

AION

CLASSIC EUROPE

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AION Classic Europe 2.7

~ Rise of the Revenant~

Patch Notes





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* All times in this document refer to CET.

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Characters

1. Added new Soldier and Revenant specialisations.



The Revenant was once a powerful Daeva. But while on a mission, he was overpowered and taken captive by the Tiamat Legion.

Tiamat tore off his wings and brainwashed him, turning him into one of her Thunderstream legionaries. He lost all memory of his days as a Daeva, and became a nameless number in the ranks.

While tracking down the runaway Sienola, Tiamat's control over him weakened, and his memories started to seep back.

He returned to Atreia and became a Daeva once again. But he ended up defying the orders of his commander, who appeared to have forgotten the sacrifice of his companions who had been captured at the same time. From that moment on, he called himself the Revenant, and chose to forge his own path with similarly minded Daevas.

- Soldiers can now change to the Revenant class through special campaigns.
- The Revenant is a medium-ranged class, equipped with leather armour and the new "chainblades" weapon.

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Telos

1. Added the new Telos area.



When test subject No. 707 fled Tiamat's clutches and escaped from Tempus, she accidentally created a space with the power of Siel's Relic that became known as Telos. Telos is a place where the memories which Tiamat tried to erase have become intertwined with No. 707's memories of her time as a Daeva.

The brainwashed Soldiers who became Tiamat's subjects followed No. 707 in their Dredgion and entered Telos.

- When you create a Soldier, you start in Telos.
- Soldiers and Revenants cannot complete certain campaigns from Ishalgen, Altgard, Poeta and Verteron.
- Only Soldiers and Revenants can enter Telos.

Instances

1. Added the Sunken Telos instance.



Telos should have disappeared after Stenola fled, but for whatever reason, this did not

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happen. When Tiamat came, she sent her minions to Telos in order to obliterate the place which kept her secrets.

In the Abyss, the Daevas discovered a living book. They examined the rift of which the book spoke, and uncovered the truth behind Telos.

The Daevas put together an elite unit tasked with investigating the incredible power of the aether being given off by Telos, where the Drana contamination was progressing.

Entry Location	Max. Players	Entry Level	Entries	Reset
Silentera Canyon	Up to 6 players	51+	Once per week	Wednesday at 9 AM

2. Added new quests to Sunken Telos.

Quest Title	Faction	Level	NPC	Reward	Reset
[Weekly] The Test Subject	Elyos	51+	Lania	5 Platinum Medal	Wednesday at 9 AM
[Weekly] Kill the Test Subject	Asmodian	51+	Vergelan	Fragments	Wednesday at 9 AM
Investigations in Sunken Telos	Elyos	51+	Lania	5,000 AP	Completable once
Exploring Sunken Telos	Asmodian	51+	Vergelan		Completable once

3. Added The Red Throne: Telos instance.



Tiamat remembered how she had betrayed Apsu to become a Dragon Lord. It was a perfidious assault, hence why she had never spoken of it to anyone.

Her ascension was supposed to be the most honourable of moments, but became instead her greatest secret. The Red Throne is home to Tiamat's shadow from that time.

In the depths of Telos, Daevas will learn the hidden truth surrounding Tiamat's past, and be witness to her treachery.

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Tiamat's spectre is incensed that the Daevas have uncovered her secret, and turns her spite upon them...

Entry Location	Max. Players	Entry Level	Entries	Reset
Silentera Canyon	Up to 6 players	55+	Once per week	Wednesday at 9 AM

4. Added entry quest for The Red Throne: Telos.
 - This quest can be completed in Sunken Telos.

Faction	NPC	Quest
Elyos	Lania	Destroy the Iron Dragon's Tooth
Asmodian	Vergelan	Storm the Iron Dragon's Tooth
5. The following instances have been disabled and can no longer be entered.
 - Krotan Chamber
 - Kysis Chamber
 - Miren Chamber
 - Liberated Beshmundir Temple
6. Changes in Haramel:
 - The Revenant will receive leather armour after defeating Hamerun the Bleeder.
7. Changes in Nightmare:
 - You can now receive Kaliga's Weapon Selection Box from Kaliga the Unjust.
8. Changes in Draupnir Cave:
 - The number of weekly entries has been changed to 3.
 - The chance of receiving Commander Bakarma's weapons from Brigade General Bakarma have been increased.
9. Changes in Theobomos Lab and Adma Stronghold:
 - The number of weekly entries has been changed to 3.
 - The chance of receiving Triroan's weapons from Unstable Triroan has been increased.
 - The chance of receiving Lannok's weapons from Lord Lannok has been increased.
10. Changes in Dark Poeta:
 - After defeating Tahabata Pyrelord, all party members can receive a Major Manastone Bundle.
 - Certain boss attack patterns (A/S rank) have been weakened.
 - The duration of the Balaur Abyss Gate which is created after defeating Anuhart has been changed to 15 minutes.



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- The Balaur Abyss Gate disappears after defeating the final boss.
 - After defeating Anuhart, a teleporter is spawned at the entrance to the instance which takes you to the Anuhart Headquarters.
 - The teleporter to the Anuhart Headquarters disappears 15 minutes after defeating the final boss or Anuhart.
11. Changes in Taloc's Hollow:
- You now earn more XP for defeating Kinquid, Neith, Queen Mosqua, Gellmar and Celestius.
 - Siel's Supreme Chainblades have been added to the rewards you can earn from Queen Mosqua. The chance of receiving Siel's Supreme weapons has also been corrected.
 - The chance of receiving items from certain monsters has been adjusted.
 - The chance of receiving fabled accessories from Celestius has been increased.
12. Changes in the Deathly Chamber:
- The chance of receiving relics from treasure chests has been roughly doubled.
13. Changes in Udas Temple:
- The number of weekly entries has been changed to 3.
 - The number and stats of certain monsters have been increased.
 - The chance of receiving equipment items (fabled and up) from monsters has been increased.
14. Changes in Tempus:
- The difficulty of Tempus and Hidden Tempus has been reduced.
 - Increased the stats of the Tempus Spy buff.
 - All 3 skills can now be received on entering the instance.
 - Removed the Abandoned Sewer area.
 - Reduced the stats of the monsters.
 - Level 20–49 stigmas, Azure Gold Medals or fine essences can be earned depending on rank.
15. Changes in Beshmundir Temple:
- The chance of receiving eternal Stormwing gear has been increased.
 - Added [Supply] Stormwing's Sweet gear with 6 manastone slots.
 - Existing Stormwing gear and Stormwing's Sweet gear have the same set effect.
16. Changes in Padmarashka's Cave:
- You can earn stigmas for Elyos from Irascible Padmarashka.



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Stigma
Trap of Slowing IV
Ice Sheet IV
Summon Whirlwind II

- You can earn Eternal Mission hand, shoulder and foot armour from Irascible Padmarashka.
 - The chance of receiving manastones from Irascible Padmarashka has been increased.
17. Changes to solo instances of campaigns:
- An emergency exit has been added to the Indratu Fortress solo instance.
 - When you defeat Icaronix the Betrayer in the Azoturan Fortress, you will be teleported to the instance entrance.
18. Fixed: The entries for instances were sometimes not updated.
19. Fixed: Golden Eye Mantutu on the Steel Rake was immune to certain skills.

Abyssal Splinter

1. Some NPCs have been added to ensure that the faction which hasn't occupied the Divine Fortress can still enter Abyssal Splinters.

Faction	Location
Elyos	Teminon Training Camp
Asmodian	Primum Training Camp

- The NPC will appear when the enemy faction conquers the Divine Fortress.
 - You require Divine Fortress Activators to enter the Abyssal Splinter via the NPC.
2. Added a weekly quest via which you can acquire Divine Fortress Activators.

Faction	NPC	Quest
Elyos	Dominerk	[Weekly] Divine Fortress Activator
Asmodian	Doshinerk	[Weekly] Divine Fortress Activator

- Unused items are deleted after 7 days.
3. Added a weekly quest which you can accept if your faction has not captured the Divine Fortress.

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Faction	NPC	Quest
Elyos	Archago	[Alliance] Restoring the Artefact of Protection
Asmodian	Leophenite	[Alliance] Restoring the Artefact of Protection

- [Alliance] The Last Crusade and [Alliance] The Protector's Madness cannot be accepted alongside the above quests.
- 4. Increased the AP earned from Yamennes Painflare.
- 5. Changed the rewards from the Abyssal Treasure Box which appears after defeating Yamennes Painflare.
 - You are now guaranteed to receive fabled armour.
 - You are now guaranteed to receive eternal weapons, chest armour and headgear.
 - * Assumes level 55; the chance may vary depending on level.
 - Added new Yamennes' Corundum Necklace and Yamennes' Turquoise Necklace accessories.

Item	Attributes
Yamennes' Corundum Necklace	Resist magic +217 HP +338 Accuracy +125 Crit strike +56 Strike resist +41 Spell resist +4 Max. flight time +31
Yamennes' Turquoise Necklace	Resist magic +217 HP +338 Magical accuracy +51 Crit spell +17 Strike resist +41 Spell resist +4 Max. flight time +31

- Added Yamennes' Necklace Piece Bundle.
- You can now receive 2 Major Manastone Bundles.
- 6. You can no longer use the skill Resurrection Loci I in Yamennes attack zone.
- 7. Reduced the HP of Pazuzu, Kaluva, Rukril and Ebonsoul.



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Arena

1. Added the Arena of Cooperation to the Emphyrean Crucible.

Arena	Max. Players	Entry Level	Entry Time
Arena of Cooperation	6 (3 vs 3)	51+	2 PM – 2 AM
Training Camp of Cooperation	6 (3 vs 3)	51+	Unlimited

- You can exchange the insignia rewards earned for participating for special rewards from the Arena of Cooperation NPC found stationed in the Rewards Office of the Emphyrean Crucible.
2. The Arena of Chaos and Chaos Training Grounds have been deactivated.
 3. The entry level for the Arena of Discipline and Discipline Training Grounds has been changed to level 51+.
 4. Fixed title, exchange list and position of certain distributors.
 5. The Apprentice Chaos Distributor has been replaced by the Cooperation Consumables Distributor.
 - The Apprentice Discipline Distributor has been removed.
 - The insignias for costumes and wings have been changed.
 6. Fixed: The symbol for the Morale Boost buff was sometimes displayed incorrectly in the arena.
 7. You can now purchase 2 day tickets for the arenas.
 8. The rewards for the [Daily] Continuing the Training and [Daily/Coin] Battle in the Crucible Coliseum quests have been changed from Arena Tickets to Crucible Supplies Bags.
 9. Removed certain items or changed the chance of receiving them in the Emphyrean Crucible Reward.
 10. The skill bundle sold by the Consumables Distributor in the Emphyrean Crucible has been changed.
 11. Fixed: The Symbol of Glory Distributor (Weapons) in the Emphyrean Crucible sold items which didn't match the category.
 12. Added helper quests for the Arena of Glory.
 - These can be accepted in the Emphyrean Crucible from Perbano (Elyos) and Reigar (Asmodian).
 13. Changes to arena items:



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- The Apprentice's Crucible Insignia, Apprentice's Discipline Insignia, Apprentice's Chaos Insignia and Chaos Insignia have been removed.
 - Added new Victor's Meat Bundle and Victor's Cooking Ingredient Bundle rewards for the Arena of Glory.
 - Available from the Symbol of Glory Distributor (Consumables).
 - On opening the bundle there's a certain chance to receive new animation skill books for certain classes.
14. You now receive a penalty for cancelling when entering the arena or leaving before the start.
- Upon leaving after the screen confirming your entry, you will receive the following penalties:
- | Arena | Penalty |
|--|---|
| Arena of Discipline & Arena of Cooperation | Reduction of entry tickets, contest points -8 |
| Arena of Glory | Reduction of entries, contest point -8 |
- If you leave the arena during the 2-minute warm-up time before the start, you receive the following penalties:
- | Arena | Penalty |
|---|------------------|
| Arena of Discipline
Arena of Cooperation | Contest point -8 |
| Arena of Glory | Contest point -8 |
- ※ If you change character after entering the arena and do not rejoin before the arena ends, you will be penalised and concede defeat.
15. This penalty information has been added to the pop-up window which appears when abandoning entry.
16. Arena of Discipline: Changed to only allow new admissions.
17. It is no longer possible to glide below the Abyss Bridge in the Arena of Discipline and Discipline Training Grounds.
18. Fixed: Sometimes the invulnerability buff was not deactivated in arenas.



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Chantra Dredgion

1. It is now possible to identify factions.
 - Elyos and Asmodian team info is now blue/red.
2. You can no longer apply for fast entry.
 - You cannot apply to join an ongoing battle, and additional members cannot be recruited.
3. Increased Captain Zanata's hit points.
4. Rajaya the Inquisitor now appears at another time.
 - You receive 1,000 points for defeating Rajaya the Inquisitor
5. Reduced Rajaya the Inquisitor's stats.
6. Added Rajaya's Hair Jewellery.
 - The following items have a chance to drop when Rajaya the Inquisitor is defeated:

Item	Level	Class	Attributes
Rajaya's Hair Jewellery	55	Fabled	Evasion +70 Resist magic +156 PvP defence +2% HP +130 MP +130 Flight speed +10% Strike fortitude +60

Book of Legends

1. Added the Book of Legends system.
 - You can loot items on adventures and fill up the pages of the Book of Legends.

	Ancient Artwork	Elemental Essences	Book of Adventure
Type	Tiamat Painting	Essence of Earth	Memoir of the Sunken Legion
	Brohum Painting	Essence of Fire	
	Dramata Painting		



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- You receive a reward after completing the Book of Legends.
 - The attribute rewards of the paintings in the Book of Legends have an impact on Combat Talent.
 - The Book of Legends is character-based.
2. Added a quest for collecting paintings which allows multiple paintings in the Book of Legends to be checked at once.

Moreth, Chronicle of Time

1. Added the Moreth, Chronicle of Time system.
 - All characters above level 50 can use Moreth, Chronicle of Time.
 - You earn Record Points for adding items to Moreth, Chronicle of Time. After reaching the maximum number of Record Points for a level, the Moreth level increases.
 - Items which can only be received once per character cannot be added to Moreth, Chronicle of Time.
 - Temporarily tradeable items cannot be added to Moreth, Chronicle of Time.
 - Items can be added to Moreth, Chronicle of Time through drag and drop.
 - The maximum Moreth level is 50.
 - The level and effect of the passive Moreth: Promise skill increases with the Moreth level. This skill provides a certain chance for an additional attack to be triggered against regular Balaur monsters.
 - The number of items you can record is restored by 1 every 30 minutes.
 - Moreth, Chronicle of Time is character-based.



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Legions

1. The Legion system has been overhauled.
 - Added legion campaigns, legion crafting, legion buffs and the ability to craft legion coins.
 - Legion coins can be crafted with the requisite materials to obtain further items.
 - Minting Coins
 - You can mint coins every day to receive additional rewards.
 - If the legion members mint more than 60 coins, they can also receive Legion Essence Fragments.
 - Legion Campaigns
 - There are daily and weekly legion campaigns. After completing a certain number of campaigns, you receive Growth XP and Legion Essence Fragments.
 - Added settings for legion activities to enable campaigns to be selected based on your own preferences.
 - ▶ Settings can be changed in the Legions → Legion Activity menu.
 - ▶ Nothing is selected by default, and you can choose between PvP, PvE or Gathering/Crafting.
 - ▶ The chosen legion campaign is activated the following day at 9 AM after resetting the legion campaign.
 - ▶ Legion campaign activity can be changed once per day.
 - Crafting
 - Various legion items can be crafted using certain materials. These are stored in the legion warehouse.
 - The Legion Crafting favourites are visible to all legion members.
 - ▶ There is a waiting period of 3 seconds after changing the favourites settings for the same item.
 - ▶ Permissions for changing crafting favourites can be set via the Legion → Set Permissions menu.
 - Legion Buffs
 - Use Legion Essences to receive or upgrade buffs which have been unlocked on the buff trees.



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- Click the Buy button to purchase active legion buffs with Mint Coins.
 - Legion buffs cannot be purchased in a battlefield or arena, and any existing buffs are removed.
 - Resetting Legion Buffs
 - ▶ The selected buff tree can be reset by paying the Quna amount displayed.
 - ▶ Legion Essences used to upgrade buffs are refunded when reset.
 - ▶ Permissions for resetting buffs can be set via the Legion → Set Permissions menu.
 - All legion members can donate legion crafting materials and purchase legion buffs, but not all have permission for legion crafting or for activating/upgrading legion buffs.
 - If you leave, disband or are kicked from a legion, you lose half of your Mint Coins.
2. Added the Find Legion feature.
 - This can be used to search for a legion and apply as a member from your current location.
 3. Legion donations are reset at 8:00 AM.
 4. The legion warehouse usage log now has 20 rows instead of 8.

Global Auction House

1. The Global Auction House has been added.
 - Click on the symbol in the bottom-right to open the Global Auction House.
 - Items can be listed and traded irrespective of server and faction.
 - All tradeable items can be traded via the Trade Broker.
 - The Global Auction House also allows Kinah to be traded. Kinah is listed as a bundle.
 - Kinah can be listed in bundles of 1,000,000, 10,000,000 and 100,000,000.
 - There is a 1% fee for listing goods in the Global Auction House.



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2. A message will appear indicating that a character cannot be deleted if the character has items listed for sale in the Auction House.
3. A system message appears when trying to cancel a listing the Auction House while your inventory is full.
4. The search feature can only be used every 10 seconds.
5. When attempting to list Kinah and items, these will automatically be listed in the Auction House after a certain time.

Lord's Agent

1. Agent battles take place in Inggison and Gelkmaros every Friday at 10 PM.
 - The agent battle takes place in once per week, alternating between Inggison Outpost and Gelkmaros Defence Base.
 - Players who are in the vicinity of the Inggison Outpost or Gelkmaros Defence Base when the agent battle starts will be teleported to a specific location.
 - Once the agent battle starts, the remaining time will be displayed on the map.
 - At a certain point, a rift will open.
 - The faction who defeats the agent first will win and receive rewards according to their contribution points.
※ Contribution points are equal to the AP you earn around the Outpost/Defence Base.

Skills

1. Added new stigma skills for each class.
 - The following stigma skills can be earned in the Sunken Telos instance:

Class	Stigma Skill	Effects
Gladiator	Counter Armour I	Increases your attack speed and movement speed by 10% for 3 sec. every time you are attacked for 20 sec.

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		Reflects 700 damage to targets which attack from more than 7m range.
Templar	Unyielding Armour I	Creates a shield which absorbs 5,000 damage from a chosen ally for 10 sec. and which boosts healing. Also boosts your healing effect.
Ranger	Arrow of the Destroyer I	Deals physical damage to enemies who are staggered, stunned, spun, knocked back or in Aether's Hold and reduces their healing for 5 sec. This skill cannot be removed.
Assassin	Slayer Form I	Increases attack speed by 10%, magical accuracy by 300 and max. HP by 2,000 for 40 sec. MP regenerates more quickly.
Sorcerer	Hurricane Strike I	Deals wind damage and absorbs 35% of the damage as HP and 50% as MP.
Spiritmaster	Spiritual Bond I	Increases you and your spirit's magic boost by 250 and magical accuracy by 150 for 120 sec.
Cleric	Hand of Regeneration I	Increases the effectiveness of the next 5 healing skills by 50%. During this time, the casting time for healing skills is reduced by 50%.
Chanter	Increase Stamina I	Removes all your magical debuffs which restrict movement. Also increases your resistance to immobilisation and slowing by 700 for 10 sec.
Revenant	Electric Armour I	Increases your resistance to immobilisation and slowing by 1,000 and parry by 700 for 60 sec.

- The following stigma skills can be earned in The Red Throne: Telos instance:

Class	Stigma Skill	Effects
Gladiator	Vault Slash I	Charge at a target within 18m, inflicting physical damage and temporarily stunning them.



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		You inflict 10% additional damage when you attack a player for 10 sec.
Templar	Focused Capture I	Drags a target within 16m and up to 4 enemies within 6m of them, slowing their movement speed. (Shares a cooldown with Capture.)
Ranger	Bloodlust Arrow I	Deals physical damage to a target and removes their protective buff. Also confuses the target for 3 seconds. If the target is a player, there is a certain chance they will move randomly.
Assassin	Assassin's Step I	Deals physical damage and stuns the target temporarily. You leap backwards 15m and enter stealth mode for 3 sec. which is not cancelled on attack. Your movement speed is increased during this time. (You can use 1 magic buff and still remain in stealth mode.)
Sorcerer	Dark Illusions I	Instantly move backwards 15m, restoring mobility and full movement speed. The next magic attack has a very high chance to hit and it inflicts 20% more damage.
Spiritmaster	Dark Fetter I	Immobilises targets within 15m for 12 sec., even if they are attacked. Reduces resist magic by 300 and all elemental defences by 200.
Cleric	Hand of Concentration I	Removes Stun, Stumble, Fear, Sleep and Paralysis. Reduces incoming damage by 35% for 7 sec. Boosts resistance to all special statuses by 300 during this time.

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Chanter	Power Attack I	You and up to 6 party members within 20m are protected by a shield with a 100% chance of blocking the damage each time you receive an attack for 10 sec. Also greatly increases your resistance to stumbling, stun and knockback. (The shield absorbs 50% of the damage taken per attack.)
Revenant	Electric Descent I	Inflicts magic damage on enemies with Aether's Hold and surrounding enemies, silencing them for 4 sec. This cannot be cleansed.

2. Fixed typos in several skills.
3. The icons of your certain active skills are displayed in the buff bar.
4. Fixed the tooltips for high-level immobilising skills with debuffs.
5. Removed details about two-handed weapons from skill tooltips which can only be used with a shield.
6. Fixed some Spiritmaster skill information.
7. Changed the tooltip for the Candy: Daeva skill effect.
8. Fixed: Assassins did not exit stealth mode when using certain skills.
9. Fixed: Weapons which cannot be equipped are no longer displayed in Assassin skill information.
10. Fixed: Damage was not applied correctly when attacking fortress gates with siege weapons.
11. Fixed: Certain skills now execute correctly again.
12. Fixed: The range of the Ranger's Retreating Slash was sometimes too short.
13. Fixed: Vault Slash could be used even if a bow was equipped.
14. Fixed: The waiting time between certain chain skills was not executed correctly.
15. Fixed: Skills you haven't acquired yet were sometimes listed in the skill list.
16. Fixed: When the Spiritmaster glided with a summoned spirit, the spirit did not move with them.



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Items

- Added Revenant items.
 - Changed the items which you can obtain for defeating monsters as well as the chance of obtaining them.

Instance Drops

Instance	Monster	Item Name
Nochsana Training Camp	Nochsana General	Nochsana Chainblades
Fire Temple	Lava Gatneri	White Flame Chainblades
	Black Smoke Asparn	
	Kromede the Corrupt	Judge's Chainblades
	Vile Judge Kromede	Kromede's Chainblades
Draupnir Cave	Brigade General Bakarma	Commander Bakarma's Chainblades
		Bakarma's Chainblades
Dredgion	Air Captain Girana	Elder's Chainblades
	Adjutant Kundhan	
Chantra Dredgion	Quartermaster Bhati	
	Gatekeeper Sarta	
	Officer Kamanya	
Theobomos Lab	Unstable Triroan	
Adma Stronghold	Lord Lannok	Lannok's Chainblades
Dark Poeta	Tahabata Pyrelord	Elder's Chainblades
		Tahabata's Chainblades
		Anuhart Elite's Chainblades
	Flame Lord Calindi	Anuhart Elite's Chainblades
	Vanuka Infernus	Anuhart Elite's Chainblades
Esoterrace	Warden Surama	Scabrous Chainblades
		Subterranean Chainblades
		Surama's Chainblades
Lower Temple	Udas Debilkarim the Maker	Debilkarim's Chainblades



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Padmarashka's Cave	Irascible Padmarashka	Irascible Padmarashka's Chainblades
Beshmundir Temple (normal)	Stormwing	Scabrous Chainblades
		Subterranean Chainblades
		Elder's Chainblades
		Vorpal Chainblades
Beshmundir Temple (difficult)	Stormwing	Scabrous Chainblades
		Subterranean Chainblades
		Elder's Chainblades
		Vorpal Chainblades
Abyssal Splinter	Abyssal Treasure Box	Stormwing's Chainblades
		Forgotten Abyss Chainblades
		Chaos Chainblades
		Yamennes' Chainblades

2. Instance skills are now stored in the extra cube.
 - Clicking on the 'Automatically arrange' button sorts the items in the extra cube.
3. Added a bundle allowing you to exchange 1 Platinum Medal for 2 Azure Gold Medals.
 - This can be purchased from Balaurea and Convent distributors.
4. Changed the chance of receiving world boss items in Silentera Canyon.
 - Two of the appearance/skin items and accessories (fabled) are guaranteed to be obtained.
 - You can now receive 2 Fighting Spirit Agates.
5. Dwarf Acarun changes:
 - Dwarf Acarun now crafts the Dwarf Acarun Lucky Bundle instead of the Dwarf Acarun Quality Bundle.
 - Increased the chance to receive Firm Balaur Horn, Firm Balaur Scale and Firm Balaur Skin.
 - You can now obtain Fat Treat Rolls containing 4 Dwarf Acarun Snacks from Irascible Padmarashka in Padmarashka's Cave.
 - You can now obtain Rich Treat Rolls containing 8 Dwarf Acarun Snacks from Warden Surama in the Esoterrace and Raging Samael in Sunken Telos.
6. Added highest skill level to the descriptions of stigma stones.
7. The Transparency Transformation Candy Box has been renamed to Daeva Transformation Candy Box.



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- On using a Daeva Transformation Candy Box, you can choose the Candy: Robust Daeva from the list.
8. Added Elite Guardian Suicide Squad's Wings and Elite Archon Suicide Squad's Wings.

Items	Attributes
Elite Guardian Suicide Squad's Wings	Attack power +2 Magic boost +10 PvP defence +2%
Elite Archon Suicide Squad's Wings	HP +260 Max. flight time +80 Strike resist +24

- You can purchase the wings from the Expedition Elite Rewards Officer.
9. Removed the greater/normal/lesser rewards from the Radiant Ops/Blood Crusade Steward list.
10. Added the Fine Ion Flux Potion for the Revenant.
- The Fine Ion Flux Potion restores 25 Ion Flux.
11. Added new flying potion.
- This item can be used when you are not flying.
 - A limited number can be purchased each week from the general trader in Jotun Square and Silentera Canyon.

Faction	NPC
Elyos	Nadushunerker
Asmodian	Nandarunerker

12. The general traders in certain Beluslan, Heiron and Abyss regions now sell Blue Balaur Scales.
13. General traders no longer sell Rift Essence.
14. Renamed the Kisks available from Symbol of Glory Distributors from Gladiator Kisks to Solid Kisks.
15. The set effect of set items will now be displayed even if you don't have the full set equipped.
16. The location of exchange NPCs has been added to the tooltips for coins.
17. Fixed: Kinah could sometimes be listed in the account warehouse as an item.
18. Fixed: Items in the inventory were sometimes displayed incorrectly when trying to add them to the warehouse.
19. Fixed: The Luminariae Costume Ball Hair Accessory was sometimes displayed incorrectly.



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20. Fixed: When using [Event] [Motion Card] Raccoon Campfire with a staff or polearm, the location of the weapon was not displayed correctly.
21. Fixed: When using [Event] [Motion Card] Raccoon Campfire with a larger character, the position of the flame was not displayed correctly.
22. Fixed: The name and description of the [Supply] Lesser Cooperation Socketing Aid Bundle (Fabled, 100 pieces) and [Supply] Lesser Cooperation Socketing Aid Bundle (Eternal, 100 pieces) were incorrect.
23. Fixed: Body colours were displayed incorrectly when a female Asmodian character wore the Hipster Dragon Robe.
24. Changed the price for certain normal gear and accessories to 1 Kinah.
25. Improved the appearance of the Riverbank Reverie Costume.
26. Certain normal and rare equipment and accessory items can no longer be obtained from open world and instance monsters in Elysea and Asmodae.
27. Fixed: Items which cannot be stored in the warehouse could nevertheless be stored there.
28. Improved the appearance of the Luminariae Costume Ball outfit.
29. Modified the appearance of Classy Mafia Clothing.
30. Changes to the Multi-Fire Cannon Rig:
 - Changed the stats and prices of the Small/Medium/Large Multi-Fire Cannon Rigs.
 - Adjusted the level, attack power and HP.
 - Added the Titanic Multi-Fire Cannon Rig.
 - Can be purchased from Legion Item Merchants in the faction capitals.
 - When the Balaurea fortress is close to being captured, an NPC appears who sells the cannon at a reduced price (once per week).

Faction	NPC	Spawn Condition
Elyos	Gwenspena	Always (Legion Item Merchant)
	Karin	Balaurea fortress is close to capture
	Leon	Balaurea fortress is close to capture
Asmodian	Skani	Always (Legion Item Merchant)
	Leona	Balaurea fortress is close to capture
	Ralph	Balaurea fortress is close to capture

31. Separated the cooldown on the Velvet Breeze Gift Pack (90 days) and Daily Gift Pack (90 days).



PATCH NOTES

32. Scroll adjustments:

- Added a buff symbol to each Elemental Defence Scroll.
- Added buff symbols to Anti-Shock Scrolls and the Seed of Detection.
- Separated the cooldown on the Anti-Shock Scrolls and the Seed of Detection.
- Separated the cooldown on Yasba's Grace and scroll items.

33. Fixed: You can enter Tempus on using certain Transformation Candy: Transparency items.

34. Certain Kisks can no longer be stacked in the cube.

35. Fixed: When Asmodians wore the Fabulous Fascinator Style, the back hair was displayed intermittently.

NPCs

1. Traders now also sell Revenant weapons.
2. Added Revenant information to the info boards in Sanctum and Pandaemonium.
3. Changed the respawn time of certain monsters in Silentera Canyon.
4. Added a trader for Revenant Greater Stigmas to Inggison and Gelkmaros.
5. Added Stigma Selection Boxes for each class to the rewards from Fortuneers Special Steward/Charliruner's Daemons Special Steward.
6. Removed the Chaos Distributors.

Faction	NPC
Elyos	Klaria
Asmodian	Karidenon

7. Added Coin Merchants for Iron, Bronze, Silver, Gold, Platinum and Mithril Coins to Sanctum and Pandaemonium
8. Added a new daily quest to Balaurea.

Distributor	Quest
Elyos	[Daily] Annihilate the Asmodians
	[Spy/Daily] Protect the Artefact from the Asmodians
Asmodian	[Daily] Annihilate the Elyos
	[Spy/Daily] Protect the Artefact from the Elyos



PATCH NOTES

9. Changed the NPC who provides certain daily quests in Balaurea.

Distributor	Quest	New NPC
Elyos	[Daily] Protect What's Ours	Quartermaster at Wildheart Grove (Elysian)
	[Daily] Living in Obscura-ty	Quartermaster at Phanoë Valley (Elysian)
	[Daily] Inggison's Ecosystem	Quartermaster in the Wretched Garden (Elysian)
	[Spy/Daily] Petrahulk in The Great Fissure	Quartermaster at Gelkmaros Falls (Elysian)
	[Spy/Daily] Drakies Sully the Fortress	Quartermaster at Dragonspine Rise (Elysian)
Asmodian	[Daily] Drakies and Defence	Quartermaster at Gelkmaros Falls (Asmodian)
	[Daily] The Seed of Anxiety	Quartermaster at Dragonspine Rise (Asmodian)
	[Daily] Gelkmaros' Ecosystem	Quartermaster at Viscum Swamp (Asmodian)
	[Spy/Daily] Mudthorn in Inggison	Quartermaster at Wildheart Grove (Asmodian)
	[Spy/Daily] Bolstering Our Defences	Quartermaster at Phanoë Valley (Asmodian)

10. Added Kinah to certain campaign rewards in the starting area.
 11. Fixed the area names in [Daily] Slaughter the Elyos and [Daily] Zero Tolerance or Less.
 12. Added an Expedition Elite Rewards Officer for exchanging Expedition Elite Insignias for rewards.

Distributor	Location	NPC
Elyos	Inggison	Tomyris
Asmodian	Gelkmaros	Berchel

- New wings and Expedition Elite Primus Pilus armour chests can be exchanged from the Expedition Elite Rewards Officer.



PATCH NOTES

Campaign/Quests

- Fixed: Legion and Daeva Pass campaigns could not be completed upon using certain Kisks.
- Abyss: As the Krotan Chamber, Kysis Chamber and Miren Chamber are no longer accessible, the associated quests can no longer be received or completed.
- Changed the requirements for accepting A Past Mission and Twice as Bright campaigns.
- Items required for completing the Sword of Transcendence (Elyos) and Spirit Blade (Asmodians) can now be purchased with Groggies.

Purchasable Items	Groggies
Fragment of the Shining Tower, Ancient Balaur Heart (Steel Rake)	5
Drana-tempered Steel, Pure Drazma Crystal (Dark Poeta)	5
Elements Crystal, Blue Golem (Theobomos Lab/Adma Stronghold)	5

- Changed the number of items required to complete the Greater Stigma Quest.

Before	After
Processed Drana, Drana Fragments (100)	Processed Drana, Drana Fragments (10)

- Reduced the number of Groggies required to purchase Hewahewa's Research Report and Hewahewa's Scroll to complete the Greater Stigma Quest.

Before	After
Hewahewa's Research Report and Hewahewa's Scroll: 20 Groggies	Hewahewa's Research Report and Hewahewa's Scroll: 5 Groggies

- Fixed: The requirement for repeating the Kill the Troublemakers at the Udas Temple quest differed from Eliminate the Troublemakers at the Udas Temple quest.
- Added two Revenant quests.

Elyos	Asmodian
The Great Revenant's Mission	The Great Revenant's Test

- After reaching Revenant level 34, Elyos can accept the quests from Dethor, Asmodians from Faerie.

- Changed the quest markers for Killing for Castor.
- Changed the respawn time for certain objects in Asmodian quests.

Quest
Bringing up Tayga
Phantom Defender
The Hand Behind the Ice Claw



PATCH NOTES

A Lost Daeva
Scout it Out

- Removed certain monsters from the Fortress of Sorrow in Morheim.
- Collectable items are no longer required to progress in the Fragment of Remembrance 2, Saving Beluslan Fortress, An Undead Occupation, Graves of the Red Sky Legion and The Secret Passage campaigns.
- Certain Balaurea quests can no longer be accepted.
 - Previously accepted quests will be automatically abandoned.

Faction	Quests
Elyos	Omega's Fragment [League] Will of the Lords [Spy/League] Vorgaltem Twilight [League] Padmarashka's Wrath [Spy/League] Quelling Mastarius Winning Veille's Favour Favours for Veille Veille's Favour-ite Favour Feud Favours of Fancy Veilled Weapon Shield Veille
Asmodian	Shining Scroll [League] Eliminating Padmarashka [Spy/League] New Order [League] Dramata's Wrath [Spy/League] Vanquishing Veille Heart of Asmodae Standing for Asmodae Path of Asmodae Holding On for Asmodae Bearing Up for Asmodae Weapons of Asmodae Shielding Asmodae

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14. Changed the respawn time for certain objects in quests.

Quests
Kaidan Prisoner
A Dangerous Crop

15. Only Platinum Medals or Platinum Medal Fragments can still be received as daily Balaurea quest rewards.
16. The Manduri's Secret (Elyos) escort campaign has been changed into a dialogue campaign.
17. Reset The Manduri's Secret Elyos quest to ensure progress after reaching certain levels runs smoothly.
18. Changed the items required for entering the Dark Poeta quest.

Quest	Before	After
[Group] Trial of Transcendence	1x Rift Essence 20x Blue Balaur Scale	20x Blue Balaur Scale
[Group] Door Into Darkness	1x Rift Essence 20x Blue Balaur Scale	20x Blue Balaur Scale
[Daily] I Need Materials!	1x Rift Essence 5x Blue Balaur Scale	5x Blue Balaur Scale
[Group] The Road to Dark Poeta	1x Rift Essence 20x Blue Balaur Scale	20x Blue Balaur Scale
[Group] Essential Material	1x Rift Essence 20x Blue Balaur Scale	20x Blue Balaur Scale
[Daily] Artefact Activation	1x Rift Essence 5x Blue Balaur Scale	5x Blue Balaur Scale

19. You now receive Crucible Insignia as a reward for The Chilling Truth and The Coliseum's Secret.
20. Added more rewards for the [Daily] Banishing the Shadowborn and [Daily] Snuff the Sunsuckers quests in Silentera Canyon.
21. You can receive Powerful Silentera Canyon Medal Chests in reward after the update.

Before:	After:
Lania's/Vergelan's Military Medal Chest	Powerful Silentera Canyon Medal Chest
Contains Lesser to Major Ancient Crown/Chalice/Seal/Icon, Platinum Medal, Azure Gold Medal or Gold Medal.	Contains Greater to Major Ancient Crown, Normal to Major Ancient Chalice, Platinum Medal or Platinum Medal Fragment.



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22. Fixed typos in the [Daily] Continuing the Training and [Daily/Coin] Battle in the Crucible Coliseum.

23. Added quests for Siel's Supreme Chainblades.

Faction	NPC	Quest
Elyos	Drenia	Mangled Chainblades
	Gefeios	Restoring the Chainblades [Group] New Chainblades
Asmodian	Ipses	Damaged Chainblades
	Tataka	Renovating the Chainblades [Group] Improved Chainblades

24. Added a helper quest for Legion Arete Coins.

Faction	NPC	Quest
Elyos	Gwen	Notes on Legion Arete Coins
Asmodian	Zedan	Notes on Legion Arete Coins

25. Deleted entry quests for Liberated Beshmundir Temple which have already been accepted and completed.

Faction	Quest
Elyos	[Weekly] The Path to Liberated Beshmundir Temple
Asmodian	[Weekly] Liberated Path to Beshmundir Temple

26. Added quests for acquiring stigmas.

Faction	NPC	Quest
Elyos	Perbano	Eliminate Vanktrist Spacetwine
	Kuruminerk	Eliminate the Bronze-Toothed Mosbear
		Eliminate the Flame Wing Griffon
Asmodian	Reigar	Vanquish Vanktrist Spacetwine
	Payrinrinerk	Vanquish the Bronze-Toothed Mosbear
		Vanquish the Flame Wing Griffon

27. Added new quests to the Deathly Chamber.

- After completing the campaigns, you receive Versetti's Wings and Valetta's Wings.

Faction	NPC	Quest
Elyos	Versetti	Eliminate the Deathly Chamber Treasurer
Asmodian	Valetta	Eliminate Nabatma in the Deathly Chamber



PATCH NOTES

- 28. [Daily] Asmodian Extermination and [Daily] Grapple in Gelkmaros can no longer be accepted.
- 29. [Spy/Daily] Crush the Cowards and [Spy/Daily] Operation: Gelkmaros can now be accepted irrespective of the day of the week.
- 30. Increased the rewards from [Daily] Zero Tolerance or Less and [Daily] Slaughter the Elyos.
- 31. Fixed: Asmodians were sometimes unable to exchange regular Daevanion armour.
- 32. Added quests to obtain Kromede's Chainblades.

Added Quests

The Weeping Chainblades

The Burning Chainblades

- 33. The Greater Stigma quest is now a campaign.
- 34. After reaching the required level and completing the previous quest, the Greater Stigma quest is automatically received.
- 35. Changed some NPC dialogue in Taloc's Heart Full of Soul and Stigma Expansion.
- 36. You can receive Kinah when you complete certain PvP quests and weekly quests.

- Affected quests:

Elyos	Asmodian
[Daily] Banishing the Shadowborn	[Daily] Snuff the Sunsuckers
[Spy/Daily] Operation: Gelkmaros	[Spy/Daily] Crush the Cowards
[Daily] Zero Tolerance or Less	[Daily] Slaughter the Elyos
[Weekly] Everything is Radiant	[Weekly] Clash in the Canyon
[Spy/Weekly] What a Beautiful Chest	[Spy/Weekly] Balaurean Booty
[Spy/Weekly] A Killer Hunts a Killer	[Spy/Weekly] Zausis Must Die!
[Spy/Weekly] The Bowmaster Disaster	[Spy/Weekly] Agent Greenlake's Orders

- 37. The [Daily] Zero Tolerance or Less and [Daily] Slaughter the Elyos quests can now only be completed in Inggison, Gelkmaros and Silentera Canyon.
 - Previously accepted quests will be automatically abandoned.
- 38. Changed the NPC who provides/accepts certain daily quests in Balaurea to improve game progression.

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- Location to accept the quest:

Quest	Previous Location	New Location
[Daily] Gelkmaros' Ecosystem	Gelkmaros: Viscum Swamp	Gelkmaros: Gelkmaros Falls
[Daily] Drakies and Defence	Gelkmaros: Gelkmaros Falls	Gelkmaros: Viscum Swamp
[Spy/Daily] Mudthorn in Inggison	Inggison: Wildheart Grove	Inggison: Wretched Garden
[Spy/Daily] Protect the Artefact from the Elyos	Inggison: Wretched Garden	Inggison: Wildheart Grove

39. Reduced the difficulty of certain daily quests in Balaurea.
40. The number of active quests has been increased to 60.
41. The quest marker required to complete A Quota of Creatures is now displayed.
42. In the Will the Aether Rain? quest, the area in which you remain transformed into a Balaur has been expanded.
43. Adjusted the level of campaign target monsters in Request of the Elim and Illegal Logging.
44. The Artefact Activation Stones in the Fragment of Memory 1 (Elyos) and Looking for Leibo (Asmodians) have been changed to quest items.
45. Added manastones to certain campaign rewards in the starting area.
46. The chance of receiving items in the following campaign quests has been increased to 100%.

Faction	Campaign
Elyos	Neutralising Odium
	Refreshing the Springs
	The Klaw Threat
	Lepharist Poison Research
Asmodian	Treasure of the Deceased
	Magic Cube
	Teaching a Lesson
	Reconstructing Impetusium
	Petrifying Elim
	Destroying the Curse
	The Hand Behind the Ice Claw
Saving Beluslan Fortress	



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	An Undead Occupation
	A Missing Father
	Graves of the Red Sky Legion
	The Secret Passage
	The Secret of Adma Stronghold

47. Changed the following campaign rewards.

Faction	Campaign
Elyos	Summons to the Citadel
	Orders from Telemachus
	Orders From Perento
Asmodian	Altgard Duties
	Morheim Commander's Call
	Orders From Nerita

48. You receive buffs when entering instances for the following campaigns.

Faction	Campaign
Elyos	Balaur Conspiracy
Asmodian	Abyss Key
	[Group] Hold The Front Line

49. Reduced the number of certain monsters in the following campaigns.

Faction	Campaign
Elyos	Mark of Vengeance
	Flying Reconnaissance
	Secrets of the Temple
	Eternal Silence
	Lepharist Poison Research
Asmodian	Take the Initiative
	Keeping the Black Claw Tribe in Check
	Know Your Enemy
	Phantom Defender
	The Hand Behind the Ice Claw
	Abyss Key
	The Protector of Nepra
	A Lost Daeva
	Allies Among Enemies
A Missing Father	



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50. Improved the following campaign rewards from rare to fabled.

Faction	Campaign
Elyos	A Ceremony in Sanctum
Asmodian	A Ceremony in Pandaemonium

51. Improved the following campaign rewards from normal to fabled.

Faction	Campaign
Elyos	Request of the Elim
	Illegal Logging
	Neutralising Odium
	Barring the Gate
Asmodian	Where's Rae?
	Teaching a Lesson
	Hit Them Where it Hurts
	Where's Rae This Time?

Daeva Pass

1. Added a feature to provide legion members with the Unlocked Premium Reward when the Premium Daeva Pass has been unlocked.
2. Changed the Growth Pass season campaign 'Enter the Arena of Discipline or Arena of Chaos 3x' to 'Enter the Arena of Discipline or Arena of Cooperation 3x'.
3. The daily/weekly Daeva Pass campaign to kill players of the enemy faction is no longer updated by the Chantra Dredgion.

Balaurea

1. You now earn less AP for defeating soldiers/guards at the Balaurea gate.
2. Reduced Enraged Debilkarim and Enraged Lakhara's HP.
3. Omega's Fragment is no longer available from Omega, nor Shining Scroll from Ragnarok.



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4. Increased the stats of guardian NPCs at the entrance to Silentera Canyon and increased their number.
5. The rifts in Inggison and Gelkmaros for reaching the enemy territory are now open daily between 9 PM and 10 PM.
6. Removed gates in Inggison and Gelkmaros.
 - Inggison: Dimaia Gate and Phanoë Gate
 - Gelkmaros: Spiritfall Gate and Subterranea Gate
7. Fixed the positions and ranges of certain gate keeper NPCs.
8. Added new artefacts to Inggison and Gelkmaros.
 - In contrast to existing artefacts, these do not have activation skills. Depending on the conquering faction, an NPC will appear offering a quest.
 - Inggison: Wildheart Grove Base, Phanoë Valley Base and Wretched Garden Base
 - Gelkmaros: Gelkmaros Falls Base, Dragonspine Rise Base and Viscum Swamp Base
9. You can now leave the windstream which leads you from Inggison to Taloc at the end.
10. You receive a Kinah Bundle after defeating Head Priest Nashuma, Turatu Spawnfoot, Sukana the Learned and Elder Malekor.
11. Fixed: Some of Gelkmaros Fortress was considered disputed ground.
12. Fixed: Part of the east/west entry to Silentera Canyon was considered disputed ground.
13. Omega can now move between Angrief Wastes and the Hanarkand Plains.
 - He cannot enter the Altar of Avarice or Temple of Scales.
14. Ragnarok's zone of movement has been moved to Vorgaltem Battlefield.
 - He cannot enter Vorgaltem Citadel or the Crimson Temple.
15. When Omega or Ragnarok leave their effective zones, the battle is reset and they are teleported back to their starting locations.
16. Fixed: Nearby Elyos units did not react when the Elyos Artefact Sentinel was attacked.
17. When entering battle against the Artefact Guardian (Elyos/Asmodian), nearby objects no longer react.



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Crafting

1. Added chainblade designs to the Weaponsmithing Master/Expert quest rewards.
2. You now have a chance to receive heroic and fabled designs (from level 51) from bosses in certain instances.

Instances	Monster
Udas Temple	Devoted Anurati
Lower Udas Temple	Debilkarim the Maker
Beshmundir Lurking Temple	Stormwing
Dark Poeta	Tahabata Pyrelord
	Flame Lord Calindi
Esoterrace	Warden Surama
	Kexkra
Padmarashka's Cave	Irascible Padmarashka
Sunken Telos	Raging Samael

3. Added some chainblade crafting designs.
4. Added an NPC selling heroic designs (below level 50) in Sanctum and Pandaemonium.
 - a. These designs were previously unavailable from another other NPCs and they are sold in limited quantities.

Elyos	Asmodian
Rinea	Hemming

Fortress Battles

1. Changed the stats and appearance duration of Menotios in the basement of the Divine Fortress.

Stats	Summoning Duration
Health -50%	15 min. → 5 min.

2. Changed the times of fortress battles for fortresses in Inggison and Gelkmaros:



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Time	Wednesday	Saturday	Sunday
7 PM	[Lower Abyss] Siel's Left Wing Siel's Right Wing Sulphur Fortress	[Upper Abyss] Asteria Fortress Roah Fortress	[Upper Abyss] Krotan Fortress Kysis Fortress Miren Fortress
10 PM	[Inggison] Altar of Avarice Temple of Scales [Gelkmaros] Abandoned Vorgaltem Citadel Crimson Temple	[Core] Divine Fortress	[Inggison] Altar of Avarice Temple of Scales [Gelkmaros] Abandoned Vorgaltem Citadel Crimson Temple

Ranking

1. The Arena of Chaos tab is no longer listed in the rankings.
2. Changed the order of the Arena of Glory and Arena of Cooperation tabs in the rankings.
3. Improved the rankings menu.
 - 'You haven't completed any contests' will appear in the list if no one has participated in the season yet (or directly after a maintenance).
 - The previous ranking is displayed between one season ending and the next one starting.
4. Changed the 'My documentation' menu.
 - Current points, previous season points and highest season points are not displayed correctly.
 - A dash is shown if no points have been scored.

Environment

1. Fixed: The landscape of Inggison was not displayed correctly depending on distance.
2. Changed the location of certain monsters in Balaurea.
3. Some areas in Inggison have been changed.



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4. Fixed: Some monster skills were not displayed when using Options → Graphics Options → Display Effects for X.

Monsters

1. Fixed: Monster weapons were sometimes not displayed.

Miscellaneous

1. You can now create up to 9 characters.
2. When changing the character selection screen, the time to reconnect the chosen character is now 15 seconds.
3. Fixed: Other players were placed in the wrong location when gliding.
4. Fixed: Some settings could not be applied correctly.
5. Fixed: The daily sales limit was sometimes displayed incorrectly.
6. Added a method for entering emoticons.
 - Emoticons can be chosen and used from a pop-up.
7. Improved the Billowing Dandelion idle animation.
8. Fixed: If an Elyos character opened the preview for the Sports Outfit after leaving a legion, the Asmodian uniform was displayed.
9. Changed the URL for DirectX error messages.
10. Changed the option in the message displayed upon receiving extra cubes from 'System Information – Item information' to 'System Information – Received item'.
11. Added a teleport statue in the faction capitals (Sanctum/Pandaemonium).
 - Sanctum: Exalted Path Teleport Statue
 - Pandaemonium: Temple of Gold Teleport Statue
12. You can now click on the character nickname in the chat window to send a friendship request or invite them to your legion.
 - Cannot be used on the Battlefield Server.
13. The daily limit for selling items has been removed.



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14. You receive Kinah for defeating the following world bosses: Omega, Ragnarok, Enraged Debilkarim and Enraged Lakhara
15. Removed character level restrictions on using Equipment Appearance Modifiers for appearance modifications for the wardrobe/equipment.
16. Reduced the teleportation costs in certain regions in Elysea and Asmodae.
17. Fixed: It was sometimes possible to restore temporary appearance modification items 15 days after expiry.
18. Fixed: Altered items occasionally couldn't be restored.
19. Fixed: Ranking badges occasionally weren't displayed correctly.
20. Fixed an issue which caused the client to function incorrectly in certain situations.

UI

1. Updated the server selection window.
2. Updated the information screen when waiting for the server login.
3. Added a button to automatically sort integrated pet bags.
4. Activated items within the integrated pet bag can now be dragged onto the cube (inventory) symbol.
5. Slightly altered the location of the region names on the radar map.
6. Fixed: When teleporting, the equipment preview was sometimes not displayed correctly.
7. Fixed: The location of status bars and markers was displayed incorrectly.
8. The shortcut key is now displayed to the right of window names.
9. Changed the time when the pop-up box appears with information about resurrecting after dying.
10. Fixed: Legion names were sometimes displayed incorrectly.
11. Fixed: Sometimes using the selected character's Power Shard was not displayed correctly.

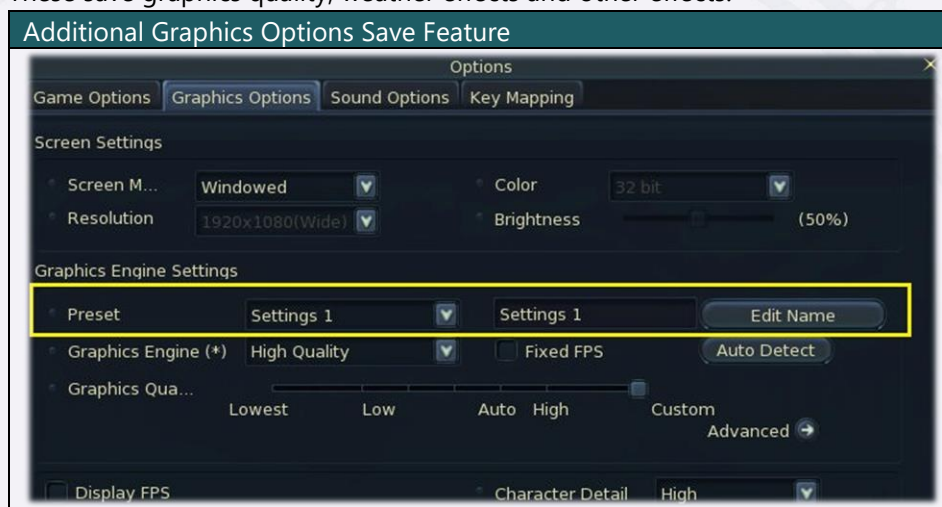
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Graphics

1. Up to 5 presets can now be saved in the graphic settings.
 - These save graphics quality, weather effects and other effects.



2. General game graphics quality has been improved.

Sound

1. Fixed: Jumping sound effects were occasionally not played correctly.
2. Fixed: The start of combat sound with monsters sometimes didn't play.
3. Sounds have been optimised.
4. Fixed: Certain sound effects were not played.
5. Fixed: The jumping sound effect was not played correctly.
6. Fixed the sound effect of the Disco Ball Wings.
7. Fixed: The character creation music was played in the character selection window.