attack: 50%	Chance of add. damage on blindside attack: 60%
(Improved) Apply Lethal Venom	Chance of add. damage: 20%	Chance of add. damage: 30%

Ranger

Skill name	Previous skill effect	Skill effect after
(Universal) Trap	-	Hit Rate Increase
(Improved) Trap of Slowing	Up to 4 opponents within a 5m radius	Up to 6 opponents within a 7m radius
(Improved) Skybound Trap	Up to 8 opponents	Up to 12 opponents

(Improved) Hunter's Might	Bow attack range: -5 m	Deactivated: bow attack range: -5 m
(Improved) Nature's Resolve	Duration: 10 sec.	Duration: 12 sec.
	Cooldown: 56.7 sec.	Cooldown: 48.4 sec.
(Improved) Bow of Blessing	Physical attack: +400	Physical attack: +480
	Physical crit strike: +1,000	Physical crit strike: +1,200

Aethertech

Skill name	Previous skill effect	Skill effect after
(Improved) Perception Boost	Magical accuracy: +750	Magical accuracy: +900
(Improved) Power Increase	Magic attack: +760	Magic attack: +900
	Add. PvP attack: +260	Add. PvP attack: +300
(Improved) Magic Veil	Duration: 20 sec.	Duration: 25 sec.
	Parry: +770	Parry: +1,000
	Add. PvP defence: +400	Add. PvP defence: +500
(Improved) Id Shield	Damage defence: 50%	Damage defence: 55%
	MP consumption: 10% of the absorbed damage	MP consumption: 8% of the absorbed damage

Gunner

Skill name	Previous skill effect	Skill effect after
(Improved) Gift of Magic Power	Magic attack skill: +10%	Magic attack skill: +12%
(Improved) Load Magic Projectile	Cooldown time: 37.8 sec.	Cooldown time: 32.3 sec.
(Improved) Trueshot Magic Eye	Magical accuracy: +2,000	Magical accuracy: +2,400

Sorcerer

Skill name	Previous skill effect	Skill effect after
(Improved) Absolute Zero	Duration: 5 sec.	Duration: 6 sec.
(Improved) Ice Sheet	Effective radius: 5m around the target	Effective radius: 7m around the target
(Improved) Curse of Weakness	Damage from magic attack: 12% of max. HP	Damage from magic attack: 15% of max. HP
	(max. 3,000)	(max. 4,000)
(Improved) Elemental Ward	Magic defence/resistance: +1,000	Magic defence/resistance: +1,300

Spiritmaster

Skill name	Previous skill effect	Skill effect after
(Improved) Earth Protection	Duration: 10 sec.	Duration: 12 sec.
(Improved) Shackle of Vulnerability	Duration: 16 sec.	Duration: 20 sec.

	Magic defence: -550	Magic defence: -660
(Improved) Curse of Magic Power	Magic defence: -500	Magic defence: -600
(Improved) Strengthening Spirit: Spirit Armour	Phys./magic attack: +1,200	Phys./magic attack: +1,500
	Physical/magic defence: +1,000	Physical/magic defence: +1,200
	Accuracy and magical accuracy: +5,000	Accuracy and magical accuracy: +5,500
(Improved) Healing Spirit	Cooldown time: 37.8 sec.	Cooldown time: 32.3 sec.
(Improved) Infernal Blight	Physical defence: -470	Physical defence: -560
	Magic defence: -800	Magic defence: -900
	Resist magic: -700	Resist magic: -800

Bard

Skill name	Previous skill effect	Skill effect after
(Improved) Dance of the Jester	Duration: 9 sec.	Duration: 11 sec.
		(The duration is reduced by 50% when applied to a player).
(Improved) Paralysis Resonation	Paralysis after 8 sec.	Paralysis after 6 sec.
(Improved) Requiem of Oblivion	Cooldown: 18.9 sec.	Cooldown: 16 sec.

Chanter

Skill name	Previous skill effect	Skill effect after
(Improved) Rise	Resistance to shock statuses: +500	Resistance to shock statuses: +600
(Improved) Raging Encouragement	Duration: 10 sec.	Duration: 12 sec.
	Movement speed: +25%	Movement speed: +30%
(Improved) Elemental Screen	Physical/magic defence: +1,300	Physical/magic defence: +1,500

Cleric

Skill name	Previous skill effect	Skill effect after
(Improved) Saving Grace	Duration: 10 sec.	Duration: 12 sec.
	Physical/magic defence: +800	Physical/magic defence: +950
(Improved) Blinding Light	Duration: 15 sec.	Duration: 18 sec.
(Improved) Enfeebling Burst	Phys./magic attack: -500	Phys./magic attack: -600
(Improved) Festering Wound	Cooldown time: 37.8 sec.	Cooldown time: 32.3 sec.

Painter

Skill name	Previous skill effect	Skill effect after
(Improved) Healing Seal	Duration: 5 sec.	Duration: 6 sec.
(Improved) Imprisonment	Physical/magic defence: +3,500	Physical/magic defence: +2,800
Punishment Strap	Cooldown: 0 sec.	Cooldown: 1 sec.

GF Features 7.0v

1. Shugo Vending Machine
 - Items in the Shugo Vending Machine have been changed.
2. Substance Transformation
 - Changed some Overseas recipes.
 - o Removed recipes for [Event] PvE/PvP Enchantment Stones and for Manastones.
 - o Added an Overseas recipe for [Rune] Stigma Enchantment Stone.
 - The materials have been overhauled for existing Overseas recipes.
 - o Adjusted the amount of Ancient/Legendary PvE/PvP Enchantment Stones required.
 - o Crafting now requires Shugo Gold and a Morph Scroll.
 - Morph Scrolls can be bought in the Gold Sand Shop for 250,000 Kinah.
3. Luna Cube
 - Changed some of the items that can be crafted in Karuner's Workshop.
 - The amount of materials required for crafting in Karuner's Workshop has been partially adjusted.
4. Instance entries with Luna
 - Adjusted the costs for additional instance entries with Luna.
 - Additional instance entries can now be purchased for specific instances.
5. Pandora Raid
 - The raid times have changed accordingly. The Pandora Raid takes place each day at 1 PM, 6 PM and 11 PM.
6. Red Katalam (North)
 - Red Katalam (North) can be entered each day from 9 AM – 1 AM.