

# AION<sup>®</sup>

## FREE-TO-PLAY

### Patch Notes Update 5.1 “The Tower Guardian”



## Overview



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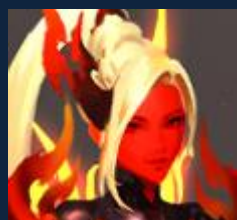
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## Instances

### Garden of Knowledge



The 'Garden of Knowledge' has been added.

*At this secretive place there are numerous recordings on the history of Atreia, which are now kept in the Library of Knowledge.*



To enter this instance, you need to complete the quest in the Library of Knowledge first. You can enter the Garden of Knowledge via the Artefact of Knowledge in the Tower of Eternity.

Entry NPC	Conditions
'Artefact of Knowledge' in the Tower of Eternity	You can only enter once the mission for the Library of Knowledge is complete. <ul style="list-style-type: none"> <li>➤ <b>Elyos:</b> Protectors of the Archive of the Inception</li> <li>➤ <b>Asmodians:</b> Protectors of the Archive of the Inception</li> </ul>
'Rift of Memory' within the Library of Knowledge	Entry through the 'Rift of Memory' that appears after defeating the end boss in the Library of Knowledge

### Entry Requirements

Characters	Level	Entry reset	Possible entries
6	From level 66	Wednesday 9 AM	4x (Gold users) 2x (Starters)

## Kroban Base



The '**Kroban Base**' instance has been added.

*A battle for the artefacts of the Tower of Eternity rages in this instance. Stop them from falling into Balaur hands!*

The instance can be found near the 'Colourful Swamp' in Esterra (Elyos) and the 'Cursed Gorge' in Nosra (Asmodians).

### Entry Requirements

Characters	Level	Entry reset	Possible entries
6	From level 66	Wednesday 9 AM	3x (Gold users) 1x (Starter)

## Runatorium Ruins



The 'Runatorium Ruins' battlefield instance has been added.

*The old Rune area that was discovered in Kaldor. It is said that there are great treasures in this place...*

- In the instance, you compete within 20 minutes in groups of 6 players vs. 6 players. The 'Sealed Rune Tribe Relic' is located in the centre of the arena.
- You can receive additional rewards if you win with more than 41,000 points. Information about this can be found in the interim window.

### Entry requirements

Distribution	Entry requirement
Entry level	From level 66
Entry type	New Group, Quick Group, enter as group
Entrants	Min. 6 players of the same faction
Entry reset	Every morning at 9 AM
Entry reset	1x daily (Gold users) 1x Wednesday/Saturday (Starter)
Entry time	Daily 10 PM until Midnight

## Balaur Marching Route

The 'Balaur Marching Route' battlefield instance has been added.

*Make use of special Shugo abilities to salvage parts of the machine weapons. But be careful, there's enemy faction Daevas here too!*

You compete within 20 minutes in a group of 6 players vs. 6 players. You must find the components with the help of the Shugo's skills and last out against the enemy group.

### Entry requirements

Distribution	Entry requirement
Entry level	From level 66
Entry type	New Group, Quick Group, enter as group
Entrants	Min. 6 players of the same faction
Entry reset	Every morning at 9 AM
Possible entries	2x a day (Gold users) 2x Wednesday/Saturday (Starters)
Entry time	Mon – Sun 00-02 AM Mon – Sun 7-9 PM Mon, Tue, Thu – Sun 12 – 2 PM Wed 1 – 3 PM

### Ashunatal Dredgion

The 'Ashunatal Dredgion' instance has been added.

*There are dangers around every corner here. Keep the enemy faction in check and put a stop to Ashunatal!*

### Entry requirements

Distribution	Entry requirement
Entry level	From level 66
Entry type	New Group, Quick Group, enter as group
Entrants	Min. 6 players of the same faction
Entry reset	Every morning at 9 AM
Possible entries	3x a day (Gold users) 2x Wednesday/Saturday (Starters)
Entry time	Mon – Sun 00-02 AM Mon – Sun 7-9 PM Mon, Tue, Thu – Sun 12 – 2 PM Wed 1 – 3 PM

## Rift of Oblivion



The 'Rift of Oblivion' instance has been added.

*Travel back to the time shortly after the failed peace negotiations and witness the destruction of the Tower of Eternity. Support the Lords and High Daevas in battle against the Balaur. Maybe you can change the course of history...*

- Kill monsters within the set time to receive points.
- Use transformation skills to defeat the monsters. Monsters are vulnerable against particular elementary incarnations.

### Entry requirements

Distribution	Entry requirement
Entry level	From level 66
Entrants	1
Entry reset	Every morning at 9 AM
Possible entries	1x a day (Gold users) 1x Monday/Wednesday/Friday/Sunday (Starters)

## Other Amendments

- The required entry level has been changed for some battlefield instances.

Instances	Before	After
Jormungand Marching Route	From level 61	Level 61 - 65
Runatorium		
Kamar's Battlefield	From level 61	From level 66
Steel Wall Bastion Battlefield		

- Players can no longer enter the 'Crucible Coliseum' and the Training Arena for levels 46-50.
- The entry level for the 'Crucible Coliseum' has been changed.

Entry level	Instances
51-55	Arena of Discipline/Vehemence/Cooperation Training Arena of Discipline/Vehemence/Cooperation/Unity
56-60	Arena of Discipline/Vehemence/Cooperation and Arena of Glory Training Arena of Discipline/Vehemence/Cooperation/Unity
61-65	
66-75	

- The arena and Training Arena for levels 61-75 have been changed to 61-65.
  - An arena and Training Arena (levels 66-75) have been added for High Daevas.
  - To make Esterra and Nosra easier to reach, menus and Teleporters have been added in Kaisinel's Academy and Marchutan Priory.
- The entry requirements for 'Crucible Coliseum' have been changed.

Instances	Before	After
Arena of Discipline	Entry via Arena Ticket	5x per week (GP) 3x per week (Free) This is reset every Wednesday at 9 AM.
Arena of Chaos		
Arena of Cooperation		
Arena of Glory	3x Ticket for the Arena of Glory	4x Ticket for the Arena of Glory

- The floating object in the Trephone Tower phase in the Arena of Cooperation and the Arena of Glory in 'Crucible Coliseum' has been fixed to one position.
- Fixed an issue where some spirits summoned during the end boss for 'Rentus Base' and 'Lost Rentus Base' couldn't get through the open door.
- The 'Shock Aether' and 'Aether Explosion' placed in 'Crucible Coliseum' in the arena/Training Arena of Cooperation and the Training Arena of Unity were occasionally set at a lower level. This issue has been fixed.
- The monsters in the 'Steel Wall Bastion' have been upgraded to level 68.
- The position of the exit in the 'Aturam Sky Fortress' has been changed so that this is more readily visible.



## Skills

### New features

New skills have been added that transform characters at level 75 into one of the four elements when you use the Power of Creation.

- The character at level 75 must first boost the skill (the 'Compassion' of the corresponding element) to level 5 and then bestow Power of Creation.
- The respective transformation lasts for 5 minutes and has a cooldown of 60 minutes. The cooldown is split between the elements.
- The cooldown reduces by 5 minutes each time when you reach +1 Power of Creation boost by bestowing additional Power of Creation.
- The character stats are massively increased during the transformation depending on the element properties. However, the stats of the equipped equipment items are only partially applied.
- All current enhancements (e.g. activated skills, mantras, etc.) as well as debuffs (negative status effects) are removed during a transformation and an exclusive transformation skill is activated.
- You can use 5 different skills per element property. No other skills can be used during the transformation except the ones mentioned.

### Incarnation of Wind



Exclusive transformation skills (casting time/cooldown)	Skill Effect
Energy of the Storm (Immediate / 2s)	<ul style="list-style-type: none"> <li>• Increases the attack speed by 30%, the attack range by 10m.</li> <li>• Increases the natural regeneration and resistance to shock states by 500 points.</li> <li>• During an attack, there is a certain chance that your movement-restricting states will be removed and your movement speed will be increased by 50% for 5 seconds.</li> <li>• During an attack with lightning strike, the recovery time of the lightning magnetic field is reset.</li> <li>• However, with restricted mobility</li> </ul>
Lightning Strike (Immediate / 5s)	<ul style="list-style-type: none"> <li>• Inflicts magic wind damage on targets and decreases the</li> </ul>

	<p>recovery time from a wind blast by 3 seconds.</p> <ul style="list-style-type: none"> <li>If the target is in shock or the movement speed of the target is reduced, it suffers additional wind damage.</li> </ul>
Lightning Magnetic Field (0s / 15s)	<ul style="list-style-type: none"> <li>Deals magic wind damage to a target and to other opponents within a 6m radius of the target, and also reduces the movement speed by 50% for 3 seconds.</li> <li>Every 10 seconds, the movement speed of the opponents in the attacked area is reduced by 50% for 3 seconds.</li> <li>This does not affect the increased range of Energy of the Storm.</li> </ul>
Wind Blast (0.5s / 21s)	<ul style="list-style-type: none"> <li>Inflicts wind damage on the target.</li> <li>The target is immobilised in mid-air if it is affected by a movement-restricting state.</li> </ul>
Remove Shock (Immediate / 1m)	<ul style="list-style-type: none"> <li>Removes all Stun, Knock Back, Stumble, Spin, and Aether's Hold effects applied to you. The Stun, Knock Back, Stumble, Spin, and Aether's Hold resistance values have been increased by 1,000 for 7 seconds.</li> </ul>

### Incarnation of Fire



Exclusive transformation skills (casting time/cooldown)	Skill Effect
Flare Charge (0s / 9s)	<ul style="list-style-type: none"> <li>Sprints to a target and deals physical damage to it.</li> <li>Causes Dancing Fire, the effect of all attack skills is increased by 50% twice for 10 seconds.</li> </ul>
Red Cleave (0s / 4s)	<ul style="list-style-type: none"> <li>Deals physical damage to opponents in a conical area ahead of you.</li> <li>If the target is in shock or has been affected by Dancing Fire or Flames, it receives additional fire damage.</li> </ul>
Scorching Attack (0s / 3s)	<ul style="list-style-type: none"> <li>Inflicts physical damage on a target and temporarily stuns it.</li> <li>If the target has been hit by Dancing Fire or Flames, this is cancelled and it takes additional damage. A portion of the damage is restored as HP.</li> </ul>

Wild Flame Dance (0.5s / 15s)	<ul style="list-style-type: none"> <li>Deals physical damage to enemies within a 7m radius.</li> <li>Scares and slows your opponents for 6 seconds. Some of the opponents are also affected by Dancing Fire.</li> </ul>
Remove Shock (Immediate / 1m)	<ul style="list-style-type: none"> <li>Removes all Stun, Knock Back, Stumble, Spin, and Aether's Hold effects applied to you. The Stun, Knock Back, Stumble, Spin, and Aether's Hold resistance values have been increased by 1,000 for 7 seconds.</li> </ul>

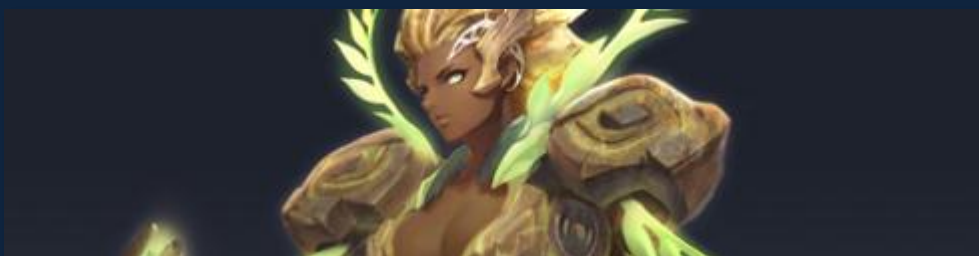
### Incarnation of Water



Exclusive transformation skills (casting time/cooldown)	Skill Effect
Frosty Consierd (0s / 6s)	<ul style="list-style-type: none"> <li>Deals magic water damage to a target and an additional opponent around the target.</li> <li>Increases the level of Frost.</li> </ul>
Ice Pick (0s / 0.5s)	<ul style="list-style-type: none"> <li>Deals magic water damage to a target that has been affected by Paralysis, Stun, Knock Back, Stumble or Aether's Hold.</li> <li>Opponents who have already reached statue level 3 suffer additional magic water damage and are knocked back.</li> </ul>
Icy Cold Wave (1s / 10s)	<ul style="list-style-type: none"> <li>Deals magic wind damage to targets within a conical area.</li> <li>Increases your status to Frost level 2.</li> <li>Opponents who have already reached statue level 3 suffer additional magic water damage and are knocked back.</li> </ul>
Healing Rain (Immediate / 3s)	<ul style="list-style-type: none"> <li>Removes all altered states from a target</li> <li>Immediately recovers 1,500 HP and then 1,000 HP every second for 3 seconds.</li> </ul>
Remove Shock (Immediate / 1m)	<ul style="list-style-type: none"> <li>Removes all Stun, Knock Back, Stumble, Spin, and Aether's Hold effects applied to you. The Stun,</li> </ul>

Knock Back, Stumble, Spin, and Aether's Hold resistance values have been increased by 1,000 for 7 seconds.

### Incarnation of Earth

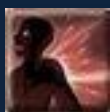


Exclusive transformation skills (casting time/cooldown)	Skill Effect
Mighty Leap (0s / 10s)	<ul style="list-style-type: none"> <li>• Jumps and deals physical damage to a target.</li> <li>• Deals additional physical damage to enemies within a 6m radius of the target and immobilises them.</li> </ul>
Stonefist (Stackable / 5s)	<ul style="list-style-type: none"> <li>• &lt;Level 1&gt;</li> <li>• Deals physical damage to a target and absorbs a portion of the inflicted damage as HP.</li> <li>• Resets the cooldown time of Stonefist.</li> <li>• If the target is in a shock state or affected by a movement-restricting state, they receive additional physical damage, and a portion of the inflicted damage is absorbed as HP.</li> <li>• &lt;Level 2&gt;</li> <li>• Inflicts physical damage on a target and on other opponents within a 6m radius of the target and absorbs a portion of the inflicted damage as HP.</li> <li>• If the target is in a shock state or affected by movement-restricting states, they receive additional physical damage, and a portion of the inflicted damage is absorbed as HP.</li> </ul>
Floor Smash Strike (0s / 5s)	<ul style="list-style-type: none"> <li>• Inflicts physical damage on a target and other enemies within a 7m radius of the target depending on the distance.</li> <li>• If the target is in a shock state or affected by a movement-restricting state, they receive additional physical damage.</li> </ul>

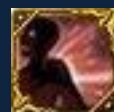
Roar of Earth (0.5s / 24s)	<ul style="list-style-type: none"> <li>• Inflicts physical damage on targets within a 7m radius and hurls them to the ground.</li> <li>• Increases your rage and resistance to fear, paralysis and interference with movement speed.</li> <li>• The damage you take reduces as your HP drops.</li> </ul>
Remove Shock (Immediate / 1m)	<ul style="list-style-type: none"> <li>• Removes all Stun, Knock Back, Stumble, Spin, and Aether's Hold effects applied to you. The Stun, Knock Back, Stumble, Spin, and Aether's Hold resistance values have been increased by 1,000 for 7 seconds.</li> </ul>

- New 'High Daeva skills' have been added. You can obtain these by bestowing the Power of Creation.
  - A total of 4 active skills and 4 property skills have been added for character class.
  - High Daeva skills are higher Daeva skills that possess additional effects.
  - Some of these skills can be enhanced up to 5th level.
  - The Daeva and High Daeva skills share the same cooldown time and cannot be used simultaneously.
  - An effect has been added to the border of a High Daeva skill icon so that this is more readily visible.

#### Daeva Skills



#### High Daeva Skills



- Active skills for each character class:

Class	Available at level	Standard Daeva skill	New High Daeva skills
Templar	68	Avenging Blow	Bloodthirster Strike
	70	Pitiless Blow	Judgment Blow
	72	Charge	Hard Charge
	74	Illusion Chains	Swift Divine Grasp
Gladiator	68	Absorption Wave	Surge of Restoration
	70	Raging Blow	Wild Leap
	72	Wall of Steel	Concentrated Defence Shield
	74	Shadow Rage	Daevic Fury
Assassin	68	Surprise Attack	Bloodthirster Surprise Attack
	70	Soul Slash	Soul Splitter
	72	Ambush	Swift Ambush
	74	Whirlwind Slash	Whirlwind Blow
Ranger	68	Seizure Arrow	Ascended Soul Arrow
	70	Unerring Arrow	Arrow of Annihilation

	72	Sleep Trap	Dream Catcher
	74	Breath of Nature	Nature's Blessing
Sorcerer	68	Spear of Wind	Storm Spear
	70	Gain Mana	Meditate
	72	Fire of Magic Power	Hell Flame of Wrath
	74	Boon of Iron-Clad	Prayer of Iron-Clad
Spiritmaster	68	Elemental Strike	Elemental Smash
	70	Order: Storm of Elements	Order: Elemental Discharge
	72	Order: Preserve Spirit	Order: Spirit Barrier
	74	Contract of Resistance	Illusion Pact
Cleric	68	Thunderbolt	Shocking Thunderbolt Strike
	70	Power Blast	Power Smash Strike
	72	Healing Splendour	Healing Wave
	74	Prayer of Focus	Prayer of Resistance
Chanter	68	Resonance Haze	Resonance Attack
	70	Repeated Shatter	Chain Strike
	72	Perfect Parry	Cross Shield
	74	Promise of Earth	Oath of Earth
Gunner	68	Aimed Cannon Shot	Concentrated Cannon Shot
	70	Rapid Fire Posture	Rapid Fire Readiness
	72	Survival Instinct	Flight Instinct
	74	Hunter's Eye	Aimed Hunter's Eye
Aethertech	68	Mystic Shell	Magical Protective Shield
	70	Rage Wave	Wrath Wave
	72	Idium Fist	Idium Strike
	74	Increase Fighting Power	Combat power maximisation
Bard	68	Gust Requiem	Storm Requiem
	70	Melody of Cheer	Cheery Melody
	72	Snowflower Melody	Snowflower Melody
	74	Disturbing Dance	Illusion Dance

○ Property skills:

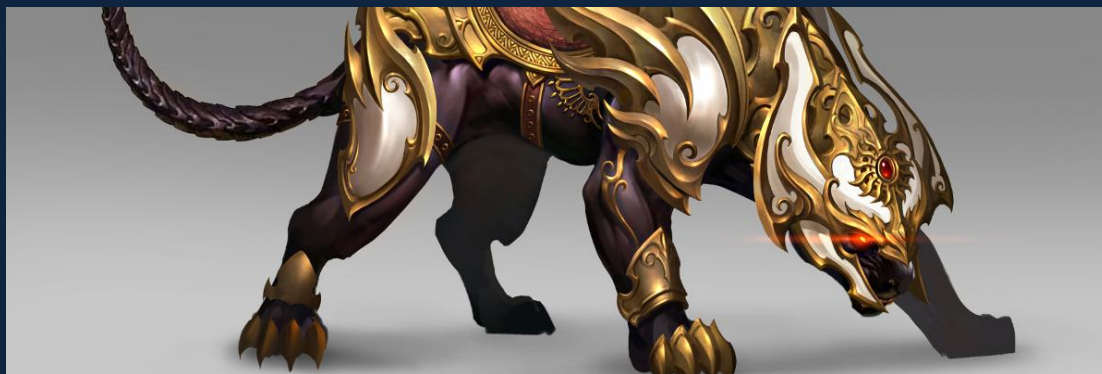
Available at level	Skill Name	Description
67	Strengthen Defence	Boost PvE Defence
69	Attack Boost	Boost PvE Attack
71	Boost Enemy Dodge	Boost PvP Defence
73	Increase Enemy Attack	Boost PvP Attack

Daeva skill	High Daeva skill
Mystic Shell	Magical Protective Shield
Increase Fighting Power	Combat power maximisation

### Changes

- In the Cleric skill 'Blinding Light', the description of the distance of the magic spell was missing in the skill description. This error has been fixed.

## Items



### Magic Crafting

- The new crafting method called '**Magic Crafting**' has been added for High Daevas.
  - 'Magic Crafting' can be used once you ascend to High Daeva.
  - Some items aside, most items can be received automatically without special designs.
    - You can open the window for magical crafting by pressing [Shift+P] or [Skill – Action/Function – Collect/Crafting – Magical Crafting].
  - Unlike the existing crafting methods, magical crafting can be carried out without an additional workbench and there is no danger of a failed attempt. Magical crafting can, however, be restricted during other actions such as flight and fighting.
  - You can also receive normal XP alongside the crafting XP if the magical crafting is successful.
  - As with the existing crafting methods, there's a chance of a combo crafting that results in a higher crafting item.
  - As with the existing crafting, different items can be produced with magic crafting depending on the crafting level.
  - Some of the materials for magic crafting can be obtained from monsters in Esterra/Nosra or from some instances. The materials can also be purchases from some merchants.

Title	Elyos	Asmodians
<Merchant for Magical Crafted Items>	Kalio	Erendil
<Rewards Merchant for Magical Crafted Items>	Ipis	Albanis

- The 'Boost skill again' function has been added.
  - 'Boost skill again' has been added as a menu in the Enhance/Modify window. Skills can be enhanced again using Skill Buff Improvement Scrolls.
  - You can check the item tooltip for items to see whether these can be enhanced again (New boost possible). Items for which a new enhancement is not possible will display '(New boost not possible)'.
- A new function has been added for the reduction of recommended level using items.



- 'Reduction of recommended level' has been added as a menu in the Enhance/Modify window. The recommended level can be reduced in this menu.
- This function can only be used on items for which a reduction of the recommended level is possible. The level can only be reduced by the value set for the item.
- If the recommended level of the item has been reduced to the maximum possible, this function can no longer be applied.

## Other Amendments

- Potion items have been simplified.
  - Potions and serums available over the course of the game have all been changed into Recovery Potions or Recovery Serums.
  - 'Divine Life/Mana Serum' has been changed into 'Divine Recovery Serum'.
  - All Life/Mana items, designs or morph recipes owned will be changed into recovery items, designs or morph recipes.
  - All of the Life/Mana items registered in the list for crafting or morphing substances will be removed.
- The 'Accessory Enhancer of the Garden of Knowledge' NPC has been added in the regions of Esterra and Nosra.
  - Players can use materials available in the Garden of Knowledge to swap items with the Accessory Enhancer.
- Materials available in the Garden of Knowledge instance can now be exchanged for higher value equipment.
  - Each piece of equipment is composed of 4 series and can be exchanged via the 'Equipment Enhancer of the Maze' NPC.
- The item that results from crafting 'Master: Magic Diogenite' has been changed to 'Bundle of Magic Diogenite'.
  - When you open 'Bundle of Magic Diogenite', you can receive 5 types of Magic Diogenite.
- The number of items required for the Morph: Refined Recovery Potion has been changed.
- An error where monsters positioned in Akaron did not drop Aetheric Field Fragments has been fixed.
- A change has been made so that the items 'Pashid's Horn' and 'Pashid's Claw' can no longer be used.
  - They cannot be received from monsters anymore.
  - The items already received will be identified as destroyed items and can be sold.
- The 'Bundle containing Divine Recovery Serum' has been added for alchemy.
  - The 'Bundle containing Divine Recovery Serum' design can be purchased from design merchants in the respective cities or in the housing regions.

Region	Title	Elyos	Asmodians
Sanctum/ Pandaemonium	< Design Merchant >	Usiros	Alran
	< Alchemy Patterns Trader >	Darius	Fenris
Oriel/ Pernon	< Design Merchant >	Kess	Benthe
	< Alchemy Patterns Trader >	Hemes	Grad

- A change has been made so that the 'Gold Narky Egg' and the 'Gold Karky Egg' can now be traded.
- The item 'Honourable Divine Recovery Serum' has been added to the list of items sold by distributors for special officer items in the Temple of Honour.

Faction	NPC
Elyos	Iriana
Asmodians	Aruna

- During character creation the 'Apprentice's Recovery Potion' and 'Apprentice's Recovery Serum' are now given as a starter help.
- The Special Merchant in the Refuge of Returnees no longer sells '[Patrol] Enhanced Life/Mana Potions' and 'Enhanced Life/Mana Serums'.
- The materials for 'Morphing: Recovery Potion' and 'Morph: Recovery Serum' have been changed.
- Restricted Stigmas can now be sold as destroyed items.
- The target Stigma is no longer destroyed when a Stigma enhancement fails but the boost level is reset to +0 instead.

Before	After
<ul style="list-style-type: none"> <li>• Target Stigma is destroyed</li> <li>• Material Stigma is destroyed</li> </ul>	<ul style="list-style-type: none"> <li>• Target Stigma boost level drops to +0</li> <li>• Material Stigma is destroyed</li> </ul>

- Some unusable items can now be sold as destroyed items.
- Magical Morph is now possible with Esterra/Nosra Protector weapons which can be obtained as a reward for mission quests.
- A change has been made so that Crucible Starlight Fragment Boxes now yield Starlight Fragments.
- The usage level for Fortified Recovery Potion and Refined Recovery Potion has been changed to level 50.
- An error where Forgotten Rune Warrior's weapons could be boosted even though they were appearance items has been fixed.

## Quests

### New Features

- Mission quests have been added in Esterra/Nosra that can be carried out by High Daevas.

Faction	Region	Quest Title
Elyos	Esterra	Weda's Request
		The Secret Order
		The Secret Document
		The Protection Artefact
		The Corridor
Asmodians	Nosra	Peregran's Request
		The Secret Order
		The Secret Document
		The Protection Artefact
		The Corridor

- Mission quests and normal quests have been added that can be carried out in the 'Garden of Knowledge'.
  - The following quests can only be carried out by High Daevas from level 66. These can be obtained either from placed NPCs, entering an instance or in certain regions.

### Elyos

Quest Title	Quest Acceptance
[Instance/Group] The Refuge of Restraint	Automatically received on entering the Garden of Knowledge
[Instance/Group] The Earth Jotun	
[Instance/Group] Reunion with Weda	
[Instance/Group] An urgent request	Ador <Refuge Administrator>
[Instance/Group] The Altar of the Void	Teria <Member of the Heavenly Lights>
[Instance/Group] A Secret Location	
[Instance/Group] The Last Heavenly Lights	
[Instance/Group] The Kisk of the Asmodians	Radilis <Member of the Heavenly Lights>
[Instance/Group] The All-Seeing Eye	Automatically received on entering certain regions in the Garden of Knowledge
[Instance/Group] Escape from the Contaminated Library	
[Instance/Group] Battle against Piton	
[Instance/Group] The Slumbering Queen	
[Instance/Group] The Source of the Contamination	

### Asmodians

Quest Title	Quest Acceptance
[Instance/Group] The Lost Peregran	Automatically received on entering the Garden of Knowledge
[Instance/Group] The Earth Jotun	
[Instance/Group] Reunion with Peregran	
[Instance/Group] Urgent Contact	Konratu <Refuge Administrator>
[Instance/Group] Records of Life	Ube <Member of the Shadowbringers>
[Instance/Group] A Secret Location	
[Instance/Group] The Last Shadowbringers	
[Instance/Group] The Elyos Kisk	Stiget <Member of the Shadowbringers>
[Instance/Group] The All-Seeing Eye	Automatically received on entering certain regions in the Garden of Knowledge
[Instance/Group] Cliff of Annihilation	
[Instance/Group] Battle against Piton	
[Instance/Group] The Slumbering Queen	
[Instance/Group] The Source of the Contamination	

- Quests have been added that can be carried out in the new battlefield instances.

### Ashunatal Dredgion

Elyos	Asmodians
[Instance/Group] Battle against the Ashunatal Dredgion	[Instance/Group] Battle against the Ashunatal Dredgion
[Instance/Group] Conquest of the Weapons of the Ashunatal Dredgion	[Instance/Group] Weapon of the Ashunatal Dredgion
[Instance/Group] Battle against the Captain of the Dredgion	[Instance/Group] Battle against the Captain

### Runatorium Ruins

Elyos	Asmodians
[Instance/Group] The Sealed Relics	[Instance/Group] Sealed Rune Relic
[Instance/Group] An Unpredictable Battle	[Instance/Group] An Inevitable Battle

### Balaur Marching Route

Elyos	Asmodians
[Instance/Group] Boost for the Balaur Marching Route	[Instance/Group] Intervention on the Balaur Marching Route
[Instance/Group] Battle on the Balaur Marching Route	[Instance/Group] Skirmish on the Balaur Marching Route

- New repeatable quests have been added for High Daevas in the arena in the 'Crucible Coliseum'.

Elyos	Asmodians
Continuing Training	Crucible Coliseum

- Tutorial quests have been added for the 'Magical Crafting' of High Daevas.

Faction	Quest Title	Area Accepted	Quest NPC
Elyos	Discovery of a New Power	Esterra	<Merchant for Magical Crafted Items> Kalio
Asmodians	Spirit Energy of Darkness	Nosra	<Merchant for Magical Crafted Items> Erendil

## Amendments

- Honour Point rewards have been added for the following war quests that can be carried out in Esterra and Nosra.

Faction	Quest Title
Elyos	[Spy/Daily] Attack on Nosra
	[Emergency Command] Esterra Defence
Asmodians	[Spy/Daily] Attack on Esterra
	[Emergency Command] Nosra Defence

- The change to the entry level and method for the Crucible Coliseum means some quest settings have been changed.
  - A change has been made so that all relevant quests previously obtained at level 46 are now received at level 51. The XP and Kinah rewards have been changed to level 51.
  - The change to the entry method for the 'Crucible Coliseum' means the quest where the arena ticket is issued has been removed.
- Some mission quests that were received before the 'Great Invasion' update have been changed into new mission quests.
  - Previous mission quests can no longer be obtained and all mission quests available during the implementation have been removed.
  - New mission quests will be received once the previous mission quests have been removed. The mission quests can be carried out from the beginning after completing the first order quests.
  - However, no new mission quests will be received if all previous missions have been completed in the respective regions.
- Changes have been made to the settings of some city quests.
  - Some important quests have been made into normal quests.
  - The level required for accepting/completing some quests has been changed from level 10 to level 29.

- The experience points and Kinah rewards of some quests have been increased.
- Acceptance criteria and rewards have been changed for quests completed on the Steel Wall Bastion Battlefield.
  - The pre-quest has been removed for the following quests. The level required for accepting the quest has been changed to level 66.

Faction	Quest Title
Elyos	[Instance/Alliance] Pashid's Fall
	[Instance/Alliance] The Steel Wall Bastion Battlefield
	[Instance/Alliance] Assault on the Fortress
Asmodians	[Instance/Alliance] The End of Pashid
	[Instance/Alliance] Recapturing the Steel Wall Bastion Battlefield
	[Instance/Alliance] Breaking Through the Fortress Gates

- Radiant Ops/Blood Crusade quests have been added that can be accepted by characters from level 66.

Faction	Quest Title	Available
Elyos	[Daily] Battle against the Asmodians	After joining the Radiant Ops/Blood Crusade
	[Spy/Daily] March into Nosra	
Asmodians	[Daily] Battle against the Elyos	
	[Spy/Daily] March into Esterra	

- The level required for Radiant Ops/Blood Crusade quests, which can be accepted by characters from level 61, has been changed.

Faction	Quest Title	Change
Elyos	[Daily] War against the Asmodians	Can be accepted for level 61 - 65
	[Spy/Daily] March into Vengar	
Asmodians	[Daily] War against the Elyos	
	[Spy/Daily] March into Signia	

- There are now 2 new additional quests available for characters from level 37 in Eltnen for Elyos and in Morheim for Asmodians.
  - The quests can be completed in Heiron for Elyos and in Beluslan for Asmodians.

Faction	Quest Title	Quest Acceptance
Elyos	Perento's Request	Near the Fire Temple Entrance Automatically accepted on entry
Asmodians	Nerita's Request	

- The reward for the mission quest 'A Ceremony in Sanctum/Pandaemonium' for Elyos/Asmodians has been changed.

Faction	Quest Title	Before	After
Elyos	A Ceremony in Sanctum	Weapon of Prophecy	Weapon of Prophecy
		+0 Boost / No Manastones equipped	+10 Boost / Manastones equipped
Asmodians	A Ceremony in Pandaemonium	Karma Weapon	Karma Weapon
		+0 Boost / No Manastones equipped	+10 Boost / Manastones equipped

- The XP rewards have been changed for some quests that can be completed between levels 20 - 24.

Faction	Region	Changes
Elyos	Sanctum	Increased XP reward in mission quest 'A Sliver of Darkness'
Asmodians	Pandaemonium	Increased XP reward in mission quest 'No Escaping Destiny'

- The Stigma quests have been changed.
  - A change has been made so that the Stigma Bundle with restricted Stigmas is not issued as a reward that cannot be boosted, but the right Stigmas are issued according to the character's class.
  - A change has been made so that the Stigma quests are also completed via <Immediate Reward> and thus the character can receive the Stigma reward without having to visit the completion NPC.

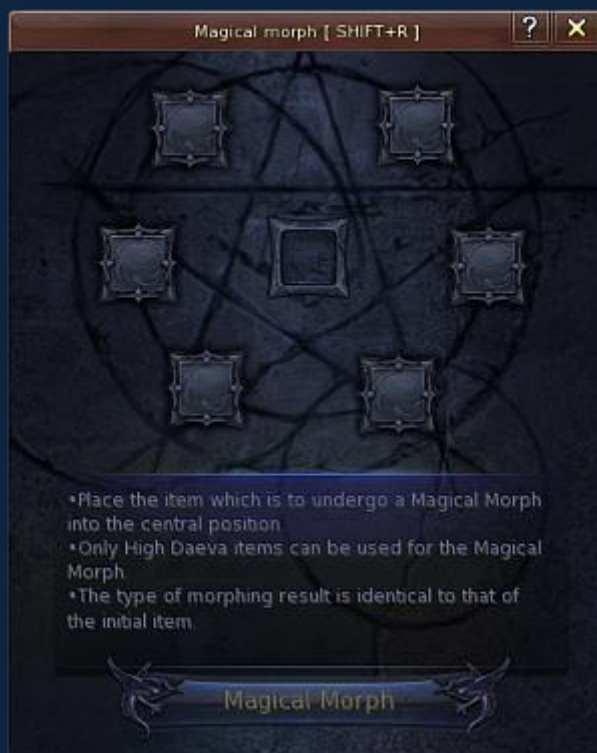
Faction	Available at level	Quest before the change	Quest after the change
Elyos	30	Persephone's Support Items	Support from Sanctum 1
	40	Felias' Support Items	Support from Sanctum 2
	45	Miriya's Support Items	Support from Sanctum 3
	50	Miriya's Motivation Items	Support from Sanctum 4
	55	Daniele's Support Items	Support from Sanctum 5
Asmodians	30	Herner's Support Items	Support from Pandaemonium 1
	40	Pargelberg's Support Items	Support from Pandaemonium 2
	45	Aud's Support Items	Support from Pandaemonium 3
	50	Aud's Motivation Items	Support from Pandaemonium 4
	55	Garaa's Support Items	Support from Pandaemonium 5

- The quests have been changed for characters who have already accepted the old Stigma quests or are currently completing them. Characters who have already completed the Stigma quests do not need to complete the new Stigma quests.
- A change has been made so that the reward for completing the mission quests 'A Sliver of Darkness' (Elyos) and 'No Escaping Destiny' (Asmodians) will be Stigmas that match the character's class.
- Carrying out the Asmodian mission quest with Hreidmar in Morheim has now been made easier through a teleportation from the Observatory in Morheim to Mist Mane Village.



## UI

### New Features




- Magical Morph has been added for use by High Daevas.
  - A character must have ascended to High Dae'va in order to receive Magical Morph.
  - You can open the window for magical crafting by pressing [Shift+R] or [Skill – Action/Function – Collect/Crafting – Magical Morph].
  - With Magical Morph, items/armour/jewellery can be used as measurement items/materials items.
  - Only High Dae'va items can be used as measurement items/material items for Magical Morph.
  - In order for Magical Morph to work, the measurement item must be registered in the middle and an item of the same type (weapon/armour/jewellery) must be registered as the material item.
  - Magical Morph requires at least 1 material item. You can register up to 6 material items.
  - The morph result changes depending on the measurement items/material items used for the Magical Morph and the number of items used.
  - Magical Morph carries the possibility of an additional reward.
  - Unlike with normal morphs, no other costs need to be paid for a Magical Morph except the material, e.g. DP.
  - Click on the '?' at the top right corner of the Morph screen and select [Enhance/Modify] to get information on Magical Morphs.

### Amendments

- An error in which using the Homeward Bound function made the image of the surrounding area not appear seamlessly, has been fixed.
- The display of some buff effects have been split.
  - The split buff effects are as follows:

Effects		
	Deed to House	Energy of Repose
Legion Benefits	Gold Star Energy	Reward for new user/returning user
	Energy of Salvation	Energy of Growth

- The display method for 'Display for reduction of recommended level' used on items has been changed.
- Whilst accepting a quest you will not have scroll down to the very bottom anymore and be forced to view all rewards before you can accept the quest.
- Changes have been made to the UI as a result of the addition of new transformation skills for level 75 High Daevas.
  - Tooltips have been added for transformation skills and the UI for bestowing/reducing Power of Creation has also been added.
  - A function has been added whereby selecting the magnifying glass () displays the information on the transformation skills.
- A new 'High Daeva Skills' tab has been added in the 'Bestow Power of Creation' UI window.
  - The tab name 'Skill Boost' has been changed to 'Daeva Skills'.
- The display for height difference has been improved.

Height difference	Height	Display
More than 0 m to less than 5 m	-	Green '=' sign
More than 5 m to less than 25 m	With tall height	Red 'short arrow' sign
	With low height	Blue 'short arrow' sign
More than 25 m height difference	With tall height	Red 'long arrow' sign
	With low height	Blue 'long arrow' sign

- Information on 'Height difference' and 'Distance' has been added to the NPC tooltips on the map and on the 'Find Location/Path Finding' map tooltips.
- An issue in which information on reward items was only partially displayed in the instance results window, has been fixed.
- The skill boost search function in the Trade Broker window has been improved.
  - Players now only need to enter a few syllables contained in the skill name in the search window to bring up the list of results.
- The symbol for the High Daeva transformation skill has been changed to correspond to the relevant property.

## Miscellaneous

- Players on the Rookie Server can now enter Signia and Vengar.
  - It is not possible to enter the enemy region.
  - Some of the instances in the accessible regions on the Rookie Server either located in the enemy territory or where players can receive Abyss Points cannot be used. The following are concerned:
    - Rune Tribe Refuge, Lost Refuge, Lost Rentus Base, Sealed Hall of Knowledge, Cursed Argent Manor, Makarna
- Teleporting into the villages of Signia and Vengar is now possible by clicking on the map.
- The cost of teleporting from Griffioen to Sanctum or Signia is now only 1 Kinah.
- Markers have been added to make the path that leads from the Inggison Illusion Fortress to the Taloc's Cave instance more visible.

## Character

- The Energy of Repose is now replenished for High Daevas from level 66 when they log out.
- In the following regions the 'Light of Repose' boost is not available anymore.

Faction	Area
Elyos	Oriel
	Esterra
	Refuge of Returnees
Asmodians	Pernon
	Nosra
	Refuge of Returnees

- Improvements have been applied to the camera zoom function.
  - The benchmark for a zoom-in is now eye-height, regardless of the size of the character.
- An error where players received XP for eliminating players of opposing factions although players are not supposed to receive additional XP for multiple eliminations, has been fixed.
- An error where no warning was displayed when High Daevas had 15 seconds of Flight Time remaining, has been fixed.

## NPC

- New NPCs have been added who offer items that can be purchased with the new 'Infinity Insignia' from the 'Crucible Coliseum'.

Faction	NPC Name	
Elyos	Alkarops	Spika
	Ricardo	Arachnis
Asmodians	Vladimir	Andarta
	Henrich	Brima

- The new NPCs in 'Crucible Coliseum' have replaced the previous NPCs in the Rewards Office.

- The Beritra Legion that invades from the Dredgion in Reshanta has been changed to the Ereshkigal Legion.
- Monsters that appear during the Vengar mission quest do not drop Kinah anymore.
- The title of the NPC with which players can boost Maze/Apollon equipment has been changed from 'Equipment Enhancer of the Maze' to 'Equipment Enhancer'.
- NPCs from the Radiant Ops/Blood Crusade have been positioned in Esterra and Nosra.

Position	NPC	Title
Esterra Ariel Temple	Hiro	<Radiant Ops Recruiter>
	Epigonos	<Radiant Ops Steward>
	Amino	<Radiant Ops Agent>
Nosra Azphel Temple	Siente	<Blood Crusade Commander>
	Mallan	<Blood Crusade Steward>
	Kaller	<Member of the Blood Crusade>

- The Stigma Quartermaster and Stigma Merchant NPCs have been removed in the respective regions.
- An error in which the appearance of NPC Leah in Sanctum was not displaying properly, has been fixed.