Shadows Over Red Katalam

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Red Katalam

1. The cross-server region 'Red Katalam' will open.

Entry time	Entry area	Entry level	Max Players
Daily 6 PM - 11 PM	Dumaha	From level 76	max. 1,000 Elyos/Asmodians

2. The Dimension Hourglass must be charged in order to enter Red Katalam.
   - Added the 'Dimension Hourglass' system.
     - Being in Red Katalam consumes 1 point per minute. You can charge up to max. 300 points (5 hours).
     - The Dimension Hourglass can be charged using Dimension Hourglass items. You can get these items by completing missions.
3. The location of the entrance for Elyos and Asmodians changes at random every 10 minutes.
4. Resurrection skills, summoning skills, transformations into a Guardian General, resurrection items, mounts and Kisks can all be used here.
5. There are no resurrection bind points in Red Katalam. Anyone who dies must use 'Lunamon's Rescue' or wait for help from other players.
6. Resurrecting at an Obelisk will take you out of Red Katalam.
7. 'Garrison Siege Battles' take place in Red Katalam.
   - Garrisons can be captured by defeating the opposing faction's officer NPC.
   - Once you've conquered the garrison, monsters that appear nearby can only be destroyed by the faction that conquered the garrison. The effective area expands the higher the level of the garrison.
   - The level of the garrison increases if the Balaur Assassin who appears when the garrison has been conquered is defeated.
   - The max. garrison level is Level 3.
   - Changed the garrison symbol.

Garrison level	Garrison symbol
Level 1	
Level 2	
Level 3	

8. Raid monsters appear in Red Katalam.
   - Raid monsters in the depot

- A depot from 1-9 is selected at random every 2 hours.
    - A depot can be selected twice in a row.
    - If a depot in which a raid monster has already appeared is selected again, this monster will not appear a second time.
- A white marker for the raid monster is displayed near the selected depot.
- If a faction has levelled up all garrisons in the depot to Level 3, the nearby marker will turn red and the raid monster will appear.
- The raid monster remains for 1 hour after appearing and then disappears if has not been defeated before then.
- A system message is displayed all over Red Katalam when the monster appears.

Depot (Group)	Garrison affected
1st Depot	701st, 702nd and 703rd Garrison
2nd Depot	704th, 705th and 706th Garrison
3rd Depot	707th, 708th and 709th Garrison
4th Depot	710th, 711th and 712th Garrison
5th Depot	713th, 714th and 715th Garrison
6th Depot	715th, 716th and 717th Garrison
7th Depot	718th, 719th, 720th and 721st Garrison
8th Depot	721st, 722nd, 723rd and 724th Garrison
9th Depot	725th Garrison

- RAID MONSTERS FOR THE STRONGER FACTION
    - The raid monster appears to the faction that has captured more garrisons.
    - The raid monster appears to the faction that has captured more garrisons during the allotted time.
    - The monster only appears if the faction has captured at least one garrison. If both factions have captured the same number of garrisons then the monster won't appear.
    - The raid monster appears to the faction that has captured more garrisons every 10 minutes.
    - A system message is displayed all over Red Katalam when the monster appears.

- RANDOM RAID MONSTER
    - The raid monster appears at random no matter how many garrisons have been captured.

9. The Legion Treasure Chest appears and contains a variety of equipment.
    - The Legion Treasure Chest (ancient/legendary/ultimate) appears at set times in certain places.
    - A key is required to open the chest. There is a fixed probability that the key can be crafted from ancient/legendary/ultimate Alchemium using magical crafting.
    - You can get the Alchemium Key needed for the magical crafting in the instance.

Instanced Zone	
Holy Tower	Get Alchemium Key from the boss
Prometun's Workshop	
Makarna	
Senekta	
Stella Development Laboratory	
Beninerk's Manor	
Tower of Challenge (lower level)	There's a certain chance that the Reward Chest: Tower of Challenge Challenger (7 days) contains the key.

10. There are ultimate weapons that can only be used in Red Katalam.
    - You can find them in the Katalam Protector's Weapons Chest.
    - These weapons disappear when you leave Red Katalam.
    - The weapons stay with you for 10 minutes.

11. A Special Merchant will appear.
    - Once the 713th-724th Garrisons have been conquered, there's a certain chance that the Special Merchants Pasirunerk and Hasirunerk will appear.
    - Pasirunerk only sells legendary Katalam Treasure Chests.
    - Added the Special Merchant Hasirunerk, who sells ultimate Katalam Treasure Chests.
    - Pasirunerk and Hasirunerk appear together.

12. A box of Kinah containing 10,000,000 Kinah can be found in Red Katalam.
    - There's a certain chance this will appear when the neighbouring garrison is occupied by the opposing faction and your own garrison has been successfully defended by defeating the Assassin Reconquistadors.
    - If you dismantle the box, each group member will receive the same amount of Kinah.
    - The Katalam Kinah Box vanishes after 5 minutes.

Orbis Training Arena

1. The Orbis Training Arena has been added beneath Stellusia Square in Dumaha. Here you can fight in open combat regardless of faction.

    - The entrance can be found behind the Teleporter at Stellusia Square.
    - Free Soul Healer and Transparency Transformation buff assistant NPCs are positioned around the training arena.
    - The Transparency Transformation buff assistant NPC will give you a new legendary Transformation buff in exchange for Stellium.

2. From level 76 you can resurrect anywhere in the Orbis Training Arena (except instances).

Defence of the Research Centre

1. Added [Defence of the Research Centre] in Dumaha.

Event period	Starting region
3 AM - 04:59 AM	The event runs 1x during the event period starting at a random time and has a 50% chance of taking place in the Volcanic Ash Research Centre or in the Sand Castle Research Centre.
7 AM - 8:59 AM	
11 AM - 12:59 PM	
3 PM - 4:59 PM	
7 PM - 8:59 PM	
11 PM - 0:59 AM	

    - Whether the event takes place in the Volcanic Ash Research Centre or in the Sand Castle Research Centre is decided on a random basis. Once the location is set, a system message will be displayed in Dumaha.
    - The Defence of the Research Centre will start 40 minutes after the system message is displayed. This will last for 20 minutes.
    - If you have successfully completed levels 1-6 in the defence battle, you will reach the final level. The number of monsters in the final level depends on your results in the previous levels.
    - You reach the next level by defeating the boss monster in each one.
    - The boss monster appears 30 seconds after the start of each level through the entrance opposite.
    - The reward in the defence battle depends on the number of monsters you defeat: the more monsters fall, the more items you get.
    - There are no rewards for a successful defence.

Battle against the Guardian General

1. Added the battle against the Guardian General at the altar in Dumaha.
    - The battle against the Guardian General takes place on Wednesdays, Saturdays and Sundays (in the evening) once the altar siege battle at the 10th altar ends.
    - A system message notifies players about the battle against the Guardian General 1 minute after the altar siege battle ends.
    - The battle against the Guardian General starts 10 minutes after the system message appears. This will last for 20 minutes.
    - The Guardian General will appear to the faction who conquered fewer altars, the other faction will face the Defence Troop.
    - If both factions have conquered the same number of altars or conquered no altars, the battle against the Guardian General will not take place.
    - When entering the square for the 10th altar, where the battle against the Guardian General takes place, a union is automatically formed with the same faction and the corresponding quest is accepted.
    - Whoever defeats the Guardian General or Defence Troop will receive a completion reward.
    - Aside from the quest completion reward, there are no separate rewards for defeating or defending against the Guardian General.
2. Adjusted the area of effect for automatically joining/leaving the union.
3. Fixed an issue where there was a low probability of the system message not being displayed after the battle against the Guardian General.

Instances

Beninerk's Manor / Beninerk's Manor (easy)

1. Added the new instances Beninerk's Manor & Beninerk's Manor (easy).

Entrance	Max Players	Level	Entry Digit	Reset
Vespera Harbour (Dumaha)	2-12	From 80	1x weekly (Free Users) 2x per week (Gold Users)	Wednesday at 9 AM

2. All types of ancient equipment can now be looted in the 'Holy Tower' instance.
3. All types of ancient equipment can now be looted in the 'Narakkalli' instance.
4. Fixed an issued where the door didn't open in the Stella Development Laboratory under certain conditions.
5. Fixed an issue where the Holy Tower was not continued after destroying the Assault Machine.
6. The effect radius of the skill 'Explosive Flood' used by the boss monster Suffering Raging Prometun in Prometun's Workshop (difficult) has been expanded from 3 m to 4 m.
7. Modified the skills of some monsters in the Tower of Challenge.
8. Added a third named monster – Raging Tarukkan – to Prometun's Workshop (difficult).
9. Fixed an issue where the combat scheme of the second named monster 'Suffering Raging Prometun' in Prometun's Workshop (difficult) wasn't working in some areas.

10. Fixed an issue where the result of 'Tower of Challenge' was causing issues in certain circumstances.
11. Added the fourth named monster – 'Raging Prigga' – to Prometun's Workshop (difficult).
    - Players can loot the Light Fragment War Necklace/Magic Necklace from Raging Prigga.
12. The Tower of Challenge has been split into a lower level and a middle level.
    - The lower and middle levels consist of 15 floors each.
    - The entry permissions for the lower and middle levels are added together.
13. Players at level 76 and above get less XP from monsters in instances and on the battlefield.
14. Enchantment Stones have been removed from some instance rewards (boss monsters, reward chests):
    - Narakkalli
    - Holy Tower
    - Prometun's Workshop
    - Makarna of Bitterness
    - Senekta
    - Named monsters and boss monsters in the Stella Development Laboratory (easy/normal)
15. Players can find an equipment chest inside the Narakkalli Treasure Chest in Narakkalli.
16. Reduced the damage of the Shade Protector in Makarna and modified his combat scheme.
17. Fixed an issue where skill damage was added when Resentful Commander Girad in the Hererim Mine used the skill 'Essence of Madness'.
18. Changed the item drop rate for the boss monster in '[Campaign] Taloc's Hollow'.

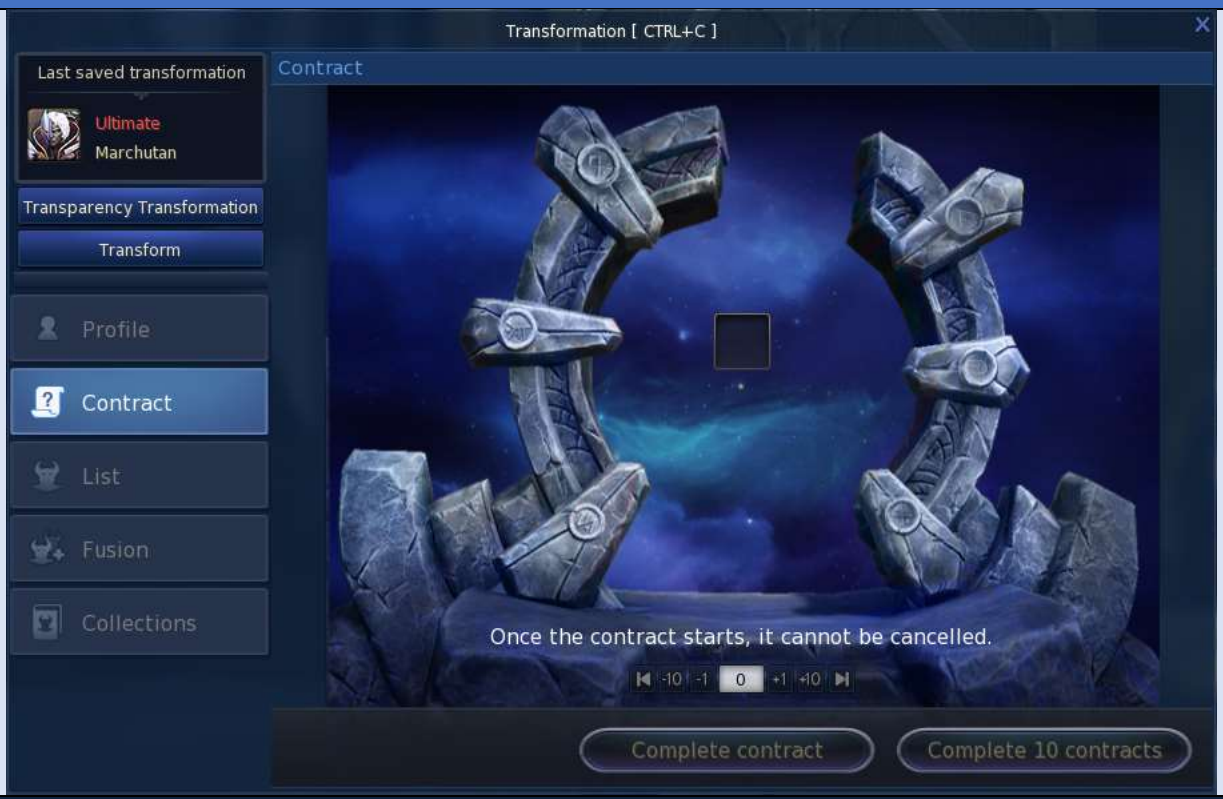
TRANSFORMATION

1. Added the new ultimate transformation 'Marchutan' and 6 new legendary transformations.

Class	Transformation
Legendary	Israphel's Apostle, Marchutan's Apostle, Zikel's Apostle Kaisinel's Apostle, Siel's Apostle, Nezekan's Apostle
Ultimate	Marchutan

2. Improved the interface for the Transformation Contract and Transformation Fusion.

Transformation Contract



- Added the buttons 'Complete contract' and 'Contract complete 10 times'.

- You can carry out multiple contracts one after the other.

Transformation Fusion.

- Added an interface for repeated fusion.
  - Fusions are started under 'Repeat fusion' and run until they are cancelled or the materials run out.
  - Pressing the 'Skip' and 'Next Fusion' buttons lets you perform the next fusion quickly.

Contract result	
Contract in progress	Contract complete

- The contract result, the transformation, is displayed in the centre of the screen. The results of repeated contracts or contracts repeated 10 times are displayed at the bottom of the screen.

3. Changed the application method for transformation collection effects.

Transformation collection

   - There are no restrictions on 6 selected effects for collections: all collection effects are executed automatically.
   - Only the highest level Collection skill can be used.
4. Transformation fusion costs are no longer uniform but differ depending on the fusion class and the materials.
5. The ultimate transformation upgrades with new movements and effects.
6. The voice of the character changes to match the gender after the transformation.
   - With a Transparency Transformation, the voice of the character changes to match the gender.
   - When transforming a character's appearance in an instance, the same voice is used regardless of the gender.
7. Fixed an issue where the movement obtained from transformation using a Transformation Scroll was displayed incorrectly.

CUBES

1. Changed the area of application for Cubes.

Current	Changed
Apply on all servers for the whole account	Apply on one server for the whole account

LUGBUG'S MISSION

1. Modified the daily and weekly version of Lugbug's mission.
   - Daevas from levels 1-75 can no longer perform the weekly mission.
   - As soon as they reach level 76, the weekly mission becomes available for levels 76-80.
2. Added new quests (level 76-80) and partially adjusted the mission contents.
3. Replaced some of Lugbug's weekly missions with new ones.
   - The items needed for the missions are available in the AION shop.
4. The weekly mission '[Fortress Battle] Proof of the courageous fighter' can now be completed twice.
5. Replaced 1 daily mission per week day with a mission that can be completed in Katalam.
6. Reduced the prerequisite for the final weekly reward from 8 to 7 quests.
7. Changed the prerequisites for some missions.

Target	Changed
[Universal] Indefatigable Daeva	Get Leibo Jam 1x (instead of the previous 3x)
[Universal] Diligent Daeva	Get Leibo Jam 3x (instead of the previous 5x)

CHARACTER

1. Added 4 new attributes: 'Crit Strike/Spell Damage' and 'Strike/Spell Fortitude'.

SKILLS

1. Adjusted the rage values for 'Band of Rage' and the associated Daevanion skills (Painter).
2. 'Meteor Strike' (Chanter) and some skills that trigger debuffs (Spiritmaster) no longer clash.
3. The restoration effect of 'Ripple of Purification' (Cleric) can now be removed by skills that dispel magical buffs.
4. Changed the skill effects of individual classes.
5. Changed the cooldown of 'Repeated Bombardment' (Gunner).
6. Heavily reduced the probability of critical hits with 'Work Destruction' (Painter).
7. Skills are now learned differently.
    - Following the class change to Daeva, skills are now only learned after progressing another 10 levels
    - Since skills are now learned differently, the level required for acquiring skills has been amended.
8. Add 10 (enhanced) Daevanion skills for each class.
    - (Enhanced) Daevanion skills are acquired using +15 enchantment on normal Daevanion skills.

QUESTS

1. Added 4 new quests in Lakrum.
    a. Elyos receive these after completing the 'Dwindling Elyos Influence' campaign, Asmodians receive them after completing the 'Dwindling Asmodian Influence' campaign.
2. The previously defective quests in Prometun's Workshop can now be completed correctly.
3. Broken legion missions can now also be completed correctly.
4. Four quests for the recapture and defence of the Great Temple of Lakrum near the Lakrum Fortress can no longer be accepted.
5. The following campaigns in Dumaha have been changed:

Faction	Campaign
Elyos	A Strange Encounter
Asmodian	Unexpected Encounter

6. Increased the quest reward for the altar siege battle in Dumaha.
7. Players can now accept Stella Problem-solving quests again with no issues.
8. Lugbug's fortress battle quests are now daily quests.
9. Corrected the categories of some quests.
10. Changed the level for quests where players can get Genesis Crystals as a reward.
11. Fixed an issue where the quests 'Rumours of a Black Market Trader' and 'Rumours about the Black Market Trader' in Neviwind Canyon were not updated under certain conditions.
12. Added the new campaign 'Inanna and Beninerk'.
13. Added quests that can be completed after getting the Katalam Protector's Weapons Chest.
14. Fixed an issue where the Stella Development Laboratory quests '[Instance/Group] Interrupted Nakisix Deliveries' and '[Instance/Group] The Whereabouts of Nakisix' were not updated after defeating the Weakling Daeva Mob Leader.
15. Changed the level for the quest 'Lady Siel's Prophecy'.
16. Added quests in the instance 'Beninerk's Manor (easy)'.
17. Approved the display of the random quest reward.

Random quest reward	
Quest reward window	Reward Information

   a. Players can call up the reward information by pressing the [?] on the right-hand side of the quest reward window.
18. Improved some quests in Lakrum so that they're easier to complete.
   a. The garrison function has a new 'Instant Report' function.
   b. Adjusted the reward and weekly number of repeats for clean-up quests. These quests can be accepted and completed with the landing site NPC.
   c. Ascension quests for characters below level 80 disappear after level 80.
   d. Adjusted the NPCs to the categories 'Instance', 'Battlefield' and 'Ascension'.
   e. Restricted the repeat rate of some repeatable quests in the instance to 2x per week.
   f. Some quests now lead to a higher reward.
   g. Changed the weekly number of repeats and rewards for the PvP quests in Lakrum.
19. There are now two separately repeatable quests: 'Stella Development Laboratory (easy)' and 'Stella Development Laboratory (normal)'.
20. The Stigma quest reward in the intro area is now a Stigma selection bundle.
21. Added quests in the Orbis Training Arena.
22. Added the Enchantment Stone introduction quest in Lakrum.
23. Added repeatable quests with Enchantment Stones as a reward in some instances.
24. A legion quest has been created according to the new content.
25. The Nightmare quests and the quests in Taloc's Hollow are now optional.

ITEMS

1. Added new formulas for magical crafting with collectable items.
3. The 'Daevanion Skill Book' item can be stored in your inventory multiple times.
4. The Stellium General Goods Merchant's limited offer on Titania Collectors ends after the altar conquest in Dumaha. You can then get the collector in normal trade.
5. Fixed an issue where some items were displayed incorrectly.
6. Players can no longer modify the appearance of 'Anomos of Wrath' and 'Dumaha of the Mighty' items.
7. After the altar conquest in Dumaha, a Stellium General Goods Administrator appears who players can purchase legendary/ultimate Etium from for a special price.
8. Changed the quick info for some items.
9. As a reward for the quest 'Stella Problem-solving' in Dumaha, players can now select 'Stella Box of Ancient Manastones (7 Days)'.
10. Legendary PvE Enchantment Stones are no longer displayed as rewards in Prometun's Workshop (difficult).
   - Legendary PvE Enchantment Stones are no longer available in Prometun's Workshop (difficult).
11. The 'Leibo Jam' buff can now be removed.
12. Added new PvP equipment which players can get in Red Katalam.
   - Battle equipment can be obtained from named monsters on the battlefield or from ancient/legendary/ultimate Legion treasure chests.
   - There's also a certain probability that you can obtain battle equipment from legendary/ultimate Katalam Treasure Chests that can be purchased from the exchange NPC.

- The following NPCs sell Katalam Treasure Chests:

<Trader for Katalam Rewards>		
Faction	Region	NPC Name
Elyos/Asmodians	Red Katalam	Pasirunerk <Trader for Katalam Rewards> ※ Limited special offer
	Stellusia	Kairan <Trader for Katalam Rewards> Azina <Trader for Katalam Rewards>
Elyos	Everlasting Life Refuge	Hart <Trader for Katalam Rewards>
Asmodian	Temple of Perpetual Wisdom	Rotelli <Trader for Katalam Rewards>

- Players need Battle Insignias to purchase a Katalam Treasure Chest.
- Battle Insignias can be obtained as quest rewards or from boss monsters in Red Katalam.
- Combining 10 Battle Insignia Fragments gives you one Battle Insignia. You can get Battle Insignia Fragments from raging/frenzied monsters near the occupied garrison or from the Guardian/Archon Battle Officers in each garrison.
- The Katalam Treasure Chest can be dismantled up to 5x with the Insignia of Experience.
- Insignias of Experience can be crafted with the help of the Combat Experience Extractor, which is sold by the General Trader at the landing site.

13. Added a magical crafting design for collectable items in Red Katalam.
14. Reduced the amount of equipment you can receive in some instances.
15. Reduced the price of equipment in some shops.
16. Players can now purchase a max. of 5 Enchantment Stone Boxes per week from the <Administrator for Special Consumables (Genesis Crystals)>.
17. Changed the quick info for some materials.
18. The equipment chest received as a campaign reward in the intro area is now group loot.
19. The appearance of some equipment has been modified.
20. Fixed an issue where the appearance of some items was displayed incorrectly.
21. Corrected the item quick info for some items.
22. The appearance of some robes have been modified.
23. Fixed an issue where the appearance of equipped clothing occasionally wasn't displayed correctly.
24. Fixed an issue where the remaining cooldown of some items with long cooldowns was displayed incorrectly.
25. Added Red Katalam equipment that lets you get the 'Protection' appearance skill.
    - This equipment can be exchanged for Red Katalam Insignias and Battle Insignias with the trader for Katalam rewards in Lakrum/Dumaha.
26. Added a list of items sold by the trader for Katalam rewards in Lakrum/Dumaha.
    - Added the tabs Weapons/Armour/Accessories/Feather so that now you can purchase all equipment types.
    - Added new legendary and ultimate repeat drop boxes.
27. Added an exclusive Kisk for Katalam.
    - You can get this from the General Trader in Red Katalam.
28. Added items that can charge the Dimension Hourglass.
    - These are included in the reward for Lugbug's daily mission.

Fortress Battle

1. Fixed an issue where the Kisk in the Guardian General's Chamber didn't disappear at the start of the Dumaha fortress battle.
2. Adjusted the number of Honour Points that players can win in the Dumaha fortress battle.
    - Reduced the number of Honour Points that can be won from the 'Dumaha Shield Troop'.
    - You can get Honour Points by destroying some monsters.
3. Changed the appearance of the Teleporter Shugo of Dumaha Fortress.
4. The Dumaha Shield Troop also appears during the Dumaha fortress battle under certain conditions.
5. The following improvements have been made in the fortress battle:
    - The Guardian General appears at different times in Dumaha and in the Divine Fortress.
    - Reduced the difficulty level of Lakrum and the Divine Fortress.
    - Increased the minimum number of contribution points for receiving the reward.

- The balancing has been taken into better consideration during the PvP evaluation.
- Increased the Kinah reward in the fortress battles for Dumaha, Lakrum and the Divine Fortress.

Altar Siege Battle

1. The NPC for the special reward in the 'Altar Siege Battle' appears approx. 30 minutes after the conquest and disappears 6 hours later.
2. Restricted the number of items that can be sold to the legion merchant NPC, who appears when Apsu's Blessing is cast.

NPC

1. Positioned a Stellium merchant in Stellusia in Dumaha who players can purchase consumables and Manastone designs from.
2. The merchant Koninerk (exclusively for legions) for the item 'Titanium Collector' who appeared after conquering the altar in Dumaha, has been removed from the game. The trader for magical crafting items now also sells extraction items.
3. Changed the equipment for some NPCs.
4. Ancient Alchemium can no longer be looted from monsters in Lakrum.
5. Ancient Alchemium can now be found in the hidden Narakkalli Reward Chest or looted from named monsters in the Holy Tower.
6. Shards and Class C Minionite can no longer be looted from monsters in Lakrum.
7. The NPC Nero appears in a different position.
8. Fixed an issue where the NPC 'Lost Lugbug' didn't appear.

Monster

1. Players are rewarded for defeating monsters in the Dumaha fortress battle with Honour Points.
2. Partially decreased the attributes of monsters that appear during the Dumaha fortress battle.
3. Captain Barikuda in Dumaha returns to his spawn location when he leaves the designated area.
4. Fixed an issue where some named monsters in Lakrum didn't show up.
5. Fixed an issue where the skill damage of some monsters was too low.
6. Adjusted the skill damage for some monsters.

Environment

1. Added new collectable items in Lakrum.
2. Modified parts of Dumaha.
3. Changed the topography of Dumaha in parts.

System

1. Added Socketing Aids that increase the chances of success when used to perform Manastone socketing on ancient (or high-quality) pieces of equipment.

User Interface

1. Fixed an issue where the quickbar was sporadically reset.
2. Added a socketing aid registration in the window 'Boost/Modify - Manastone Socketing'.
3. Items not sold by the Trade Broker can no longer be selected in the Trade Broker menu.
4. Some less relevant items are no longer displayed in the Trade Broker menu.
    - The items in question can be found using the search function.
5. Added the 'Tips' system.
    - Tips are displayed in the chat window every 30 minutes.
    - Tips are displayed if these are activated in the chat window under 'Tab Options - System Information'.
6. Improved the quick info for some items and the system.

7. Changed the way the weapon attack is displayed in the player profile.

8. Removed the Nochsana Novice Training Camp from the list of instances.
9. Fixed an issue where the UI disappeared if the player changed gender due to a transformation while using a skill.

9. Fixed an issue where active skills were cancelled by normal buff skills.

SOUND

1. Changed the background sound in some areas of Dumaha.

MISCELLANEOUS

1. Fixed an issue where the results in the ranking list were not correctly taken into account.

GF Features

1. Changed some items in the Shugo Vending Machine.
2. The Honour Points have been reset. Existing Honour Points have been compensated at a ratio of 600 Honour Points to 1 Gold Ingot.
3. Renewed some items in the Gold Sand Shop. The following items can be purchased for a limited period (30/10/2019–30/11/2019):

Item	Price	Limitations
[Rune] Legendary Transformation Contract (10 types)	1,500 Gold Ingots	1 per week
[Rune] Ancient Transformation Contract: (18 types)	250 Gold Ingots	1 per week
Selection Box of Legendary Daevanion Skills (10 types)	200 Gold Ingots	1 per week

4. Removed the two free Transformation Contracts in the AION shop. In return, the items <Ancient Transformation Breath> and <Legendary Transformation Breath> required for the Lugbug missions are available for free.