









AION[®]

FREE-TO-PLAY

Patch Notes Update 5.0 "Lost Memories"



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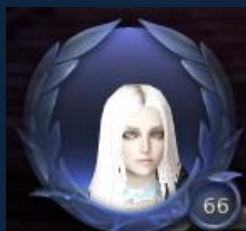
Character



*A new journey in search of lost memories and your own destiny is beginning. You will make a shocking discovery on this journey that will change the fate of Atreia forever. All Daevas with level 65 have received an invitation to embark on this journey. **Check in the next mail delivery.***

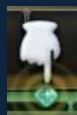
General character changes

- The character level cap has been raised from 65 to 75.
- You can level up to High Daeva at level 65 by completing the High Daeva mission.
 - Only those who have accepted the challenge of this mission and completed it can reach level 66.
 - Characters that complete this mission will immediately level up to level 66 irrespective of their experience points.
 - The profile picture will change for High Daevas.



Power of Creation & High Daeva

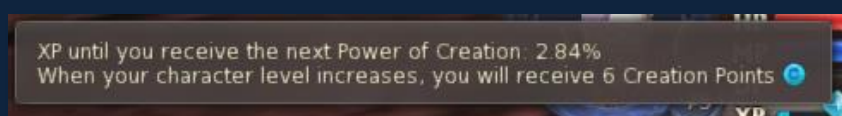
- The 'Power of Creation' function has been added.
 - When players ascend to High Daevas, a symbol appears in the XP bar the first time they receive the Power of Creation. It disappears when the player clicks on it.



- The Power of Creation window effect does not automatically open once the player has ascended to High Daeva.
- Information about the Power of Creation has been added to the important tips.
- High Daevas receive Creation Points after collecting a certain amount of experience points.
- During the level progression, points are distributed across the 10 newly established levels as follows:

Level route	Number of Creation Points received
Ascension to High Daeva	6
66	9
67	9
68	11
69	12
70	13
71	15
72	17
73	20
74	23
75	27

- The number of points that can be obtained during the progression of the current level is also visible in a tooltip on the XP bar.



- Players can use the key combination [SHIFT]+[U] to open the Power of Creation window where they can use the Creation Points they receive to enhance their character or even to enhance skills. The Power of Creation is bestowed for as long as the player holds down the button to bestow the Power of Creation.
- There is a 5 second cooldown after bestowing Creation Points before any more Creation Points can be bestowed.



- The value caps for the enhancements are slowly increased depending on the character level.
- The primary values of the following stats will be increased:

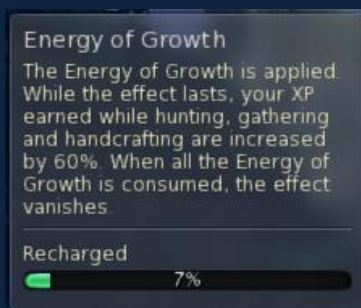
Power	Physical Attack/Physical Defence
Health	HP/Natural Healing/Block
Agility	Evasion/Parry/Concentration/Crit. Strike Resist
Accuracy	Crit. Strike/Accuracy/Magic Accuracy
Knowledge	Magic Boost/Crit. Spell/Magic Suppression
Will	MP/Natural Mana Treatment/Resist Magic/Spell Resist

- On the '**Transformations**' tab, players can spend Creation Points to acquire the skills 'Compassion of the Wind/Fire/Water/Earth'. If the player acquires these skills, they can use additional skills that can be activated along with the skill effect.

Transformation Skills	Additional skills
Compassion of the Wind	Wind Gust Storm
Compassion of the Fire	Escaping the Heat
Compassion of Water	Frost Binding
Compassion of the Earth	Earthly Purge

- Skills can be improved up to level 5. Information about this will be displayed as a tooltip when the player moves the mouse over the corresponding symbol.
- The enhancement values are displayed in the tooltip for the skill as a total sum.
- Once a character reaches a certain level they will also receive additional skill slots.

- **Important note:** These skills cannot currently be learned or enhanced. These will be announced at a later date.
 - The values generated by bestowing the Power of Creation can be reset for free and as often as you want. The previous distribution can also be restored after the reset. This is also free.
- The 'Energy of Growth' function has been added.
 - The Energy of Growth increases your acquisition of experience points while hunting, gathering or crafting by 60%.



- Energy of Growth is reserved for High Daevas. It is charged as follows:
 - When hunting monsters in certain regions or instances
 - As a reward for certain quests
 - When receiving Power of Creation
 - It cannot be charged any further once it reaches 100%. The energy is used according to the experience points the character receives.
 - Charged 'Energy of Growth' remains up to 60 minutes after logout. They then disappear after this time.
 - If a character receives the 'Energy of Growth' buff, an effect is displayed around the character and a sound is played. An icon also appears in the buff bar.

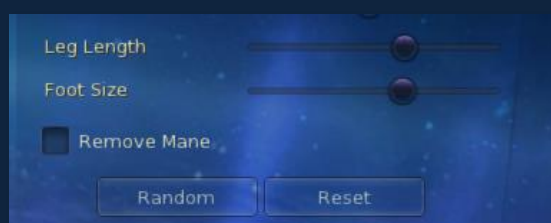


- The maximum value of Energy of Growth differs depending on the character level. However, the rate at which Energy of Growth is replenished is the same for all characters regardless of their level.
 - The daily amount of Energy of Growth that can be replenished by killing monsters in certain regions or instances is currently 10x. This is reset every day at 9 AM. The reset does not require you to log in again.
- High Daevas receive the same amount of experience points in groups/alliances regardless of the differences in their levels.
- High Daevas can acquire 'Energy of Repose' with the 'Light of Repose'.
 - The 'Light of Repose' only exists in the new regions.
 - The amount of Energy of Repose that can be charged is restricted.
 - Drinking 'Recovery Tea' helps with charging this.
- Buff effects from the 'Energy of Salvation' buff do not work on High Daevas. These are only applied between level 15 and level 65.
- The length of time acquired DP and Energy of Salvation are retained after logging out has been changed from 10 minutes to 1 hour.

Changes to character creation

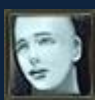


- New elements have been added to character creation.
 - Female characters have been given 9 new templates, 9 new hairstyles and 4 new face shapes.
 - Male characters have been given 10 new templates, 6 new hairstyles and 7 new face shapes.
 - The new templates and hairstyles are emphasised by an effect.
 - The eye size, eye colour and eye shape can now be set in the newly added 'Eye Shape' category.
 - The eye colour can now be set for both eyes or set individually for the left and right eye.
 - There are now 25 different eye shapes available for female characters and 24 different shapes for male characters.
 - There are also 9 different eyelash designs available for female characters. Both sexes can choose not to use eyelashes, however.
 - The appearance of the back mane on Asmodians has been modified.
 - It is now possible to go into 'Body details' and remove the back mane for Asmodians by activating the corresponding option.

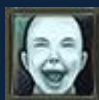


- You can also set the thickness of the upper arms and calves under 'Body details'.

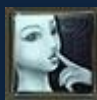
- New standard emotes have been added to the game.



Speechless



Cheer



Cute



Shy



Ignore

Miscellaneous adjustments

- The volume of some sounds in combat has been reduced.
- Additional sounds have been added for gliding and flying.
- The position of Aethertech characters when climbing down from a mount while flying has been changed.
- The settings of the Power Shard activation and Pet summoning last used by the character before disconnecting are now retained at the next login.

Esterra and Nosra



Long ago, the war between humans and Balaur raged. Aion created the Daevas – the mighty High Daevas among them – and sent them all together with the Emyrean Lords to save mankind.

Lord Israphel lured the Balaur into an ambush under the pretence of peace negotiations. The protective Aetheric Field surrounding the Tower of Eternity was deactivated to allow them to pass. But Lord Fregion saw through this plan. In his fury, he destroyed Aion's Tower and Atreia broke asunder. At the last moment, the High Daevas succeeded in reactivating the Aetheric Field and managed to rescue the planet from complete annihilation. But the once glorious warriors had exhausted their powers...it seemed their time had come. Lady Siel was able to stop time within the Aetheric Field and thus saved the High Daevas.

Many long years have passed since then. The Aetheric Field grows ever weaker and has revealed the regions of Nosra and Esterra, long thought to be lost.




- The new regions can be reached by teleporting from Sanctum/Pandaemonium.
- An Atreia Defence Corridor has been added in the Refuge of Returnees through which you can reach Esterra/Nosra.
- The following additional features are activated in both regions at specific times:
 - You can fly
 - Clouds appear that render your character invisible if you run into them.
- Wind streams have been added in these regions which you can use to travel around the region.
- Medium and large scale infiltration events take place at random times in which the region can be infiltrated by the opposing faction or you can defend your own region.
 - Players can take part in the large infiltration events as follows:

Faction	Region
Defending allied regions	Use the wind streams at the landing sites in Esterra/Nosra
Infiltrating enemy regions	Use the Space-Time Rifts at the landing sites in Esterra/Nosra

- Attack troops will appear on the Sky Island at the start of a large infiltration event. If the attack troops are eliminated within a certain time limit, the infiltration of the enemy region will begin.
- Space-Time Rifts for infiltrations remain active for 1 hour and can be used by max. 24 players from level 66.
- The medium infiltration event cannot be carried out between 2 AM and 11 AM.
- If a player logs out while in the enemy region of Esterra/Nosra, the player will be transported back to the Obelisk they last bound themselves to after a short time.
- Players can recharge their Energy of Repose at the ports in Esterra/Nosra with the Light of Repose.
- If you defeat certain monsters in Esterra/Nosra, additional monsters with various special attributes will appear.
- If the prerequisite for using a Space-Time Rift is the maximum character level, the display will not contain the maximum level but will instead display 'from level X'.

Instances

- A region has been added at the Tower of Eternity that leads to the 'Library of Knowledge' instance.
 - The portals that you can use to get to the Tower of Eternity appear in random areas in Esterra and Nosra and can only be used by High Daevas.
 - These are marked on the map by corresponding symbols.

Region	
Elyos 	Asmodians 
Sanctuary Square	Temple Square
Rotia Research Area	Adnari Research Area
Nero Research Area	Besu Research Area
Pilos Research Area	Gran Research Area
Anemis Research Area	Dain Research Area

Library of Knowledge



The '**Library of Knowledge**' instance has been added.

The High Daevas discover the existence of an Artefact that can destroy part of the Tower of Eternity. Should this Artefact fall into the hands of the enemy, it could mean the downfall of all. The Agent intends to put together a Research Troop and to head to the Tower of Eternity as quickly as possible.

This is where you as a High Daeva cross paths with the Research Troop. You learn that the Aetheric Field has already begun to weaken and that this has caused rooms to be revealed. The Research Troop hasn't yet managed to enter all of these rooms, but they have discovered an entrance to the Library of Knowledge.

Go with your comrades to the Library of Knowledge and find the Agent.

- The entrance to the Library of Knowledge is located at the 'Artefact of Knowledge' inside the Tower of Eternity.

Prerequisites:

Members	Level	Resetting entries	Possible entries
6	From level 66	Wednesday, 9 AM	Four times (Gold User) Twice (Starter User)

Adma Ruins



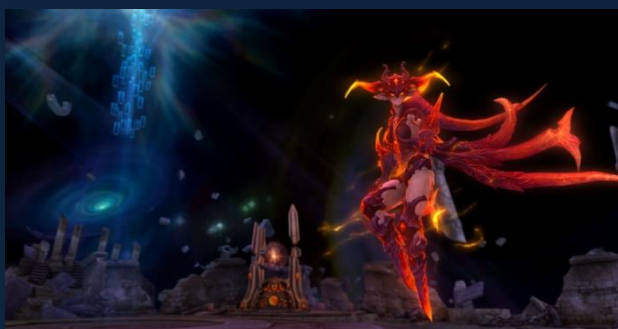
The '**Adma Ruins**' instance has been added.

The malevolent Puppeteer is causing trouble in the Adma Fortress and manipulating its inhabitants. The evil Princess Karemiwen has also fallen victim to him and now obeys his will.

Prerequisites:

Entry Requirements	Members	Level	Resetting entries	Possible entries
Monday, Wednesday, Friday 24 hours from 9 AM	6	From level 66	Wednesday, 9 AM	Two times (Gold User) Once (Starter User)

Elemental Lord's Laboratory



The '**Elemental Lord's Laboratory**' instance has been added.

A mysterious artefact that can bestow eternal life has fallen into the wrong hands. Destroy the Elemental Lord before he can abuse it to carry out his diabolical plans.

Prerequisites:

Entry Requirements	Members	Level	Resetting entries	Possible entries
Tuesday, Thursday, Sunday 24 hours from 9 AM	6	From level 66	Wednesday, 9 AM	Two times (Gold User) Once (Starter User)

Arkhal's Hidden Space



The '**Arkhal's Hidden Space**' instance has been added.

The faithful Arkhal has obtained a fragment of the Tower of Eternity for his master, Beritra, and squirrelled himself away in his hideout. Destroy him in order to weaken Beritra's power.

- The entrance to the instance is located in Esterra or Nosra.
- In this instance, players have to destroy the three Protective Guards protecting Arkhal within 10 minutes and then destroy Arkhal himself.
- You will be teleported back to the starting point once the 10 minutes are up.

Prerequisites:

Members	Level	Resetting entries	Possible entries
6	From level 66	Wednesday, 9 AM	Three times (Gold User) Once (Starter User)

Miscellaneous adjustments

- The levels of existing instances have been extended so that High Daevas can enter them.
- A portal has been added for territorial battles that allows players to leave the region after the battle.
- A new function has been added that allows characters who have left a solo instance to re-enter this instance in the same state they left in within 10 minutes or to reset the instance and enter again.
 - Clicking on 'New entry' resets the instance the entry counter is reduced by 1.
 - Clicking on 'Re-entry' lets you re-enter the running instance and the entry counter remains unchanged.
 - The option to re-enter vanishes after the 10 minutes are up. In this case, a new

instance is generated which you then enter.

- The number of points you receive when you defeat the team in first place in 3 rounds in the Arena of Cooperation has been changed.

Before	After
Whoever beats the team in first place will receive four times the points	Whoever beats the team in first place will receive double the points

- The levels of Protective Statues on the Steel Wall Bastion Battlefield for the defence of the player's own camp have been increased.
- Fixed an issue where Beritra sometimes appeared again in human form in combat.
- Fixed an issue where the combat was reset in the Cursed Argent Manor instance in certain situations when the character was fighting against Forgetful Zadra.
- Fixed an issue where incorrect notifications were being displayed during the Territorial Battle.
- Fixed an issue where the damage dealt by Guard Post bombardments on the Jormungand Marching Route and on the Steel Wall Bastion Battlefield was not applied to characters of a certain level.
- The name of the incorrectly displayed field artillery on Jormungand Marching Route has been corrected.

Quests

New quests

- High Daeva missions have been added.
 - Level 65 characters receive these missions automatically at login. After completing two missions the character ascends to High Daeva and immediately jumps to level 66.
 - Completing the first mission 'Lost Memories' requires the mission item, which can be found in the mailbox.

Mission name	
Elyos	Asmodians
Lost Memories	Lost Memories
Recovered Memories	Recovered Memories

- As soon as the High Daeva missions are completed you can begin another High Daeva mission.

Elyos	Asmodians
About the Power of Creation	About the Power of Creation

- Campaign quests have been added for the Library of Knowledge instance.
 - Once the key quest has been completed, the player automatically receives campaigns on entering the instance.

Key quests		
Faction	Quest title	Quest NPC
Elyos	[Instance/Group] To the Tower of Eternity	Weda <Ariel's Agent>
Asmodians	[Instance/Group] To the Tower of Eternity	Peregran <Azphel's Agent>

Campaign quests in the instance	
Faction	Quest title
Elyos	The Protectors of the 1st Hall
	The Protectors of the 2nd Hall
	The Protectors of the 3rd Hall
	Protectors of the Archive of the Inception
Asmodians	The Protectors of the 1st Hall
	The Protectors of the 2nd Hall
	The Protectors of the 3rd Hall
	Protectors of the Archive of the Inception

- As soon as the campaign quests are complete, you will automatically receive normal, repeatable quests.
- Quests have been added for the new regions of Esterra and Nosra.

Primary quests		
Faction	Quest title	Quest NPC
Elyos	Esterra and Ancient Atreia	Ilisia <Heavenly Lights Brigade General>
Asmodians	Nosra and Ancient Atreia	Renard <Shadowbringer Brigade General>

- As soon as these have been completed, you will receive normal quests for the regions.

Key quests		
Faction	Quest title	Quest NPC
Elyos	Orpheus' Special Design	Ador <Refuge Administrator>
	Esterra Transport Mode 1	Aquaris <Heavenly Lights>
	Esterra Transport Mode 2	Aquaris <Heavenly Lights>
	Esterra Transport Mode 3	Aquaris <Heavenly Lights>
	Esterra Transport Mode 4	Aquaris <Heavenly Lights>
Asmodians	Nielon's Special Design	Konratu <Refuge Administrator>

	Nosra Transport Mode 1	Badory <Shadowbringers>
	Nosra Transport Mode 2	Badory <Shadowbringers>
	Nosra Transport Mode 3	Badory <Shadowbringers>
	Nosra Transport Mode 4	Badory <Shadowbringers>

- Quests have been added for the Adma Ruins and Elemental Lord's Laboratory instances.

Instances	Faction	Quest title
Adma Ruins	Elyos	[Instance/Group] Dangerous Tower Fragments
		[Instance/Group] The Puppeteer
	Asmodians	[Instance/Group] Suspicious Tower Fragments
		[Instance/Group] The Puppeteer
Elemental Lord's Laboratory	Elyos	[Instance/Group] Unstable Tower Fragments
		[Instance/Group] The Elemental Lord
	Asmodians	[Instance/Group] Dangerous Tower Fragments
		[Instance/Group] The Elemental Lord

- Quests have been added to the Arkhal's Hidden Space instance.

Faction	Quest title	Quest NPC
Elyos	[Instance/Group] The Unstable Fragment from the Storm Plateau	Weda <Ariel's Agent>
Asmodians	[Instance/Group] The Unstable Fragment from the Sea of Life	Peregran <Azphel's Agent>

- After the above quests have been completed, you will receive repeatable quests from the NPC at the entrance to the instance.
- Quests have been added that can be carried out during the Great Invasion in Esterra and Nosra.

Faction	Quest title
Elyos	[Emergency Command] Defence of Ariel's Refuge
	[Spy/Weekly] Support for the Nosra Invasion
Asmodians	[Emergency Command] Defend Azphel's Temple
	[Spy/Weekly] Support for the Esterra Invasion

- Quests have been added for the research areas in Esterra and Nosra.

Faction	Quest title	Quest NPC
Elyos	[Spy/Daily] Disrupt the Asmodians' Research	Ilisia <Heavenly Lights Brigade General>
	[Daily] Report on the Fragments of The Tower of Eternity	Ilisia <Heavenly Lights Brigade General>
Asmodians	[Spy/Daily] Disrupt the Elysean Research	Renard <Shadowbringer Brigade General>
	[Daily] Report on the Fragments of The Tower of Eternity	Renard <Shadowbringer Brigade General>

- Quests have been added to destroy boss monsters that appear in Esterra and Nosra at certain times.

Faction	Quest title	Quest NPC
Elyos	[Alliance] Nasqui's Records	Ruabo <Storm Daeva>
	[Group] Rules of The Wild	Alexandria <Storm Daeva>
	[Group] The Danger in the Shadows	Siklon <Storm Daeva>
	[Alliance] Ancient Creature	Polonius <Storm Daeva>
	[Group] Strong Winds	Taleia <Storm Daeva>
	[Group] Investigating the Spores	Kanela <Storm Daeva>
	[Spy] The Best Decision	Volta <Storm Daeva>
Asmodians	[Alliance] The Legend of Sphiro	Hekadun <Shadowbringers>
	[Group] Why The Forest Is Dying	Phindar <Shadow Judge>
	Prison Camp of Silence	Svanhild <Shadow Executor>
	[Alliance] Daevas Trapped in Time	Shardeil <Shadowbringers>
	[Instance/Group] A Woman's Fate	Shaelshin <Shadowbringer Centurion>
	[Group] Sugar Sweet	Vindar <General Goods Merchant>

- Quests have been added for returning Daevas.

Faction	Quest title
Elyos	The Most Important Task
	Off to Esterra
Asmodians	The Most Important Mission
	Off to Nosra

- The following quests have also been added for returning Daevas that can be completed in the Abyss, in Esterra and in Nosra.

Elyos	Asmodians
[Daily] Protection the Refuge	[Daily] Protection for the Temple
Danger for the Refuge	Danger for the Temple
[Daily] Ilisia's Request	[Daily] Renard's Request
To the Magos Landing Site	To the Tokanu Landing Site

- Daily quests have been added that can be completed in Esterra and Nosra.
 - The daily quests can be accepted after completing the pre-quest 'Esterra and Ancient Atreia' (Elyos) or 'Nosra and Ancient Atreia' (Asmodians).

Faction	Quest title	NPC for accepting quest
Elyos	[Group/Daily] Ancient Creatures in the Colourful Swamp	Esterra Notice Board
	[Group/Daily] Ancient Creatures in the Forest of Silence	
	[Group/Daily] Ancient Creatures on the Storm Plateau	
	[Group/Daily] Ancient Creatures in the Mushroom Gorge	
	[Daily] Strange Creatures in Esterra	
Asmodians	[Group/Daily] Ancient Creatures in the Cursed Gorge	Nosra Notice Board
	[Group/Daily] Ancient Creatures on the Plateau of Retribution	
	[Group/Daily] Ancient Creatures in the Sea of Life	
	[Group/Daily] Ancient Creatures in Saphora Forest	
	[Daily] Strange Creatures in Nosra	

- Weekly quests have been added that can be carried out in Esterra and Nosra.

Faction	Quest title	Awarding NPC	Pre-quest
Elyos	[Weekly/Group] Gerkan	Alexandria <Storm Daeva>	[Group] Rules of The Wild
	[Weekly/Group] Shadow Sheluk	Siklon <Storm Daeva>	[Group] The Danger in the Shadows
	[Weekly/Group] Bartir	Taleia	[Group] Strong Winds

		<Storm Daeva>	
	[Weekly/Group] Tenaklu	Kanela <Storm Daeva>	[Group] Investigating the Spores
Asmodians	[Weekly/Group] Urughal	Phindar <Shadow Executor>	[Group] Why The Forest Is Dying
	[Weekly/Group] Kardunal	Groma <Shadow Executor>	Prison Camp of Silence
	[Weekly/Group] Ghost Hunt	Scorvio <Shadowbringers>	[Group] A Woman's Sad Memories
	[Weekly/Group] Kurubi	Monis <Shadowbringers>	[Group] Sugar Sweet

- New repeatable quests have been added that can be carried out in Esterra and Nosra by characters with level 66 and 67.

Faction	Quest title	Awarding NPC	Pre-quest
Elyos	Living Fossils	Aquaris <Heavenly Lights>	Esterra and Ancient Atreia
	Guardian of the Ancient Garden of Light	Luvie <Heavenly Lights>	
Asmodians	Ancient Guardians of the Red Dawn Plains	Badory <Shadowbringers>	Nosra and Ancient Atreia
	Primordial Creatures	Piskes <Shadowbringers>	

- Quests have been added for completion in Tarha Village (Esterra) and the Zenzen Territory (Nosra).

Faction	Quest title	Awarding NPC
Elyos	[Group] Defence of the Tarha Village	Kylo <Heavenly Light Legion>
	[Spy/Group] Scouting the Zenzen Territory	
	[Group] Mumuki Weapon	
Asmodians	[Group] Defend the Zenzen Territory	Sinuka <Shadowbringer Legion>
	[Spy/Group] Scouting Tarha Village	
	[Group] Zenzen Liqueur	

- Quests that can be accepted in Esterra and Nosra can also be distributed among the group. This first requires the respective group member to complete the quest 'Esterra and Ancient Atreia' (Elyos) or 'Nosra and Ancient Atreia' (Asmodians).
- PvP group quests in which you have to kill the opposing faction can now be completed in Esterra and Nosra.
- You can press [ESC] to skip cut scene videos during the High Daeva mission.

Adjustment to existing quests

- The repeats of the Asmodian quest 'A Quota of Creatures' has been reduced from 15 to 2.
- The performance levels have been changed for the following quests for returned Daevas so that these can only be carried out by Daevas.

Elyos	Asmodians
Off to Tiamat's Hideout	Off to Tiamat's Hideout
Off to Jormungand's Bridge	Off to Jormungand's Bridge
Off to the Rune Shelter	Off to the Rune Shelter
An Unknown Land	To New Shores
Beritra's Plan	Beritra's Plans
Thwarting the Plans	Member of the Resistance
Off to Mantor	Off to Mantor

- The form of the Reward Coin bundle for some quests has been changed.
- Some objects that need to be hunted for the quests 'Lord of the Sky' (Elyos) and 'Flight Hindrance' (Asmodians) are now positioned so they can also be hit by melee attacks.
- A level cap has been added to some quests in the Sadha Dredgion, Oriel, Pernon and in the Empyrean Crucible so that these can now only be carried out by characters with the corresponding level.
- A position display for the Balaur Teleporter has been added for the quest '[Instance] Initial Errands', which must be completed in the Aturam Sky Fortress.
- Some designs that can be obtained from alchemy mission quest have been changed.
- A display now hints at the necessary hidden Ancient Cube during the Elyos quest 'Ancient Cube'.
- The quest rewards from Icy Power Shards have been swapped for Power Shards that are 1 level higher (+1).

Issues fixed

- Fixed an issue where the progress for the quests 'The task of the preceptor for Aethertechs' (Elyos) and 'The preceptor test for Aethertechs. (Asmodians) did not update after the second level of the quest.
- The wings of Asmodians/Elyos were not displayed in some video sequences. This issue has been fixed.
- Fixed an issue where the collectable in the Asmodian mission 'The Secret Passage' contained icy items that couldn't be used.
- Fixed an issue where the reward for the Asmodian mission 'Warehouse Keeper's Greed' was an icy item that couldn't be used.
- Fixed an issue with the '[Group] Aether Ore of the Inception' quest where the quest couldn't be completed if the dialogue window had closed after handing the ore to the NPC.
- Fixed an issue where the Beritra Stolen Goods Chest reappeared in the Mantor instance while completing '[Instance] Plundered Rune Treasures'.
- Fixed an issue where players can't accept the Asmodian quest '[Emergency Command] Occupy the Kysis Fortress' when Kysis Protectors appear in the Abyss.
- The wrong equipment was issued as a reward for the Gelkmaros mission quest. This has been fixed.
- Fixed an issue where the reward list was not displayed in the dialogue window for the quest '[Instance] The Watcher's Spheres' for the Aturam Sky Fortress instance when players accept

this from the NPC.

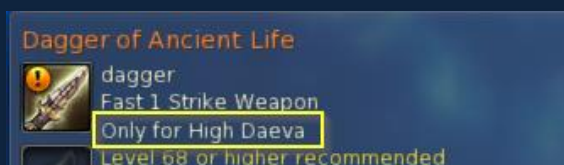
- Characters over level 51 were able to accept the quest '[Emergency Command] Michalis' Order' (Elyos) and the [Emergency Command] Votan's Order' (Asmodians). This has been fixed.
- Fixed an issue where the item 'Records of the Emypyrean Lords' required to continue with the quest 'Complete Records of the Lords', was received as a non-compilable item.
- Fixed an issue with the Vengar quest 'Investigating the Fragments' where the quest object wasn't marked.
- Sometimes players received a message on login stating that no quests could be accepted. This issue has been fixed.
- The Quartz Starturtles required for the Asmodian quest '[Weekly] Diurnal Rocks' are now displayed correctly on the map.

Items

New items and improvements



- The 'Eternal Oath' range of armour has been added.
 - The player has a certain probability of obtaining this armour from a victory over the enemy fleet when it invades Esterra or Nosra.
- Exclusive equipment has been added for High Daevas.

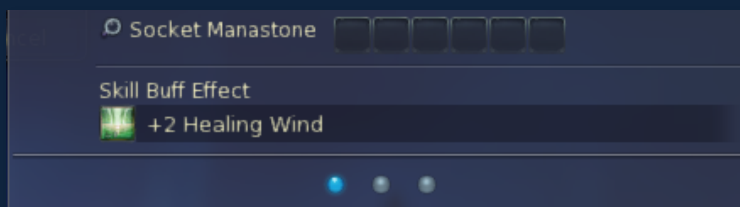


- The equipment can be used by all High Daevas, regardless of their level.
 - If the character level is lower than the level of the item, some of the values will be adjusted accordingly when this is equipped.

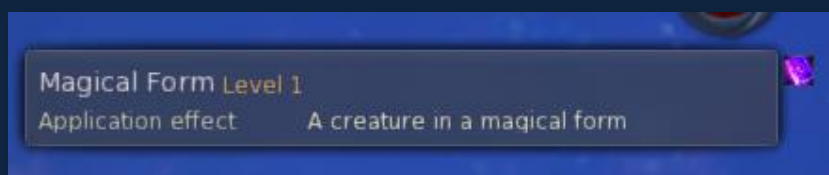
Adjusted values	Unadjusted value
Base values Attack, Accuracy, Magic Boost, Magical Accuracy Evasion, Resist Magic, Magic Suppression, Parry, Physical Defence, Block	Base values Crit. Strike, Crit. Spell, Attack Speed, Damage Reduction Spell Defence, Max. HP, Crit. Strike Resist
Option values	Enchanting items/Upgrading
Set effect	Manastone enhancement values
DP/Magic enhancement effects	DP/Idian effects

- The probability of success when enchanting is higher to start with than with normal equipment.
- The probability of success on an equipment evolution is higher than with normal equipment.
- The probably of achieving a +2 or +3 enhancement with All-Powerful Enchantment Stones is higher than with normal equipment. There is a chance of a +4 enhancement on pieces armour with All-Powerful Enchantment Stones.
- The item is destroyed regardless of the level if the enhancement fails.

- In this case, you will receive Magic Powder or materials for crafting items.
- You also have a certain probability of regaining Manastones or Godstones from the equipment in the event of failure.
- During extraction of the equipment you will receive Magic Powder or materials for crafting items.
- Some of these items can boost your character's skills.
 - The corresponding skills are determined on receipt of the item. You can read the buff effect in the item tooltip.



- If multiple equipped items increase the same skill, only the higher of the two buffs will be used.
- The increase to skills can be used multiple times by bestowing the Power of Creation.
- The 'Recommended Level Reduction' function has been added to some High Daeva equipment.
 - The reduction fields and probabilities differ depending on the item.
- Some synergies have been added between items and monsters.
 - Weapons and armours can display an addition in the tooltip that tells you they are effective against a certain forms.
 - There are four forms here: Warrior, Assassin, Mage and Special
 - The type for monsters is displayed accordingly as a buff.
 - If the item type and monster type are the same, the damage it deals is increased.
 - Types
 - Warrior form
 - Assassin form
 - Magic Form
 - Special form



Example monster



Example item

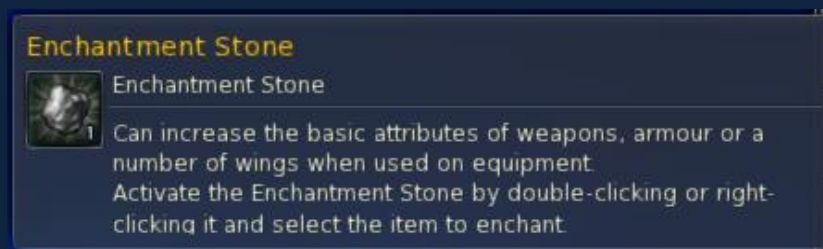
- The wings equipped for High Daevas make the newly added function 'Swoop Flight' possible.



- Swoop Flight can be activated by pressing the 'forwards' key twice in a row while flying or gliding.
- Swoop Flight consumes flight points faster.
- This function cannot be used if the flight speed is reduced.
- Swoop Flight is deactivated if the player switches to being in combat (e.g. by suffering an attack).
- Some wings can be enhanced immediately.
 - As with weapons and armour, Enchantment Stones can be used for enhancement.
 - However, only High Daeva wings can be enhanced and some old wings that were previously changed into High Daeva wings.
 - As with weapons and armour, wings that allow an equipment evolution receive an additional skill at level 20.
 - Wings too can also be damaged during enhancement if the enhancement fails.
 - Enhanced wings receive the following values:

Category	Stats	Level 1 to 15	Levels 16 to 20	From level 21
Base values	HP	40	40	80
	Crit. Spell	2	4	8
	Attack	1	1	2
	Magic Boost	4	4	8
Option values	Max Flight Time	10	10	20
	Swoop Flight Speed	0.1	-	-
	Spell Resist	1	2	4

- New Enchantment Stones and Magic Powder have both been added.



New Enchantment Stones



Magic Powder

- As before, the new Enchantment Stones can be used to enhance equipment depending on the level.
 - These can be created from 1,000 Magic Powders. The quantity to be made can be set on the 'Craft item' UI with which you can then automatically craft more Enchantment Stones.
 - Magic Powder can be obtained via extracting equipment, from bundles of Enchantment Stones, as quest rewards or from monsters.
 - The old Enchantment Stones can no longer be obtained via extracting equipment, from bundles of Enchantment Stones, as quest rewards or from monsters. If the player still has these in their possession, these can however still be used to enhance equipment.
- New designs for substance transformation have been added that can be purchased from the Merchants for Special Designs in Esterra and Nosra.

Ariel's Refuge - Esterra (Elyos)	Azphel's Temple - Nosra (Asmodians)
Orpheus	Nielon
Pandaros	Teyar

- New Manastones, items, equipment and wings can be created via substance transformation.
- The new designs can be purchased with Ancient Coins.
- Rune Hero equipment is crafted at +5.
 - Some values for Rune Hero equipment are still mixed up. This will be corrected later.

Items with modified values	
Rune Hero's Stringed Instrument	Rune Hero's Instrument
Superb Headband of the Rune Tribe	Cloth Headband of the Rune Tribe
Battle Shield of the Rune Tribe	Scale Shield of the Rune Tribe

- Exclusive Manastones for High Daevas have been added.
 - These Manastones directly increase the primary attributes such as strength, health, agility, accuracy, knowledge and willpower and can only be used to enhance exclusive equipment for High Daevas.
- Information about enhancing High Daeva equipment has been added to the tooltip for All-Powerful Enchantment Stones.
- Materials received in the Library of Knowledge instance can be swapped for high-quality equipment.
 - The corresponding equipment enhancers for Elyos can be found in Esterra. The enhancers for the Asmodians are located in Nosra.
 - There are 6 ranges of high-quality equipment. The corresponding NPCs are located in the following places:



Asmodians



Elyos

- A failed Equipment Blessing on 'Kaisinel's/Marchutan's Feather' will no longer destroy the item and the upgrade level will be retained.
- The items 'Kaisinel's/Marchutan's Enhanced Feathers' have been added.
 - In order to receive this item, Kaisinel's Feather or Marchutan's Feather must be upgraded to a level higher than +10 and evolved through Equipment Blessing.
 - A failed upgrade won't destroy the item, but the upgrade level will be reset.
- The extraction of equipment with extraction tools has been replaced by extraction with Kinah.

- Extraction tools can no longer be purchased.
 - Extraction tools still in the player's possession will become 'Damaged Extraction Tools'. These can be sold to the General Goods Merchant.
- Daeva Essence can now be purchased directly from an Administration Officer for Daeva Essence.
 - Since there is now no longer any need to purchase a refiner, this item has been transformed into 'Damaged Daeva Essence Refiner'. These can be sold to the merchant at the purchase price.
- A function to remove Soul Binding has been added.
 - 'Magic Stones for Removal of Soul-binding' are required in order to remove this.
 - After the soul-binding has been removed, the respective items can be traded.
 - The Magic Stones can be purchased from 'Consumables Merchants (Ancient Coins)' in Esterra and Nosra.

Elyos	Asmodians
Pinkerunerker <Consumables Merchant (Ancient Coins)>	Yogonerker <Consumables Merchant (Ancient Coins)>

- Magic Stones can no longer be used to remove Soul Bindings from items that cannot be repeatedly extracted and whose appearance has been modified. (Aside from after removing the skin beforehand.)
- Gloves have been added that can be exchanged for Insignias of Honour and that increase attack speed.
- The limit (the maximum level) of an extendable level 65 weapon has been removed.
- The option values for physical defence on the 'Rune Hero's Magic Spaulders' have been changed to a magic attack.
- Aetheric Field Fragments can now also be stored in private warehouses.
- The cooldown has been removed for some bundle items.
- The 'Integrated Return Scroll' can now also be used to reach Esterra and Nosra.
 - The sale price of Integrated Return Scrolls has been decreased.
- Return Scrolls have been added that can be used to reach Ariel's Refuge in Esterra and Azphel's Temple in Nosra.
 - They can be purchased from the General Goods Merchant in Ariel's Refuge and Azphel's Temple. These can only be used by characters from level 65 and up.
- Some reward bundles have been modified so that up to 1,000 pieces can be stored all together.
- Characters below level 55 who use the 'Patrol's Blessing Box' can now not only receive the 'Daevanion Patrol's Weapons Chest/Armour Chest', but also the 'Daevanion Elite Patrol's Weapons Chest/Armour Chest'.
- The name of the Return Scroll has been adjusted to the scroll's target destination.
- Some crafting designs have been added.

Region	Title	Elyos	Asmodians
Sanctum/ Pandaemonium	<Equipment Patterns Trader>	Moray	Nanuz
	<Miscellaneous Design Merchant>	Usiros	Alran
	< Armour Patterns Trader>	Tonoin	Erephe
	< Tailoring Patterns Trader>	Heges	Morgath
Oriel/ Pernon	<Equipment Patterns Trader>	Addichi	Jeth
	<Miscellaneous Design Merchant>	Kess	Benthe
	< Armour Patterns Trader>	Silson	Briganda
	< Tailoring Patterns Trader>	Melino	Grody

- The structure of the skill enhancements applied on item wins has been changed.
 - Skills that cannot be used when the item is equipped have been removed.
 - Only the skills of classes that match the set equipment attributes are suitable. Shield Defence (Templar), Plate: Parry (Gladiator).
- Items that can no longer be used will immediately receive a special display in the form of an additional icon and a corresponding description.
- A window has been added where items that can no longer be used can be sold.
 - The window appears at login if corresponding items are currently in your character's inventory.
 - These items can then be exchanged for Kinah or AP. The values are set by the system.
- Items not exchanged via the above window can instead be sold by item use.
 - The items can be sold via the Use button in the ring menu.
- The Power Shards have been simplified.

Before	After	Possibility of winning
Minor Power Shard	Power Shard: +10	O
Lesser Power Shard	Icy Lesser Power Shard	-
Power Shard	Power Shard: +20	O
Greater Power Shard	Icy Greater Power Shard	-
Fine Power Shard	Power Shard: +30	O
Premium Power Shard	Icy Premium Power Shard	-
Grandiose Power Shard	Power Shard: +40	O
Ancient Power Shard	Power Shard: +45	O

- All Power Shards currently owned prior to the update have been exchanged for +1 Power Shards.

Before	After
Icy Lesser Power Shard	Power Shard: +20
Icy Greater Power Shard	Power Shard: +30
Icy Power Shard	Power Shard: +40

- Icy Potions/Icy Scrolls and some event potions/event scrolls have been converted into other items with the same effect.
- No hint messages are displayed to characters located in the same region when they receive mythical class items.

Issues fixed

- Fixed the issue with the Expressionless Mask being displayed incorrectly.
- Fixed an issue where some legion items could not be used although the prerequisites had been fulfilled.
- Fixed an issue where the sound of potions and skills was not playing correctly if they were used more than 3 times.
- Fixed the issue with the incorrect effect speed on the Atreia Conqueror's Stringed Instrument.

User interface

Improvements

- A new window has been added to Boost/Modify items.
 - All functions that can be used on an item in the inventory have been compiled in this window.
 - This window can be opened either via the corresponding menu, by right-clicking on a material and then on a piece of equipment or via the ring menu that appears when you click on a material item.
- The following menu items can be found under Boost/Modify:
 - Enchantment
 - Evolution
 - Manastone Socketing
 - Godstone Socketing
 - Upgrade
 - Idian Enhancement
 - Reidentification
 - Conditioning
 - Extract Magic Powder
 - Extract AP
 - Dye
 - Wrapping
 - Remove soul-bind



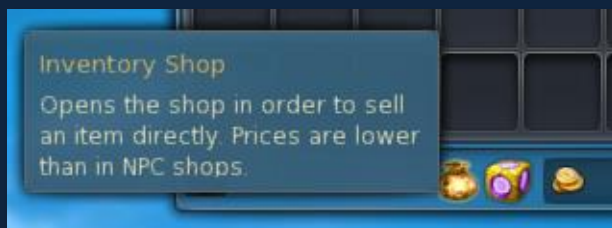
- The submenu 'Extract Magic Powder' displays information on extracting Crafting Stones for High Daeva equipment.
- A ring menu has been added.
 - Left-clicking on an item in your inventory lets you link, use, split, boost/modify, etc. this item via the ring menu.



- The 'Wings' category has been added in the Sell Window.
- The 'Inventory Shop' function has been added.
 - You can use this to sell items directly from your inventory. The sale price you get is,

however, lower than with an NPC merchant. The advantage is that you can sell items from anywhere you want without having to visit the NPC.

- The items sold in the Inventory Shop can be bought from the 'Repurchase' tab with the NPC merchant.



- You now see a percentage amount when you receive experience points as a quest reward.
 - The percentage value corresponds to the additional amount of XP that will be added to the current level by receiving the reward.
- A function has been added that lets players see the input time for Chat messages.
 - The display itself as well as the format of the display can be set in the Options menu of the Chat tab.
 - You can choose between the hours:minutes and hours:minutes:seconds formats.
 - The font colour of the time display cannot be changed.



- The function 'Display single column' has been added to the shop window.
 - The number of items displayed is reduced from 12 to 6 when you select this option.
 - The option gives you a better view of item names.

Before selecting 'Display single column'



After selecting 'Display single column'



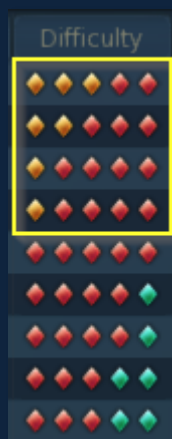
- The list shown at the Broker now also displays the enchantment and upgrade levels.
- You can now also search for goods at the Broker more specifically by enchantment and upgrade levels as well as skill enhancements.
 - For the skill enhancement, the player must enter the full name of the skill used on the item.
- New bind points have been added:

Faction	Region	
Elyos	Heiron	Central Heiron Residential Area
	Ishalgen	The Forsaken Hollow
Asmodians	Beluslan	Frost Spirit Valley
		Southern Beluslan
		Fang Troll Encampment

- In future, experience points, among other things, received from event advantages will be displayed as a buff including a tooltip.
- As of now, the necessary amount of Kinah and AP to improve/augment is displayed as a system message.
- If you go to the NPC for improving/augmenting, select the option 'Improve/Augment on all equipped items' and the character doesn't have enough Kinah or AP, the require amount will be displayed as a system message.

Adjustments

- Messages about the strengthening/weakening of landing sites are now only displayed in the Abyss.
- The difficulty notification in the instance waiting areas has been modified.
 - The original 10 difficulty levels have been expanded to 15.
 - These are displayed in gold from level 11:



- The new entry time for legions will now be displayed in seconds.
- The symbols displayed in the window when characters receive items from Great Invasion monsters and guards in Signia/Vengar have been modified.
- The markers for normal quests have been changed on the map.
 - The normal marker displays normal quests from level 65.
 - The markers for normal quests below level 65 can now be activated by going to 'Options' - 'User interface'.
 - If the display for normal quests below level 65 has been deactivated, both the marker and the list of normal quests available from NPCs disappear.
- Quests received are now automatically listed under Quest Indicator - My Quests.
- The number of quests that can be listed under My Quests has been increased.
- A shadow has been added to the names of quest rewards to make them easier to read.
- The Atreia Pass has been modified.
 - Pre-set rewards can be obtained for consecutive daily logins. These can be viewed under the 'Reward Information' tab.
 - The reward for the 28th day in a row can only be awarded to High Daevas. Mythical class armour chests will be awarded that can only be carried by High Daevas.
 - The level cap for anniversary rewards has been changed from level 46 to level 66. Some elements of this have also been changed.

[Stamp] Anniversary Chest of Consumables	
Before	After
5x [Jakuner] Box of Noble Illusion Godstones	
5x [Jakuner] Box of Gleaming Ancient Manastones	3x [Jakuner] Manastone Box for High Daevas
5x [Jakuner] Box of Gleaming Regenerating Manastones	5x [Jakuner] Box of Noble Illusion Godstones
20x [Jakuner] Noble Manastone Pouch	1x [Jakuner] Plastic Surgery Ticket
5x [Jakuner] Holy Upgrade Serum (7 days)	1x [Jakuner] Mighty 100% Manastone Socketing Aid (Eternal)
1x [Jakuner] 100% Manastone Socketing Aid (Eternal)	1x [Jakuner] Mighty 100% Manastone Socketing Aid (Mythical)
1x [Jakuner] 100% Manastone Socketing Aid (Mythical)	3x [Jakuner] Stigma Bundle
20x Ceranium Medal	

- A shading effect has been added to item names in the Item Tool Tip for better readability.
- Some contents of the 'Gold Star Energy' buff icon and the accompanying tooltip have been highlighted for better readability.
 - If the replenished amount is more than 50%, this is highlighted accordingly in green font.
 - A percentage amount can be seen in the top left of the icon. The icon also looks different when charged at 50% or more.
 - A system notification informs the player when the Gold Star Energy is 50% replenished, used or totally drained.
- The rubbish bin in the inventory has been removed.
- The number of item slots in the sale list on the shop window has been changed from 2*5 to 2*6.
- The number of item slots in the goods basket on the show window has been changed from 9*4 to 9*3.
- The icon on the map [M] to display the transparent map has been modified.
- No mist effect is applied to the regions on the map that a character can get to.
- The cooldown after teleporting to a bind point has been reduced from 10 minutes to 1 minutes.
- You can now create 24 macros instead of 12. In addition, the maximum character input per macro has been increased from 256 characters to 512 characters.
- The favourites tab under 'Profile' – 'Title' is now the first thing displayed at login or when switching servers.
- Some loading tip images have been added and modified.

Miscellaneous

Abyss & fortresses

Fortress Battle

- Fixed an issue where players couldn't use the fortress defence towers during the fortress battle.

Pangaea

- No teleportation skills can be used near the shrines in the respective territories in Pangaea.

Abyss

- Fixed an issue where the effect of the Artefact activation failed to disappear.
- The respawn time of the Protector/Combat Commander and the Assassin Officer of the corresponding garrisons has been decreased.
- The respawn time of the Officer units of the corresponding factions has been decreased for quests that can be carried out after conquering garrisons.
- The respawn time of some hunting targets has been changed for quests in the Upper Abyss that are completed during garrison battles and after garrison conquests.

Skills

- The prerequisites for obtaining the "Glory: Lord's Shield" skill have been changed.

Before	1 weapon (or shield) of enchantment level 20 and 5 different armours
After	At least or more than 6 different weapons/shields/armours/wings of enchantment level 20

- If the Spiritmaster levels up after ascending to High Daeva, their summoned spirit also receives an adjustment to their level and stats.
- The 'not in combat' status is retained even when using the Aethertech's Ascension skill.
- The descriptions for the following skills have been corrected:
 - Cleric: 'Splendour of Recovery' and 'Splendour of Purification'
 - Chanter: 'Raging Encouragement'
 - Spiritmaster 'Spirit Bundling'
- Fixed an issue where the animation of the Spiritmaster skill 'Vacuum Choke' was displayed incorrectly.
- Some Gunner skills were being displayed incorrectly. This issue has been fixed.
- Animation errors occurred whenever the Gladiator skill 'Springing Slice' was used with an equipped two-handed weapon. This has been fixed.
- An error occurred where skills with no cooldown were being displayed as having a cooldown of 0.1 seconds. This has been fixed.

Non-Player Characters (NPCs)

Improvements and adjustments

- High Daevas see a blue (Elyos) or red (Asmodians) visual effect appear when the remains of defeated monsters disappear.
 - This effect is also visible for Daevas as long as they are in a group, alliance or union with a High Daeva.
- The Corridors in some areas can also be used by High Daevas.
- Storehouse Managers for Legion Warehouses have been positioned in Esterra and Nosra.
- Training dummies at base level 1 have been added in Ariel's Refuge (Esterra) and Azphel's Temple (Nosra).
- A new NPC has been added in Esterra and Nosra that offers collectables only available from level 60.
 - Asmodians: Yusek in Azphel's Temple (Nosra)
 - Elyos: Bauma in Ariel's Refuge (Esterra)
- The times for Beritra's Great Invasion have been changed.

Before	Time: Appears in the regions on set days from 6 PM to 10 PM
	Great Invasion event: Beritra's Great Invasion, in which bosses appear all over, takes place on the 11th of every month at 9 PM
After	Time: Appears on specific days at 8 PM
	Great Invasion event: Beritra's Great Invasion, in which bosses appear all over, takes place on the 11th of every month at 8 PM

- Players no longer receive experience points from defeating the monsters during Beritra's Great Invasion in Signia and Vengar.
- The position and appearance of the teleportation statue in Daminu Forest in Poeta and in Anturoon Crossing in Ishalgen have been changed.
- The levels of some monsters located near the fortresses in the Lower Abyss have been changed.
- The movement and skill sounds of some monsters have been changed.
- The Flight Transporter is reset to their original position if attacked within a certain area.

Issues fixed

- An error made it impossible to exchange Protectorate Keys with the NPC Denald in Vengar. This has been fixed.
- The weapons of some Guardian NPCs were displaying incorrectly. This issue has been fixed.
- Fixed an issue that caused some Guardian NPCs to unintentionally end up fighting other monsters.
- Some collectables were not located in the right place. This has been fixed.
- Fixed an issue where the position of NPCs under an air link was being displayed abnormally.
- Fixed an issue where the wings of some Reian NPCs were being displayed incorrectly.
- Fixed an issue where some NPC costumes were being displayed incorrectly.
- Climbing onto mounts led to display errors in character movement in certain circumstances. This has been fixed.
- Fixed an issue where some workbenches were being displayed incorrectly.

Legion

- The buff 'Legion benefits I' has been added. This gives you 5% more experience points.
 - Prerequisites: The legion is at level 3 or higher and more than five (but fewer than ten) legion members are online.
 - The buff 'Legion benefits II' with 10% more experience points remains unchanged and carries on being conferred when at least 10 legion members are online.
- A new function allows the Brigade General to receive a whisper message when a new application is submitted via the Legion Search.
 - The list of applicants is displayed when selecting legion applications.
- The permissions for approving acceptance of legion applicants has been extended to the ranks of Deputy Brigade General and Centurion.
- Applications can be confirmed/accepted if the option 'Invite to Legion/Approve' is selected under 'Legion – Legion Menu – Set Permissions'.
- If there are still applications open, the authorised characters (Brigade General, Deputy Brigade General, Centurion) will be notified of this via a message at login.
- Legion members who do not have permissions to accept new members will only receive a system notification when the application is submitted.

Pet

- Untradeable items dropped by monsters you defeat alone can now be picked up by your Pet using the 'Loot Item' function.
 - The restriction remains in groups/alliances as before since a check is required depending on the distribution option.
- Fixed an issue where the cooldown time of the Pet gift was not displayed in the icon.

Environment

- Additional options have been added for teleporting between various regions.

Teleport			Method
Nosra	<div style="text-align: center;"> \Leftrightarrow Teleport in both directions \Leftrightarrow </div>	Akaron, Kaldor	Teleporter
Esterra		Akaron, Kaldor	
Tokanu		Nosra	Corridor (Permanently positioned)
Magos		Esterra	

- The positions of the Rifts that lead from Signia to Vengar have been partially changed.
- Additional NPC defence fleet cannoneers have been stationed in the regions of the Great Invasion.
- Fixed an issue where the Great Invasion didn't finish automatically after 1 hour.
- Flight is now possible on all surfaces within the New Start Legion Headquarters in Signia.
- Fixed an issue where the wrong NPC details were displayed on the bulletin boards in Sanctum and Pandaemonium.
- Fixed an issue where some incorrect images were displayed in the Convent of Marchutan.
- Fixed an issue where players re-entered the wind stream at Taloc's Hill when using the wind stream in Taloc's Forest in Inggison in the direction of Taloc's Forest.
- Fixed an issue where characters were unable to use some geysers in the Marayas Wilds in Gelkmaros in the right way.

Client

- The max. frame rate (FPS) in the game has been increased from 60 to 120.
- The function 'Energy saving mode for Notebook batteries' has been added.
 - It automatically regulates the max. FPS and thus reduces battery consumption.
 - This can be activated by going to Options under 'System' – 'Energy Saver Mode'.
- The flickering in character creation/character selection together with the latest NVIDIA drivers has been resolved.
- From update 5.0 onwards, the AION client will no longer officially support Windows XP. The use of this operating system can lead to display issues arising in-game.

Gameforge Exclusive

Gameforge exclusive Adjustments & Features

With Update 5.0 we are introducing some changes and features exclusively for our European service. We'll present these changes in the following section.

[Beta feature] Daily Quest System – “Hero Test”

With the coming update, we'll be focusing more on levelling up than ever before. We will be introducing a Daily Quest System to add a bit more variety to the daily routine and also to give you a little support.

- You can open the new Daily Quests by pressing the following button:



How exactly does the Daily Quest System work?

- Each day, all players will be presented with three daily quests.
- These three quests are available for 24 hours.
- They will be reset every day at midnight, at which time three new quests will be made available.
- The daily quests will also be reset and replaced by three new quests if you have already partially completed them.
- When completing the quest, you will mainly receive experience point boosts that are intended to help you level up.
- The daily quests are available to all players - regardless of whether your account is equipped with a Gold Pack or not.
- Since the system has been developed and integrated into the game by Gameforge, updates to quest status or quest progress will unfortunately not occur in real-time but updated with a delay in-game. This delay can last up to 10 minutes.

Adjustments to specific systems

Fortress Battles

- The maximum number of players rewarded in fortress battles in the Upper Abyss, Gelkmaros and Inggison has been increased.
- The medal rewards for starter accounts in fortress battles in the Upper Abyss, Gelkmaros and Inggison has been increased.

PvP instances

- The entry time for the 'Runatorium' instance has been changed from 10 - 11 PM to 10 PM - midnight.
- The entry time for the 'Steel Wall Bastion Battlefield' instance has been changed from 11 PM – 1 AM to 10 PM – 1 AM.

Starter account restrictions

Changes have been made to the current starter account restrictions. Starter accounts are all accounts with no veteran status of active Gold Pack. The change will take effect with the release.

- The Chat restriction has been adjusted. Chat can now be used from level 10 for all starter accounts.
- The restriction that starter accounts can only whisper to friends has been removed. Whispering is now possible with all characters.
- The restriction that starter accounts cannot use the Group Search has been removed.
- The restriction for extraction has been removed and is now possible without any limitation.
- The restriction for gathering has been removed and is now possible without any limitation.

Additional: Character changes

As previously mentioned, we're giving all characters a free 'Appearance Modification Ticket' to compensate characters for a possible change to their appearance by the release of Update 5.0. This item can be used once only to change your character's appearance.