

AION[®]

FREE-TO-PLAY

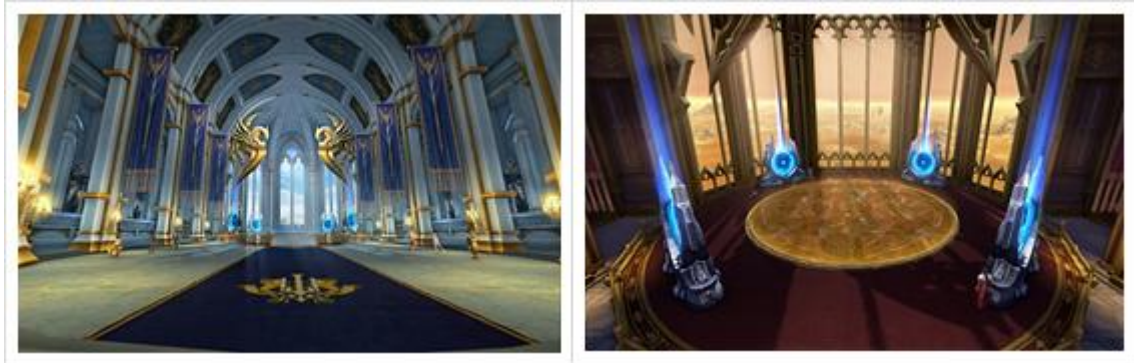
Patch Notes Update 4.75v



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Refuge of Returnees



A new region has been implemented in the capitals as a central point of help for returning Daevas.

The Lords Kaisinel and Marchutan have commanded that all honourable Daevas strengthen their allegiances against the enemy in order to better protect their own faction. They felt that returning Daevas in particular needed help finding their feet in Atreia once again. For this reason, at their behest, a special section has been built for returning Daevas in the Crucible. There they are greeted by the Welcome Officer and are prepared for battle. They are then sent to various regions, to aid in the progress there, or to solve outstanding problems.

- The Refuge of Returnees can only be entered by returning Daevas.
- Returning Daevas are characters that were online for the last time at least 30 days ago.
- To get to the refuge, you can either use a Returning Stone of Refuge (30 days), which each character receives when logging in, or you can use the teleport statue in Sanctum or Panaemonium, provided the stone is in your inventory.



- The Teleport Statue for the Refuge of Returnees can be found in the respective capitals for each faction.



- Within the Refuge for Returnees, there is an area in which the Energy of Repose can be regenerated much more quickly, provided the character remains within this area.

Antriksha's Ascension Site



This location has been discovered by the Beritra Army, who pushed in through the portal from Pangaea. Commander Antriksha noticed a powerful Id energy that had accumulated over a long period of time. He has used it to his advantage and began the ascension. Beritra sent in forces to protect Antriksha and to keep watch. A plan was made to bring him to a safe location to ensure that the ascension was not put in any danger. The faction that has successfully conquered the fortress in Pangaea receives the chance to carry out further battles in Antriksha's Ascension Site.

- You need to conquer Antriksha's Ascension Site and defeat the boss within the prescribed time.

Entry Requirements	
Entry Time	Saturdays, 20:00 – 21:00
Level	Level 65
Requirements	Conquer the Pangaea Fortress to receive the title 'Pangaea Conqueror'. Characters that bear this title can enter Antriksha's Ascension Site.
Amount	100 players per faction, who have conquered Pangaea (total of 400)
Entry	Can be entered through the Advance Corridor in the conquered Pangaea Fortress

Fortress Battles

- The time for fortress battles in Pangaea has been changed.
 - If a fortress is conquered/defended successfully, the characters receive honour points and the title of Pangaea Conqueror.

Faction	Time
Fortress of Change	<p>Saturdays 19:00 – 20:00</p>
Iron Fortress	
Fortress of Eternity	
Ruined Fortress	

- Elyos and Asmodians have the same entry requirements. The requirements and entry NPCs are as follows:

Entry NPC	Entry Requirements	People
Advance Corridor (Governors)	Governor	1 person
Advance Corridor (Officers and higher)	From Army 1-Star Officer for each server	49 people
Advance Corridor (Top 100)	The first 100 characters on the rankings per server	50 people

- The last update added a new mechanic to the Anoha Fortress where the fortress goes over to the Balaur shortly prior to the next battle as soon as the maximum amount of consecutive defences has been reached.
 - This mechanic has now been introduced to all fortresses.
- The Anoha fortress didn't enter into Balaur possession when the fortress had been in Elyos/Asmodian possession and the maximum amount of conquests had been reached. The has been resolved.
- A fortress gate destruction device has been added to each Outer Fortress Gate for the attacking faction outside of the Divine Fortress in the Abyss.
 - For each Outer Fortress Gate, 2 (making a total of 4) destruction devices have been added.
 - If the device is used, a bomb explodes and draws HP from the Outer Gate
 - These devices only appear when Elyos or Asmodians have occupied the fortress. When the Balaur have the fortress, they do not appear.
 - Guardian NPCs have also been added to the Divine Fortress, close to the fortress gate destruction devices.
- The Brigade General did not receive the reward 'Signet Ring of the Divine Fortress' after a successful defence of the Divine Fortress. This issue has been fixed.






Items

Manastone Slots

- Changes to the manastone slot:
 - If the slotting fails, now only the failing manastone will be destroyed. Before all other slotted manastones would be destroyed in the process.
 - As a result, from now on fewer manastones will be required on average to complete a piece of equipment.
 - The probability that you will come across manastones in the open world has been reduced.



Enchantments

- New enchantment stones have been added.
 - 5 new enchantment stones with levels 1-5 have been added. They can enchant equipment just like the previous ones.
 - The new enchantment stones can be acquired through item extraction, in bundles, as a quest reward and monster drops.
 - These enchantment stones can be combined using synthesizing tools.
 - You will no longer be able to pick up the old enchantment stones from item extraction, bundles, quest rewards or from monster drops.

L1 Enchantment Stone	L2 Enchantment Stone	L3 Enchantment Stone	L4 Enchantment Stone	L5 Enchantment Stone
				
This Enchantment Stone can be used for rare Level 20 equipment.	This Enchantment Stone can be used for rare Level 40 equipment.	This Enchantment Stone can be used for rare Level 55 equipment.	This Enchantment Stone can be used for rare Level 60 equipment.	This Enchantment Stone can be used for rare Level 65 equipment.

Equipment Evolution

- Equipment evolution has been added.
 - This item allows you to further enchant items past their maximum enchantment level.
 - To carry out an evolution, the items Evolution Aid and either an Evolution Stone or a further identical item to the equipment item that is to be subjected to the evolution will be required.

Item	Description
 Evolution Aid	You can use an Evolution Aid to further improve items that have achieved the highest Boost Level.
 Evolution Stone	Can be used on all equipment that is eligible for an evolution.



- The equipment evolution is only available for the items that possess the attribute for this process.
- The Evolution Aid and the Evolution Stone can be attained in the following ways:
 - Evolution Aid: available from a General Goods Merchant
 - Evolution Stone: in some instances, the boss monster will drop the stone with a reduced probability.

Instance list with possible drops	
Theobomos Lab	Adma Stronghold
Dark Poeta	Udas Temple
Lower Udas Temple	Beshmundir Temple
Padmarashka's Cave	Raksang
Argent Manor	Elementis Forest
Muada's Trencher	Rentus Base
Tiamat's Fortress	Tiamat's Hideout
Deck of the Steel Rose	Refuge of the Rune Tribe
Jormungand's Bridge	Jormungand's Bridge (Bonus)
Sauro War Depot	Runadium
Runadium (heroic)	Runadium (Bonus)
Rune Shield Tower	Rune Shield Tower (Heroic)
Katalamize	Steel Wall Bastion

- Double or right-clicking on the Evolution Aid opens the equipment evolution window.
- In the equipment evolution window you can register an evolution stone or an identical equipment item in order to carry out evolution. There are no failures in this process: evolution will always be successful.




- After evolution you will have one of the following enchantment features:

Category	Standard Enchantment	Enchantment after Evolution
Enchantment stone required	All enchantment stones	Only possible with All-Powerful Enchantment Stones
Results with a successful enchantment	+1 to +3 enchantments will be applied at random	Only +1 enchantments will be applied
	Standard values will be increased	Standard values will be increased
		From level +20, an additional skill will be provided
Result with a failed enchantment	Enchantment levels 1-10 reduce by one level	Change into the status prior to the breakthrough (changes to max. enchantment level)
	Enchantment levels 10-15 reduce down to level 10	
Socketing Aids	Can be used	Cannot be used
Display effect		
	Up to max. enchantment level	Over enchantment level +20

- If an item is blessed after evolution, the following results will be produced:

Category	Result of equipment blessing
Evolution	Evolution will be reversed if the enchantment level is lower than the max. enchantment level after the blessing.
Buff Skill	Skill will be deleted if the enchantment level is lower than 20 after the blessing.
	A random skill will be given if the enchantment level is over 20 after the blessing.
Packaging	Packaging amount will be given according to what packaging amount the resulting item has after the blessing. - The item packaging amount prior to the blessing will be reset.

- After evolution items can only be enchanted using the All-Powerful Enchantment Stone.



Item	Description
 All-Powerful Enchantment Stone	Can be used after a normal enchantment and after an item evolution for further enchantments.

- The All-Powerful Enchantment Stone can be attained through the following methods.
 - Some monsters drop the item in the following regions:

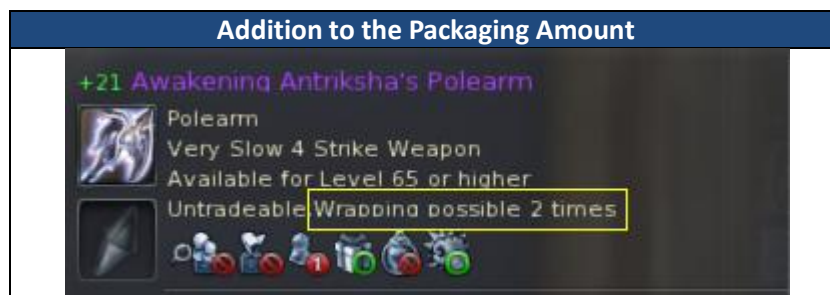
Regions		
Inggison	Gelkmaros	Silentera Canyon
Sarpan	Tiamaranta	Tiamaranta's Eye
North Katalam	South Katalam	Katalam Underground
Akaron	Kaldor	

- Items will be given random special buff skills after the evolution as soon as the enchantment level reaches +20.
 - Weapons will receive an active skill, whereas armour will receive a passive effect. The skill will be selected from a large pool of enhancement skills at random.

Strengthening Skill	Information
Active skill	Skill can be received when a weapon enchantment to +20 is successful.
	Once the item has been equipped, the skill can be dragged from the skill window into the quickbar.
	The skill can only be used if the item is equipped.
	When equipping the weapon, there is a cooldown of 15 seconds before the corresponding skill can be used. If the skill has been used prior and the cooldown is still active, the skill's cooldown applies instead of the 15 second equip cooldown.
Passive skill	Skill can be obtained when an equipment enhancement to +20 is successful.
	The effect will be activated as soon as the item is equipped.
	The effect is only active as long as the item is equipped.

Example of a weapon enhancement skill (active)	
 <p>Power: Punishment II</p>	Deals 665-673 physical damage to a target at a distance of up to 25m away and stuns them for 0.5 seconds.
Example of an armour enhancement skill (passive)	
 <p>Protection: Masterful Attack Boost I</p>	Every time you are attacked there is a 5% chance that your attack in PvP will be temporarily increased.

- With an enchantment level of +20 the packaging amount will increase by +1.



- There are the following specialities on packaging functions from enchantment level +20.

Packaging function	Features
Increased packaging amount	Even items that cannot be packed will receive a packaging amount after every enchantment level of +20.
	There is no limit to the packaging amount from an enchantment level of +20 on.
Consume packaging amount	For items where a packaging is possible, first the amount of possible packagings that were set on the item will be consumed. Only after this action will the amount of possible packagings that the item additionally receives after enhancement level +20 be consumed.
Enchantment failure	The packaging amounts received through enchantment will be reset.

- Information on the equipment evolution has been added in the item tooltip.
- Attributes for equipment evolutions: only items that have this attribute can be put through an evolution.
- Enchantment level: the ∞(Evolution) and enhancement level will be shown in the tooltip.
- Strengthening skills: if an item is equipped, the skill or effect will be displayed.

Category	Item Tooltip
Attribute for equipment evolution	

<p>Enhancement level & strengthening skill</p>	<div data-bbox="582 208 1126 421"> <p>+20 Awakening Antriksha's Polearm</p> <p>Polearm Very Slow 4 Strike Weapon Available for Level 65 or higher Untradeable. Wrapping possible 1 times</p> </div> <table border="1"> <tr><td>Attack</td><td>431 - 733 +73</td></tr> <tr><td>Accuracy</td><td>1126 +220</td></tr> <tr><td>Crit Strike</td><td>50 +226</td></tr> <tr><td>Parry</td><td>1235 +150</td></tr> <tr><td>Magical Acc</td><td>398</td></tr> <tr><td>Atk Speed</td><td>2.8 +19%</td></tr> <tr><td>HP</td><td>+662</td></tr> <tr><td>Evasion</td><td>+84</td></tr> <tr><td>PVP Physical Attack</td><td>+12.8%</td></tr> <tr><td>PVP Magical Attack</td><td>+12.8%</td></tr> <tr><td>Preventing Godstone activation</td><td>+0.2%</td></tr> </table> <div data-bbox="654 779 1219 940"> <p>Enchantment Level 20 / 15 (Evolution)</p> <p>Buff Skill Power: Instant Sprint I</p> </div>	Attack	431 - 733 +73	Accuracy	1126 +220	Crit Strike	50 +226	Parry	1235 +150	Magical Acc	398	Atk Speed	2.8 +19%	HP	+662	Evasion	+84	PVP Physical Attack	+12.8%	PVP Magical Attack	+12.8%	Preventing Godstone activation	+0.2%
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- If a +20 enhancement is successful, a corresponding success notification will appear in the regional chat, visible to all characters.
- There is no separate evolution level for the Fire Dragon / Fire Dragon King weapons. They can be enchanted using the All-Powerful Enchantment Stone.
 - Important: if enchantment of the Fire Dragon/Fire Dragon King weapons fails, the item will be destroyed.

New Items

- Fire Dragon/Fire Dragon King weapons have been made available to all players.
 - The weapon will be dropped as a chest per equipment class. When opening the chest, the character receives a random weapon (eternal/mythic).

Eternal Class	Mythic Class
Sealed Fire Dragon's Chest	Sealed Fire Dragon King's Chest

- The weapon is tradeable provided it has not yet been equipped. When you equip the Fire Dragon/Fire Dragon King weapons, they become soul bound.
 - The chests can drop in North Katalam, South Katalam, Katalam Underground, Kaldor and Akaron.
- New Daevanion equipment has been added for returning Daevas.
 - The new Daevanion equipment, matching to character and their level, can be obtained through the Patrol's Blessing Box as a quest reward.
 - The weapons chest offers the chance to select the desired weapon. The armour box gives you a Daevanion equipment set suited to your class.

Chest	Item Names	Contents
Patrol's Blessing Box	Daevanion Patrol's Weapons Chest	Equipment for levels 10 – 55
	Daevanion Patrol's Armour Chest	
	Daevanion Elite Patrol's Weapons Chest	Equipment for levels 56 - 65
	Daevanion Elite Patrol's Armour Chest	

- Returning Daevas can purchase certain equipment items from the item distributor NPCs in the Refuge of Returnees.
 - The equipment items, along with the items received as a returning Daeva, can be bought for a lower price than normal using crucible insignia or ancient coins.

Reward	Costs		
	Item for Returning Daevas		Medal/Coin
Tactical Officer's Equipment	Daevanion Patrol's Equipment Chest	Proof of a Hero	Crucible Insignia
Rune Tribe Equipment	Daevanion Elite Patrol's Equipment Chest	Proof of an Elite Hero	Ancient Coin

- The General Goods Merchants / Specialty Goods Merchants that can be found in the Refuge of Returnees also offer opportunities to purchase items at lower prices than with other merchants. However, per item, there is a maximum amount per day that you can purchase.
- Aether Key items have been added to the sales list for the Legion Rewards Administrator.
 - The Aether Key of the Legion of Victory/Honour changes its mech colour according to the legion emblem's background colour.

Item Changes

- Part of the item values of Blessed weapons/armour has been increased.

Items
Enhanced Dynatum Equipment Prototype
Mad Grendal's Enhanced Equipment
Angry Hyperion's Enhanced Equipment
Enraged Hyperion's Enhanced Equipment

- All abyss weapons and armour above the Supreme rank can be blessed from now on. The new abyss weapons and armour can also be blessed.
- The amount of possible purchases of items sold by NPCs in Akaron that are only limited in availability has been altered.
- The drop method of some boss monsters in Akaron has been changed for the Ancestor Reward Bundle item. No matter how many members are present in a group, 6 bundles will always drop. Previously only one bundle was dropped from which each group and alliance member could receive an item.
- The General Goods Merchant NPC no longer sells any Synthesizing Tools.
- Now a regional message appears if an eternal or mythic item is obtained through a battle against Beritra's invasion.
- Items that are newly identified can now also undergo a new identification after an equipment blessing.
 - If a new piece of equipment is obtained through the equipment blessing then after the increase, only one new-identification can be carried out if there was only one new-identification amount remaining on the non-blessed item.

Equipment Item	
Mad Grendal's Enhanced Equipment	Enhanced Dynatum Equipment

- Some abyss items can now be dyed.

Abyss Sets	
Set of the Guardian Special Operations Soldiers/Archon Special Unit	Guardian Master Executor's/Archon Master Executor's Set
Set of the Guardian Special Unit/ Archon Special Unit	Guardian Special Executor's/ Archon Special Executor's Set

- The current level of the selected item will now be shown in the manastone socketing/item enchantment window.



- The level for use of the Sealed Fire Dragon's Chest / Sealed Fire Dragon King's Chest that drops out of the Kikorinerk's Jar of Honey or from monsters has been changed to level 10.
- For items where Enhancement/Charging Magic is possible, an equipment blessing is no longer possible.



Solved Problems

- No extraction could be performed on Tatar's Aether Key. This has been fixed.
- Sometimes the magic values were lower on the Enhanced Dynatum Aether Key after blessing than they were before. This has been fixed.
- The problem where the interior of Magic Cloth Breeches of Conquest were represented as transparent when viewed from the front has been fixed.
- There was a problem with the display of the Kinah amount in the legion warehouse when a larger sum was paid in or withdrawn. This has been fixed.
- The erroneous values of **Special Unit Soldier Tunic/Leggings** have been corrected.
- Some scroll cooldowns were set incorrectly. This has been fixed.
- If a group member receives an item, in certain situations the system message reporting this would not be displayed correctly. This has been fixed.
- The display issue with the Assassin's Jewel item in a battle stance has been resolved.

NPCs

New NPCs

- A new merchant has been added in Pandarung, South Katalam where you can exchange abyss points for the items Mysterious Crystal of Runadium/Mysterious Crystal of Katalamize.

Special Items Distributor	
Elyos - Amake	Asmodier - Haubig
	

- New merchant NPCs have been added to the Refuge of Returnees.

Location	NPCs
Refuge of Returnees	Weapon Distributor, Armour Distributor, Elite Patrol Distributor, Special Merchant, General Goods Merchant, Warehouse Keeper

- The following portals have been added to the Refuge of Returnees:

Faction	NPC Name	Region	Destination
Elyos	Atreia Defence Corridor	Heiron	Draupnir Cave Entrance
			Entry to Dark Poeta
		Theobomos	Entrance to the Theobomos Lab
			Entrance to the Adma Stronghold
	Balaurea Attack Corridor	Inggison	Entry to Taloc
			Entrance to Udas Temple
			Udas Temple Atrium

		Silentera Canyon	Beshmundir's Walk
	Balaurea Offensive Corridor	Sarpan	Entrance to Aturam Sky Fortress
		Tiamaranta	Entrance to Rentus Base
		Tiamaranta's Eye	Gateway to Tiamat's Fortress
			Tiamat's Shelter Entrance
	Balaurea Conquest Corridor	Akaron	Entrance to the Sauro War Depot
			Entrance to the Rune Shield Tower
			Baruna Research Laboratory Entrance
		Katalam Underground	Entrance of Jormungand's Bridge
			Entrance to the Refuge of the Rune Tribe
Asmodian	Atreia Defence Corridor	Beluslan	Draupnir Cave Entrance
			Entry to Dark Poeta
		Brusthonin	Entrance to the Theobomos Lab
			Entrance to the Adma Stronghold
	Balaurea Attack Corridor	Gelkmaros	Entry to Taloc
			Entrance to Udas Temple
			Udas Temple Atrium
		Silentera Canyon	Beshmundir's Walk
	Balaurea Offensive Corridor	Sarpan	Entrance to Aturam Sky Fortress
		Tiamaranta	Entrance to Rentus Base
		Tiamaranta's Eye	Gateway to Tiamat's Fortress
			Tiamat's Shelter Entrance
	Balaurea Conquest Corridor	Akaron	Entrance to the Sauro War Depot
			Entrance to the Rune Shield Tower
			Baruna Research Laboratory Entrance
		Katalam Underground	Entrance of Jormungand's Bridge
			Entrance to the Refuge of the Rune Tribe

- In some Instances, the Chest of Returnees and/or the Shining Chest of the Returnees now appear after you defeat the boss monster.

- The chests can be opened with their respective keys: Returnees' Box Keys and Returnees' Noble Box Keys
- When opening the chest, all group members receive one item from it.

Boss Monster	
Commander Bakarma	Brigade General Vasharti
Unstable Triroan	Brigade General Tahabata
Lord Lannok	Tiamat
Calindi Flamelord	Artillery
Tahabata Pyrelord	Supreme Healer Tagnu
Debilkarim the Maker	Guard Leader Achradim
Devoted Anurati	Brigade General Sita
Stormwing	Dynatum Prototype

- The characters that hold a fortress in Pangaea can now teleport to Pangaea in a newly added portal, even if no fortress battle is taking place.
 - Enter through the Advance Corridor in each capital on either Elyos Square or Pandaemonium Plaza.
 - The portal can only be used by level 65 characters.
 - The garrisons in Pangaea can be besieged and conquered.
 - In the conquest of a garrison, an NPC will appear where you can exchange relics for better prices, purchase special materials and carry out other functions.

Changes to NPCs

- The battle behaviour of Govenor Pashid in the Steel Wall Bastion has been changed.
- NPC Liurerk is now to be found at the Fire Temple.
- The weakening effect icons and the tooltip for First-rate Elite Tarantum in the Beritra Invasion have been reworked.
- The levels of some monsters in the Temple of Scales have been changed.
- Some Guardian General skill names from the Anoha Fortress have been changed.
- Some NPCs in Sanctum and Pandaemonium no longer accept any items that you try to sell:

	Sanctum	Pandaemonium
NPC	Moray <Guild Master Craftsman>	Nanuz <Guild Master Craftsman>
	Cinuos <Wrights of Dawn Steward>	Bejakra <Shapers of Dusk Steward>
	Usiros <Wrights of Dawn Designer>	Alran <Shapers of Dusk Designer>

Solved Problems

- In certain situations a garrison would not be occupied even if the garrison's Legatus in Akaron had been defeated. This has been fixed.

- The problem where some monsters needed to move but didn't in the Katalam Underground has been worked on.
- In certain situations you were not able to buy normal items from an NPC any more where they were selling limited items after a repurchase had been used. This has been fixed.
- The Iron Scale effect disappeared from Kunax the Slayer in the Ruhnatorium in certain situations. The issue has been resolved.
- An issue where the voices of certain NPCs were not played has been fixed.

Location	NPC
Rune Temple in North Katalam	Bedantun
Pandarung in South Katalam	Amake, Haubig

Quests

New Quests

- Quests for returning Daevas have been added.
 - They contain useful rewards such as weapons and armour.
 - Items can be gained through chests within instances as a quest reward.

Quest Region: Refuge of the Returnees			
Faction	Level	Quest	Start NPC
Elyos	Levels 10 – 65	To the Refuge of Returnees	Jenny <Welcome Officer>
		The Refuge's Dispatch Leader	
Asmodian	Levels 10 - 65	Refuge of Returnees	Janette <Welcome Officer>
		The Refuge's Dispatch Leader	

Quest Region: Theobomos, Brusthonin			
Faction	Level	Quest	Start NPC
Elyos	Levels 46 - 49	[Daily] Protection for the Observatory	Jenny <Welcome Officer>
	Levels 46 - 54	Off to Theobomos	Martine <Dispatch Leader>
		Off to Draupnir Cave	
		Off to Theobomos Lab	
		Off to Adma Stronghold	
	Levels 48 - 54	Off to Dark Poeta	
Asmodian	Levels 46 - 49	[Daily] Purge	Janette <Welcome Officer>
	Levels 46 - 54	Off to Brusthonin	Simona <Dispatch Leader>
		Off to Draupnir Cave	
		Off to Theobomos Lab	
		Off to Adma Stronghold	
	Levels 48 - 54	Off to Dark Poeta	

Quest Region: Inggison, Gelkmaros			
Faction	Level	Quest	Start NPC
Elyos	Levels 50 - 54	[Daily] Protection of Taloc's Forest	Jenny <Welcome Officer>
	Levels 50 - 54	Off to Inggison	Philipp <Dispatch Leader>
		Off to Taloc	
		Off to Udas Temple	
	Levels 53 - 54	Off to Beshmundir Temple	
Asmodian	Levels 50 - 54	[Daily] Protection of Taloc's Forest	Janette <Welcome Officer>
	Levels 50 - 54	Off to Gelkmaros	Christian <Dispatch Leader>
		Off to Taloc	
		Off to Udas Temple	
	Levels 53 - 54	Off to Beshmundir Temple	

Quest Region: Sarpan, Tiamaranta			
Faction	Level	Quest	Start NPC
Elyos	Levels 55 - 60	[Daily] Protection of Kamar	Jenny <Welcome Officer>
	Levels 55 - 65	Off to Sarpan	Stephanie <Dispatch Leader>
		Off to Aturam Sky Fortress	
	Levels 58 - 65	Off to Tiamaranta	
	Levels 60 - 65	Off to Tiamat's Hideout	
		Off to Rentus Base	
		Off to Tiamat's Fortress	
Asmodian	Levels 55 - 60	[Daily] Protection of Kamar	Janette <Welcome Officer>
	Levels 55 - 65	Off to Sarpan	Lethanhia <Dispatch Leader>
		Off to Aturam Sky Fortress	
	Levels 58 - 65	Off to Tiamaranta	
	Levels 60 - 65	Off to Tiamat's Hideout	

		Off to Rentus Base	
		Off to Tiamat's Fortress	

Quest Region: North Katalam, South Katalam, Katalam Underground, Akaron, Kaldor			
Faction	Level	Quest	Start NPC
Elyos	Levels 61 - 65	[Daily] Protection of North Katalam	Jenny <Welcome Officer>
	Levels 61 - 65	Off to North Katalam	Nicolas <Dispatch Leader>
	Levels 63 - 65	Off to South Katalam	
	Level 65	Off to the Katalam Underground	
		Off to Akaron	
		Off to Kaldor	
		Off to Jormungand's Bridge	
		Off to the Rune Shelter	
		Off to Baruna Research Laboratory	
		Off to the Sauro War Depot	
		Off to the Rune Shield Tower	
Asmodian	Levels 61 - 65	[Daily] Protection of North Katalam	Janette <Welcome Officer>
	Levels 61 - 65	Off to North Katalam	Pascal <Dispatch Leader>
	Levels 63 - 65	Off to South Katalam	
	Level 65	Off to the Katalam Underground	
		Off to Akaron	
		Off to Kaldor	
		Off to Jormungand's Bridge	
		Off to the Rune Shelter	
		Off to Baruna Research Laboratory	
		Off to the Sauro War Depot	
		Off to the Rune Shield Tower	

- The following newly added quests can offer weapons and armour that match your character level as a reward.

Quest Region: Theobomos, Brusthonin			
Faction	Level	Quest	Start NPC
Elyos	Levels 46 - 54	Atropos' Request	Atropos <Aetheric Field Protector>
		Banarinerk's Request	Banarinerk <Meniherk Excavation Union>
		Cleaning Up the Alisary Coast	
		Ionse's First Request	Ionse <Sanctum Recruiter>
		Ionse's Second Request	
		Visiting Atropos	
Asmodian	Levels 46 - 54	Surt's Request	Surt <Reaper Squad Leader>
		Surt's Mission	
		Off to BuBu Village	
		BuBu Khan's Request	BuBu Khan <BuBu Chieftain>
		Cleaning Up the Alisary Coast	
		Visiting Surt	

Quest Region: Inggison, Gelkmaros			
Faction	Level	Quest	Start NPC
Elyos	Levels 55 - 65	The First Special Mission	Outremus <Kaisinel's Agent>
		The Second Special Mission	
		The Third Special Mission	Lothas <Taloc's Young Branch>
		The Fourth Special Mission	
		The Fifth Special Mission	Barus <Sanctum Expeditionary Force>
		The Sixth Special Mission	
Asmodian	Levels 55 - 65	The First Special Mission	Richelle <Marchutan's Agent>
		The Second Special Mission	

		The Third Special Mission	Vesvola < Fatebound Legionary >
		The Fourth Special Mission	
		The Fifth Special Mission	Fjoelnir <Pandaemonium Expeditionary Force>
		The Sixth Special Mission	

- Returning Daevas can also complete these quests above, where they can receive weapons and armour.
 - A quest has been added for returning Daevas to help them locate the initial NPC.
 - The special mission quests can only be carried out once. Should a returning Daevas have previously completed these, they will not be able to redo them.

Faction	Level	Quest	Start NPC
Elyos	Levels 56 - 65	Dispatch to Inggison	Jenny <Welcome Officer>
Asmodian	Levels 56 - 65	Dispatch to Gelkmaros	Janette <Welcome Officer>

- An existing quest has been changed as well as new quests added where you can now earn honour points and Ceranium Medals provided your faction has taken the Anoha Fortress.
 - Only characters that have the title of Victor of Kaldor can receive the rewards.

Quest with Additional Rewards

Faction	Start NPC	Quest	Reward
Elyos	Therenoa <Fortress Caretaker>	[Weekly] Thorough Preparation	125 Honour Points, 1 Ceranium Medal
Asmodian	Philipa <Fortress Caretaker>	[Weekly] Diligent Preparation	125 Honour Points, 1 Ceranium Medal

Newly Added Quests

Faction	Start NPC	Quest	Reward
Elyos	Therenoa <Fortress Caretaker>	[Weekly] Eliminate the Troublemakers	125 Honour Points, 1 Ceranium Medal
		[Weekly] Preparations for Battle	125 Honour Points, 1 Ceranium Medal

Asmodian	Philipa <Fortress Caretaker>	[Weekly] Eliminate the Troublemakers	125 Honour Points, 1 Ceranium Medal
		[Weekly] Preparations for Battle	125 Honour Points, 1 Ceranium Medal

- When a returning Daeva receives the first quest a window appears.
- The first quest for returning Daevas can also be received when the maximum amount of quests has already been registered.
- A system message appears over the remaining time for returning Daevas when a quest is completed.
- The quests in the Refuge of Returnees can be carried out up until level 65.
 - The Standard Special Quests that can only be carried out at specific levels are also available for level 65 characters.
 - However daily quests can only be carried out within the range of a specific set of levels.
- A new quest has been added that has information on the Pangaea Fortress battle.

Faction	Level	Quest	NPC
Elyos	Level 65	Participating in the Fortress Battle	Carley <Entry Assistant for the Pangaea Fortress Battle>
Asmodian	Level 65	Pangaea Fortress Battle	Revink <Entry Assistant for the Pangaea Fortress Battle>

- A quest has been added that can be carried out in Antriksha's Ascension Site.
 - EP and Kinah can be earned from the following quest.

Faction	Level	Quest	NPC
Pangaea Fortress Occupying Faction	Level 65	Antriksha's Ascension Site	Sloan <Pangaea Informant>

- The faction that has successfully claimed Antriksha can then earn 100 honour points from the quest below. The NPC appears as soon as Antriksha has been defeated.

Faction	Level	Quest	NPC
Pangaea Fortress Occupying Faction	Level 65	Reward for Antriksha's Downfall	Fuen <Ascension Site Informant>

Changed Quests

- Together with the introduction of the new enchantment stones, the rewards for the following quests have also been changed.

Elyos	Asmodian
A Secret Delivery	Black Claw Baton
A Leaf From Lodas	Octanu's Lair
The Klaws' Secret	Ancient Ginseng
A Wrench in the Works	[Group] Striking the Elite
[Group] Raiding The Raiders	Death to the Shadow Warrior
[Spy/Group] Tayga, Bane of Shugos	[Group] A Step to Revenge
[Group] Korumonerk in Danger	Orders From Nerita
Orders From Perento	Repaying the Debt
The Ettin's Necklace	Strahein's Letter
Remembering Firescar	[Group] Reviving Strahein
[Group] The Greater of Two Evils	Defeat 1st Rank Elyos Soldiers
Start Spreading the News	[Alliance] Turning the Tide
Defeat 1st Rank Asmodian Soldiers	Fireproof Swords
Rift Stones	The Balaur Enigmas
A Matter of Reputation	Striking at Shadows
[Group] Against the Steel Rake	[Group] Steel Rake Slaughter
[Group] Bring Back the Booty	[Group] The Medicine Thief
[Group] Plunder the Pirates	[Group] A Present for Father
[Group] Ring Around the Citadel	[Group] Burning Oaths
Murder the Mosswing	[Alliance] The Death of Dragon Lord Tiamat
[Alliance] The Downfall of Dragon Lord Tiamat	
[Spy] Message to a Spy	

- In the quest item tooltip the position of the respective quest name has been changed. In addition, the names of the passed quests are greyed out.
- The Emergency Command Quests that are automatically accepted when the Agent Battle starts in Akaron have had content expansions.
- An issue where some Asmodian items were given out as a reward for Elyos quests has been resolved.

Changed Quests
Hunting Lepharist Revolutionaries
Village Seal Found
Discoloured Bones

- The problem where an Asmodian character completes "Investigate the father's disappearance" yet had not receive the quest "[Group] Contacting Strahein" has been fixed.
- The problem where an Asmodian character was not able to receive the quests "[Group] Power Shard Materials" and "[Group] Carapaces for Armour" in certain situations has been fixed.
- The problem where the monsters had erroneous information in Asmodian quest "[Group] Balaur Weapons" have been fixed.

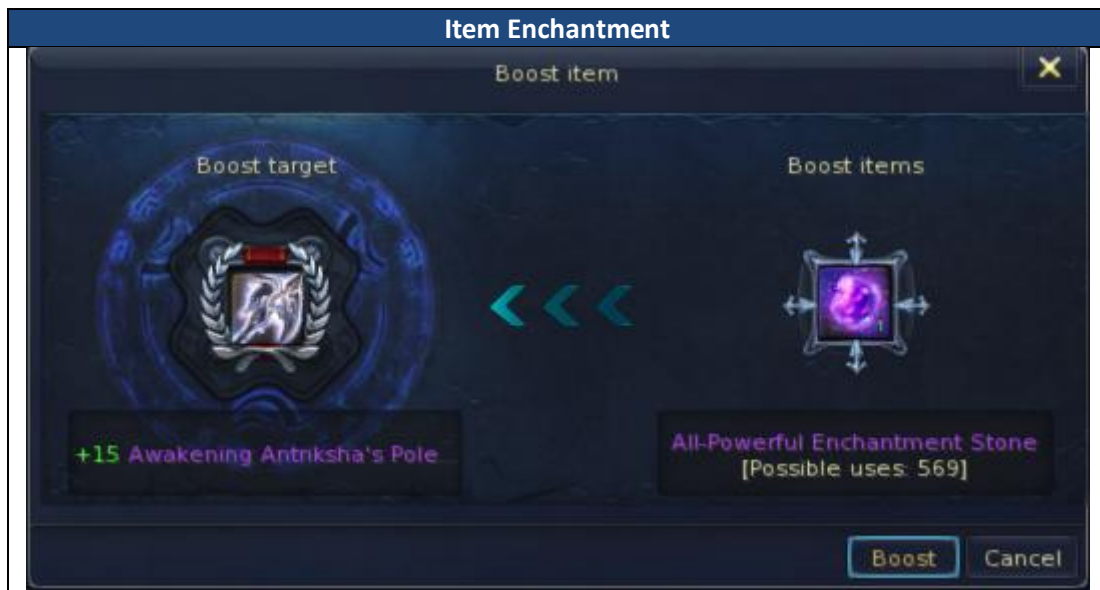
- The quest texts in “[Instance] Infiltration Order” and “[Instance] War Depot Spying Operation” have been corrected.
- The problem where the quests “Burnt Tracks” (Elyos) and “Scars of the Past” (Asmodian) in Kaldor did not display the rewards in the quest window has been fixed.
- The problem where the quests “[Weekly] Anoha's Release” (Elyos) and “[Weekly] Released Soul” (Asmodian) in Kaldor could not be completed has been fixed.

UI

- The equipment evolution window has been added.
 - The window includes the item for evolution, the Evolution Stone as well as the result after the evolution completes.
 - In addition, information on the current enchantment level and the maximum enchantment level is visible.




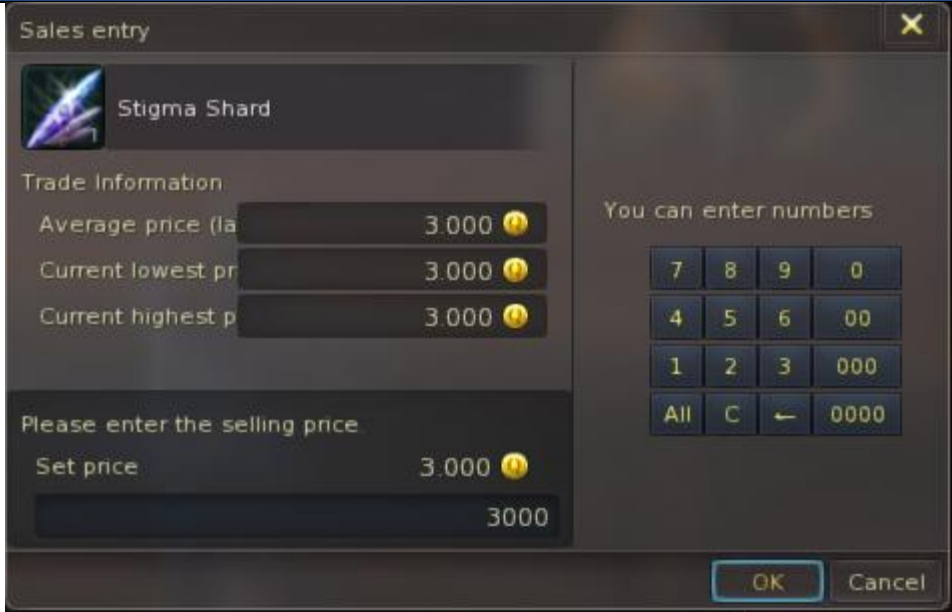


- After the breakthrough, the current enchantment level and the amount of remaining All-Powerful Enchantment Stones will be displayed in the item enchantment window.



- The level display after equipment evolution will be displayed in green.

Prior to Evolution	After Evolution
<div>+15 Awakening Antriksha's Greatsword</div> <div> Greatsword Very Slow 3 Strike Weapon Available for Level 65 or higher Untradeable </div>	<div>+15 Awakening Antriksha's Greatsword</div> <div> Greatsword Very Slow 3 Strike Weapon Available for Level 65 or higher Untradeable </div>

- Items can now be split up, registered and sold in the Trade Broker window.
 - With individual items the standard sale/registration window appears, with multiple items the bundle/separate sales window appears.
 - With multiple items you can select and register bundle sale and/or individual sales in the bundle/separate sales window.

Separation	Item Sales Registration Window UI
 <p>Single Item</p>	 <p>The screenshot shows the 'Sales entry' window for a 'Stigma Shard'. It displays trade information: Average price (3,000), Current lowest price (3,000), and Current highest price (3,000). A numeric keypad is on the right. At the bottom, it asks to 'Please enter the selling price' with a 'Set price' field showing 3,000 and a text input field containing '3000'. 'OK' and 'Cancel' buttons are at the bottom right.</p>
 <p>Multiple Items</p>	 <p>The screenshot shows the 'Registration for total/part sale' window for a 'Stigma Shard' (quantity 100). It displays the same trade information as the single item window. On the right, there are two radio buttons: 'Total sale' (selected) and 'Part sale'. Below these, it says 'You can purchase either the whole bundle or just one'. At the bottom, it asks 'How many copies would you like' with a slider set to 100. Below that, it asks to 'Please enter the selling price per' with a 'Set price' field showing 3,000 and a text input field containing '3000'. 'OK' and 'Cancel' buttons are at the bottom right.</p>

- When an individual sales symbol/comment is present below the price per piece in the Trade Broker window, individual purchase is possible.
- The current lowest price and the current highest price of the to-be-registered item have been added in the item registration window at the Trade Broker.
- When a returning Daeva logs in, they, their friends and their legion members will receive a message.
- From now on the enchantment information will be displayed using colours in the confirmation window for item changes.
- The equipment information will now be shown under the bars for enchantment/strengthening/extracting an item.
 - The display has been expanded with the manastone and Idian socketing, enchantment using enchantment stones or godstones and the extraction as well as abyss point extraction.

- The comparison view for equipment items has been reworked.
 - The status name of the item to be compared has been changed.
 - A separation line has been added.
 - The background has been made lighter.
- If the request for server-wide recruitment is deleted, a new confirmation window will appear.
- Added the category Evolution Stone to [Consumables – Modify] in the Trade Broker window.
- The UI window opens more quickly now.
- A confirmation window has been added to equipment blessing, where the information on the blessing can be viewed.
- The item sale tab name in the <Legion Rewards Administrator> has been changed. Previously this was Legion Item. Now all tabs are listed according to the legion level (e.g. Level 6 Legion Item).

Problem Solutions

- Fixed a problem where in certain situations the Atreia Pass login rewards were not shown correctly.
- Fixed the problem where the group search through /grouprecruitment, /alliancerecruitment starts but does not register.
- Fixed the problem where the class of the member was not displayed in general alliance recruitment.
- A problem existed where the rewards in the Atreia Pass would not stack in the inventory even if it was the same item. This has been fixed.
- Fixed the problem where the personal warehouse is closed in the item selection screen and the items deactivated.
- Fixed the issue where the resulting blessed item was not displayed in the Equipment Blessing window.
- Changed the situation where the movement battle effect was not displayed.
- Fixed the problem where the icon of sold items with the Trade Broker could not be seen.
- Resolved a problem where items such as Wind Breeze Sword had parts appear transparent when viewed in preview.
- Fixed the problem where part of the Suntouched Tunic appeared transparent in the UI. This was fixed in the character window, the preview window and the character portrait.
- Worked on the problem where some icons in the quickbar were not visible in certain situations.
- Fixed the problem where the character is moved during equipment blessing (thereby cancelling the blessing and making the inventory or character information window no longer moveable).

Instance

- Sometimes, when your character selected a display case in Kaliga's weapon collection within Kromede's Trial whilst in possession of Kaliga's Key, no weapon was received. This has been fixed.
- Fixed the problem where in certain situations the quest sign was not displayed in Kromede's Trial over the display cases in Kaliga's weapon collection.
- When the battlefield instance is ended, the character information for all characters that took part appeared in the detailed information window, no matter whether characters had

already left the instance or not.

- The details can now be viewed until the Leave Instanced Zone-Button has been clicked.
- Some of the environment graphics in the instances Jormungand's Bridge and Jormungand's Bridge (Bonus) have been changed.
- Worked on the issue where the starvation and thirst strengthening effects on Golden Eye Mantutu in the Steel Rake Cabin did not disappear even though the meals and water had been destroyed.
- The Rune Statue of Protection has been added to the interior of the Lobby of Fury / Lobby of Wrath in Ruhnatorium.

Characters

- Changes have been made to the starting items in your inventory when creating a new character.
 - Instead of getting the usual Minor Life Elixir and Minor Mana Elixir, newly created characters now receive Apprentice's Life Elixir and Apprentice's Mana Elixir.
 - The Mercenary's/Raider's Fruit Juice cannot be sold or traded any more.
- The animation of the Aether Tech will now be displayed correctly during essence and aether collection.
- The characters emote and effect for item enchantment and extraction has been changed.
- Sitting in a mech made the emote for aether collection not appear. This has been fixed.
- A display issue with the performance of the Summer Holiday emotes when climbing into a mech at the same time has been fixed.
- Sometimes a green afterimage appeared with a normal graphical resolution after a chanter used the skill Rage Spell and then either re-logged in or switched server. This has been fixed.
- The problem where in certain situations the effect during manastone socketing was displayed strangely has been fixed.
- Worked on the issue where characters were displayed weirdly during aether collection whilst in flight movement.

Skills

Aethertech

- Worked on the issue where some messages for the Aethertech skill Rapid Recharge were displayed falsely.

Bard

- Changes have been made to Bard skill Variation of Peace.
 - From now on, the effect will be applied to allies who are within the radius of 25m from your own character. Previously it was 25m from the selected target.

Environment

- Fixed the problem that Kisks were installed in the neutral zone of North Katalam.

Housing

- The character was not able to sit or lie on certain items of furniture. This has been fixed.

Pets

- In certain situations pets were not able to follow the characters. This has been fixed.