



Update 4.8v "Wind of Fate"



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Regions

New Regions: Signia & Vengar

The Great Invasion and Beritra's thirst for power has consequences for all of Atreia. The destruction of the seal hiding the lost continent generated a tremor that broke apart the surrounding land masses. Sarpan, Tiamaranta and Katalam all sank into the depths of the sea and a new continent arose. Surviving Daevas dared to venture into this new land and set up outposts in order to further explore it. The Elyos settled in the west and set up their tents in Signia. The Asmodians headed to the eastern most point and settled in the area known as Vengar.

Stopping Beritra now lies in the hands of the Daevas. His aim is to make the unknown power that has been sealed on this continent his own.



General region changes

- The destruction of the seal and the breakup of the landmasses has led to the disappearance of some regions in Balaurea.

Regions that have vanished		
Sarpan	Tiamaranta	Tiamaranta's Eye
North Katalam	South Katalam	

- The **Katalam Underground** can only be entered from Akaron, Kaldor, Signia and Vengar at certain times.
- Characters who last logged out in one of the vanished regions will find themselves back on the airships Ellegef (Elyos) and Lagnatun (Asmodians) when they next log in.
- Characters whose bindpoint is located in one of the vanished regions will receive a new bindpoint in Sanctum (Elyos) and Pandaemonium (Asmodians).
- The Return Scrolls to vanished regions can no longer be used. They can be sold to the NPC for the purchase price.
- All quests relating to the vanished regions have been deleted.
- Mounts can no longer be used in the **Temple of Honour** in **Marchutan's Priory**.

Territorial Battle



- The Territorial Battle has been added.
- A territory request can be made in Signia and Vengar.
- The final ranking is determined by the battle in the "Plaza of Challenge".
- The legion in 1st place for each territory will receive certain advantages for their conquest.
- The ranking of the territorial battles is announced every Wednesday at 9 AM and will then be reset so that territory requests can again be submitted.

Conditions for taking part in the Territorial Battle

- Only legions at level 6 and above can make a territory request.
- A territory request can only be made by the Legion's Brigade General or from the acting Brigade General as long as they have received authorisation to do so.
 - The request can be submitted via the "Territorial Battle" tab below and clicking on the "Select Territory" button.

Faction	Region	Territory requests possible in
Elyos	Signia	Kenoa
		Deluan
		Attica
Asmodians	Vengar	Mura
		Satyr
		Velias

✂ The territory selected cannot be changed again until the ranking has been determined.

Rank prerequisites for the Territorial Battle

- Legion ranking is decided according to points held and playing time on the "Plaza of Challenge".
- In order to enter the Plaza of Challenge, the alliance leader must be in possession of the "Key of Challenge".

"Plaza of Challenge" entry requirements				
Category	Level	Characters	Entry item	Entry Number / Reset
Alliance	Level 65	12 characters	Key of Challenge	2 times/Weekly (GP) 1 time/Weekly (Free)

Territorial Battle reward

- Once a territory has been conquered, the reward will be sent to the Brigade General in the mail.

Ranking	Reward item
1st place	Legion Reward Chest of Victory Invasion Key for the conquered territory "Territorial Battle Victor" title
2nd place	Legion Reward Chest of Victory
3rd place	Legion Reward Chest of Victory

- The corresponding conquered territory will be marked on the map and the legion in 1st place will receive advantages for a week.
- If a member of the conquering legion is situated in the conquered region, that member will receive the booster effect "Territory Protector".
 - This increases the character's PvP defence within the territory.
 - The active effect "Territory Protector" means that other conquering characters located within the conquered territory can be discovered.
- The Invasion Key for the conquered territory that is received as a reward can be used to reach the "Invasion Rift Corridor Administrator". The Administrator allows the character to enter a portal to the opposing faction.
- The "Invasion Rift" portal can be used by 72 characters, regardless of whether these are legion members or not.
- Rewards can be received within the Territorial Battle on the "Plaza of Challenge". Once the character reaches a set number of points, they receive Honour Points.

PvP

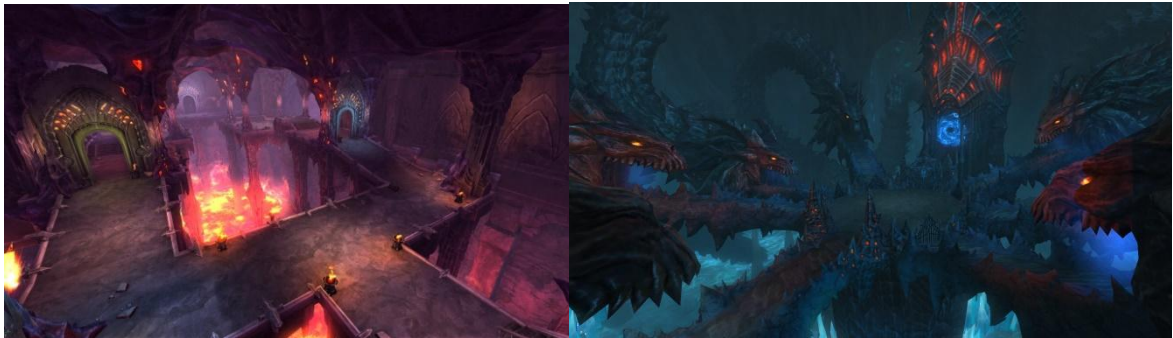
- Rifts and Chaos Rifts have opened in the regions of **Signia** and **Vengar**.
 - These rifts can be used to reach the regions belonging to the opposing faction. They have a specific probability of appearing at fixed locations.
 - Chaos Rifts also appear at specific times in specific locations, but they appear far less regularly than normal Rifts.
 - If a character teleports through a Chaos Rift, a buff monster and a high-ranking Guardian NPC will appear in the vicinity of the base that needs defending. If these are defeated, the player will receive a special reward.
- New Rifts have been added in **Inggison** and **Gelkmaros** that differ from the normal ones.
 - Unlike in the other regions, they appear multiple times within a short period and then disappear once max. 6 characters have used the Rift or once 10 minutes has passed.

Instance

New instances have been added in the new regions of Signia and Vengar.

Makarna

Deep in the catacombs of Makarna sits Ereshkigal, the third Balaur Lord. She is in possession of an unknown power that has piqued Beritra's interest. To seize it for himself, he promised Ereshkigal freedom and allied with her. But behind this promise was a ruse: Beritra follows only his own goals and motives.



- The entrance to **Makarna** is located both in Signia at the "Magma Canyon" and in Vengar at the "Echo Rock".
- Honour Points can be received for defeating Makarna's end boss.

Instance	Characters	Level	Entry Number / Reset
Makarna	12 characters	Level 65	2 times/Weekly (GP) 1 time/Weekly (Free)

- When entering Makarna through the altar entrance, a cut sequence is played.
 - This cut sequence does not play if Beritra is in the battle.

Sealed Hall of Wisdom

Prior to the Great Invasion, the Beritra Army left the Hall of Wisdom and left behind important documents about their research and that of the Rune Tribe. Over time, hazardous materials spread throughout the abandoned Hall of Wisdom and transformed the test subjects left behind into terrible monsters. The Elyos and Asmodians discovered a Rift in the Aetheric Field Stone through which they're now trying to infiltrate the Hall of Wisdom and secure the research documents. However, the Beritra Army has discovered the Rift too and are using all their resources to ensure the documents don't fall into the hands of either the Elyos or Asmodians.

- The entry NPC for the Sealed Hall of Wisdom can be found in Signia and Vengar in the respective territory villages.
- Aetheric Field Fragments required for entering the instance can be obtained from monsters in Signia and Vengar with a specific probability.

Instance	Characters	Level	Entry item	Entry Number
Sealed Hall of Wisdom	1 character	Level 65	Aetheric Field Fragment	No limit

Upgraded instances

- Three changed instances can be accessed in Signia and Vengar.

Instance	Characters	Level	Entry Number / Reset	Entry method
Rentus Base	6 characters	From level 65	1 time/Daily (GP) 1 time/Wed, Sat (Free)	Can be entered via the enemy territory
Lost Refuge	6 characters	From level 65	1 time/Daily (GP) 1 time/Wed, Sat (Free)	
Tiamat's Hidden Space	12 characters	From level 65	1 time/Daily (GP) 1 time/Wed, Sat (Free)	

Vanished instances

- The following instances have been removed because the regions have disappeared.

Vanished instances		
Argent Manor	Ladis Forest	Muada's Trencher
Satra Treasure Chamber	Cabin of the Steel Rose (Solo/Group)	Landing Stage of the Steel Rose (Solo/Group)
Deck of the Steel Rose (Group)	Hall of Wisdom	Hall of Wisdom (Legion)
Idgel Research Laboratory	Idgel Research Laboratory (Legion)	
Void Room	Void Room (Legion)	

Additional changes

- Some requirements have been changed for the following instances:

Instance	Prerequisite	Before change	After change
Rentus Base	Level	From level 59	From level 57
	Entry Number / Reset	2 times/Daily	3 times/Daily (GP) 3 times/Weekly (Free)
	Miscellaneous	Playing method changed	
Rune Tribe Refuge	Level	Level 65	From level 63
	Entry Number / Reset	4 times/Weekly	1 time/Daily (GP) 1 time/Wed, Sat (Free)
	Miscellaneous	Playing method changed	
Tiamat's Fortress	Level	From level 60	From level 57
Jormungand Bridge	Level	Level 65	From level 63
	Miscellaneous	Playing method changed	

Aturam Sky Fortress	Entry Number / Reset	1 time/Daily	3 times/Daily (GP) 3 times/Weekly (Free)
	Miscellaneous	Playing method changed	

- An additional entry time has been added for the **Kamar Battlefield**.
 - Additional entry time: Daily 11 PM - Midnight, except Wednesday and Saturday)
- A portion of the monster stats in **Runadium** and **Runadium (Bonus)** have been reduced.
- The damage dealt by Grendal's Clone in **Runadium** and **Runadium (Bonus)** using the Spirit skill has been reduced.
- Fixed an issue with the "Key Box" in the loot depository of **Cabin of the Steel Rake** not disappearing, even after the specified search time had expired,.
- Fixed an issue where the fuel for the siege tank on the "**Steel Wall Bastion Battlefield**" could not be used.
- Fixed an issue with the results of the **Dredgion**, **Chantra Dredgion** and **Sadha-Dredgion** not refreshing in real-time.
- Even if the server-wide recruitment list refreshes automatically, the order now remains the same.
- The location of the entry NPC for the **Steel Wall Bastion** has been changed. The NPC can now be found in the Heroic Ruins in Kaldor

Fortress Battle

- The fall of Katalam and Tiamaranta has led to the fortress times for the remaining fortresses being adjusted.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
4-5 PM	Roah, Sulphur Fortress, Asteria	Siel West & East	Sulphur Fortress Asteria	Siel West & East	Sulphur Fortress Asteria, Siel West & East	Roah, Sulphur Fortress, Asteria Siel West & East	Sulphur Fortress Asteria, Siel West & East
5-6 PM							
6-7 PM							Anoha
7-8 PM						Pangaea	
8-9 PM						Antriksha	
9-10 PM	Gelkmaros (All) Inggison (All)	Krotan Kysis Miren	Gelkmaros (All) Inggison (All)	Krotan Kysis Miren	Gelkmaros (All) Inggison (All)	Krotan Kysis Miren	Krotan Kysis Miren Divine Fortress

- Fixed an issue where the Favour couldn't be used when conquering the Anoha Fortress.
- After conquering the Pangaea Fortress, the status of the summoned spirit or the siege weapon in the character's own territory was being displayed incorrectly. This problem has been fixed.

Character

- The Conqueror/Protector function has been added.
 - If an opponent is killed in the opposing territory, the character becomes a [Conqueror].
 - If an opponent is killed in the character's territory, the character becomes a [Protector].
 - Depending on their level, the character will receive certain stats that only apply in the opposing territory (Conqueror) or in their own territory (Protector).
 - Protectors can (depending on their level) find out the location of Conquerors by using the "Detect intruders" function.
 - Depending on the character's location and login status, the Conqueror/Protector level decreases or is removed entirely.

Type	Level	Stats
Conqueror	1st Level	PvP attack increases by 1%
	2nd Level	PvP attack increases by 2%
	3rd Level	PvP attack increases by 3%
Protector	1st Level	PvP attack increases by 2%
	2nd Level	PvP attack increases by 4%
	3rd Level	PvP attack increases by 6%

- A transformation caused by an item is now only possible with the added presence of a Transformation skill.
 - After the skill transformation, the character will return to the item transformation state.
 - It is not possible to perform an item transformation while a skill transformation is being performed.
 - The character that has transformed using a skill can modify their appearance again in this state by using a transformation item.
- As of now, the Mentor title will be automatically removed if the lowest level within the group is level 51.
- The EXP required for a level up has been drastically reduced between level 55 and level 65.
- The "Taloc Fruit" and "Transformation Candy" effects in Taloc's Hollow can now be used multiple times.

Skill

UI changes

The skill window has been changed.

- The skill window lists the active, passive and chain skills.
- The Action/Function windows have been split.



- The newest skills are displayed in the skill window at the very top.
- Skills that have not been learned yet can be displayed by clicking on the check box in the bottom left corner.
- The skills can either be dragged to the quick bar from the list using the icon as before or the icon can be dragged from the detail information window.
- After selecting a skill, all detailed information about the selected skill is displayed on the right.
- Dragging a skill icon into the quick bar automatically brings up the detail information page for that skill.
- The various levels for a skill that has already been learned can be viewed in the detail information window. Additionally, this also means lower level skills can be called up and dragged to the quick bar.
- If there are multiple chain skills available for a skill, all available chain skills will be displayed in the detail information page accordingly.
- Information about split cooldown times, activated skills and particulars relating to the skill have been added to the skill tool tips.

New skills

New skills have been added for every class.

Class	Category	New skill	Effect
Gladiator	Vision Stigma	Blade Allround Strike	Area damage in the effect radius, causes a stumble effect
		Mangling Cyclone	Area skill, can used while moving, can be repeated up to 3 times
		Summon Battlefield Flag	Summons a flag that reduces opponents' movement speed PvP attack stat
Templar	Active skill	Body Smash	Deals physical damage to an opponent
	Vision Stigma	Bloodsucking Punishment	The opponent suffers physical damage and their HP is absorbed.
		Reflection of Chastisement	Reflects the next skill used against your character
		Barrier Shield	Blocks a large amount of damage taken, but reduces your movement speed while active
Assassin	Stigma	Dagger Oath	Attacks from behind have a set probability of dealing additional damage and give you the possibility of being healed
	Vision Stigma	Flash Grenade	Blinds opponents in the vicinity and reduces their magical precision, removes enemy character's target.
		Lightning Ambush	Character immediately moves behind an opponent and attacks them
		Repeated Rune Carve	The opponent suffers rune explosion damage and the rune is recarved at a set level
Ranger	Passive skill	Enhanced Bow Attack	Bow attack is enhanced
	Vision Stigma	Shadowbound	Character switches to high-grade Hide mode for a set period of time, even in battle
		Spear of Penetration	Damage skill with a high critical hit probability, possibility of stun effect
		Collision Trap	A trap that hurls enemies backward once triggered, can be operated immediately
Sorcerer	Vision Stigma	Wind of Torpor	Immediately puts up to 6 opponents to sleep, but also increases their elemental defence at the same time.
		Boon of Flame	Your magic attack is increased for a set period of time while MP consumption is reduced by 20%.
		Refuge Barrier	Blocks a large amount of damage, but immobilises you at the same time

Spiritmaster	Vision Stigma	Command: Faithful Substitution	A summoned spirit takes damage for you. The cooldown time is treated separately from that for standard skills.
		Spirit Bundling	Speed and magic stats are increased for a set period of time. Cannot be used at the same time as a summoned spirit.
		Large-Scale Absorption	Deals damage to up to 6 opponents over time and heals you with each passing second.
Chanter	Vision Stigma	Magic of Incitement	Increases the magic boost and attack of all group members nearby for a set period of time.
		Roaring Wind Bludgeon	Deals physical damage to up to 6 opponents nearby.
		Blast Spell	Decreases the precision, magic precision and critical hit stats of up to 12 opponents within a set radius for a set period of time.
Cleric	Vision Stigma	Life-Saving Splendour	Confers a buff effect on nearby group members that restores their HP as soon as this falls beneath a specific threshold.
		Seal of Judgement	The opponent's magical resistance and magic suppression stats are reduced for a set period of time.
		Summon Taunting Energy	Summons a spirit that taunts up to 6 opponents.
Gunner	Vision Stigma	Repeated Bombardment	Initiates an area attack around the selected target.
		Pursuit Stance	Increases your movement speed, attack speed and resistance stats against attacks on your movement status for a specific amount of time.
		Wild Magic Projectile	Opponents within the cone-shaped effect area suffer repeated damage and HP drain.
Aethertech	Active skill	Signal	Increases the rage stat from all sources.
	Vision Stigma	Quick Recharge	When deployed, initially restores a large amount of MP and then a small amount over time.
		Electric Air Wave	Creates a cone-shaped effect area in which opponents are attacked and suffer a paralysis effect for a brief period of time.
		Idium Explosion	Deals area damage to up to 6 opponents.
Bard	Stigma	Harmony of Desolation	Deals fire damage to multiple opponents in a cone-shaped area in front of the Bard.
		Melody of Joy	Restores a target's HP and increases their elemental defence, magic defence as well as the healing effect received from other

			group members.
	Vision Stigma	Serenade of Purification	Removes up to 3 special conditions from the character themselves or a selected group member.
		Fantastic Variation	Accumulative attack skill that deals damage to a single target.
		Illusion Tone	Reduces a target's attack and magic boost for a set period of time.

Modified skills

- Skill settings such as consumption costs, damage, casting time, cooldown time, etc. have been changed
- Some chain skills have been added/deleted/modified depending on the changed skill setting.
- Some skills can now also be used while flying.
- Some skills that previously had a split cooldown time now have none.

Gladiator

Skill	Changes
Sharp Strike	1st level chain skill (repeats 2x)
Spite Strike	The cooldown time has been reduced.
Defence Preparation	The damage for defence and PvP attacks has been increased and a fear resistance effect has been added.
Cleave	A movement speed reduction effect has been added that has a set probability of being activated.
Slaughter	This has been changed to a skill which you receive automatically. The PvP attack strength has been reduced, but the normal attack has been increased.
Armour of Attrition	The amount of HP restored has been increased.
Piercing Rupture	Has been combined with another skill to make the high-grade "Piercing Rupture" skill.
Pressure Wave	The cooldown time has been reduced.
Explosion of Rage	This is no longer specific to a faction.
Zikel's Threat	This is no longer specific to a faction.
Body Smash	The cooldown is no longer split with that of "Lockdown".
Lockdown	The cooldown is no longer split with that of "Body Smash".
Severe Precision Cut	The cooldown time of 2 min. has been reduced to 1 min. 30 sec.

Templar

Skill	Changes
Incur Wrath	An effect has been added that has a certain probability of making your enemy's target into your own.
Prayer of Resilience	This skill can be used on a target.
Ancestral Holy Punishment	The damage has been increased and the cooldown time reduced.
Dazing Severe Blow	The damage has been increased. Also now unleashes an effect that reduces physical defence.
Avenging Blow	The damage has been increased. Magical resistance and a rage increase effect have been added. The cooldown time has been reduced.
Dazing Severe Blow	This has been changed to a skill which you learn automatically. An effect has been added that has a certain probability of making your enemy's target into your own.
Holy Chastise	This is no longer specific to a faction.
Nezekan's Shield	This is no longer specific to a faction. The cooldown time has been reduced.

Assassin

Skill	Changes
Lightning Slash	A reduction effect has been added for magical precision and defence. Can now also be used while moving.
Signet Silence	This is no longer specific to a faction. The cooldown time has been reduced and an attack speed reduction effect has been added.
Rune Burst	This skill is now learned automatically.
Cyclone Slash	Can engrave a rune up to level 2 and has a set probability of turning an engraved rune into a level 5 rune.
Apply Deadly Poison	A poison effect has been added that has a set probability of being activated.

Spelldodging	Your own attack reduction has been removed and reduced.
Flurry	A physical critical hit effect has been added.
Divine Strike	The damage has been increased.

Ranger

Skill	Changes
Misery Shot	This skill is learned automatically.
Skybound Trap	Has been combined with a similar skill.
Shackle Arrow	This is no longer specific to a faction.
Holy Arrow	This skill is learned automatically.
Blazing Trap	The damage has been increased.
Poisoning Trap	The damage has been increased. The cooldown time has been reduced.
Sandstorm Trap	The damage has been increased.
Mau Form	This is no longer specific to a faction.
Eye series skills	Skills in the Eye series receive separate cooldown times ("Focused Shots", Bestial Fury, etc.)

Sorcerer

Skill	Changes
Robe of Flame	An increase to the natural mana regeneration has been added.
Robe of Cold	An increased magic suppression effect has been added.
Vaizel's Wisdom	This has been changed to a skill which you learn automatically. Consumes less MP.
Zikel's Wisdom	This skill consumes less MP.
Aetheric Spell	This is no longer specific to a faction.
Lumiel's Lament	This is no longer specific to a faction. The cooldown time has been reduced.
Big Magma Eruption	This skill is learned automatically.
Lumiel's Wrath	This is no longer specific to a faction. The cooldown time has been reduced.
Frost	The setting whereby the Stamina Absorption skill and the cooldown time were split has been removed.
Gain Mana	The automatic MP recovery has been increased and the cooldown time reduced.
Soul Freeze	This skill is learned for the first time at level 40 (previously level 46). The level change means that subsequent acquisition levels for this skill have also been adjusted.
Summon Whirlwind	The icon for this skill's special condition has been changed.
Shrewd Gust	When using this skill, the weakening effect can now be used multiple times with some skills.

Spiritmaster

Skill	Changes
Command: Protection	This skill is learned automatically.
Command: Burn to Ashes	The increased damage effect on characters from the opposing faction and Balaur have been removed, so the normal damage has been increased. Additionally, the spirit's HP is not consumed when the skill is used.
Healing Spirit	The cooldown time has been reduced.
Elemental Spirit Armour	The spirit's HP increase has been increased.
Command: Wall of Protection	The group support effect and knockback from damage dealt by the Fire Spirit effect has been increased.
Backdraft	The cooldown time has been reduced. Additionally, this skill is now learned for the first time at level 26 (previously level 51).
Strengthening Spirit Holy Armour	This is no longer specific to a faction.

Wilderness Rage	The cooldown is no longer split with that of "Fear".
Fear	The cooldown is no longer split with that of "Wilderness Rage".
Summon Group Member	The "Dimensional Fragment" item required to execute this skill can now be used from level 23.

Chanter

Skill	Changes
Stamina Restoration	This skill is learned automatically.
Divine Curtain	This has been changed to a skill which you learn automatically. The cooldown time has been reduced. This skill can now only be used on group members.
Elemental Screen	This skill can now only be used on group members.
Word of Protection	Has been turned into a Greater Stigma. A resistance effect has also been added.
Blessing of Rock	The Max. HP Increase effect has been added. The skill name changes to "Prayer of Protection" at level 2 and the icon has been changed to the icon for the deleted "Eulogy of Life".
Blessing of Stone	The cooldown time has been reduced and the max. HP increase has been increased.
Inescapable Judgement	This is no longer specific to a faction.
Hit Mantra	This has been changed to a skill which you learn automatically. The physical critical hit increase effect has been strengthened.
Invincibility Mantra	This has been changed to a skill which you learn automatically. The automatic MP recovery has been increased and the magical precision effect has been added.
Promise of Earth	An additional damage effect has been added.
Spell of Ascension	The parry increase effect has been added. This skill is now learned for the first time at level 40 (previously level 60).
Divine Protection	This is no longer specific to a faction.

Cleric

Skill	Changes
Stability	This has been changed to a skill which you learn automatically. The cooldown time has been reduced.
Sage's Wisdom	This has been changed to a skill which you learn automatically. The casting time and cooldown time have been reduced. The skill consumes fewer costs.
Splendour of Recovery	This has been changed to a skill which you learn automatically. The amount restored has been increased and a continuous recovery effect has been added.
Hand of Reincarnation	This has been changed to a skill which you receive automatically. The effect duration has been extended. The cooldown time has increased so the effect has also been increased, meaning not just your own character but a further target of your choice can also receive the effect.
Light of Rejuvenation	Can be used together with the skill "Word of Revival".
Festering Wound	The magical resistance reduction effect has been added.
Slashing Wind	The cooldown time split with the Hallowed Strike skill has been removed.
Brilliant Protection	The cooldown time has been reduced and the "reserved resurrection" effect has been added.
Resurrection Loci	The anti-soul sickness effect has been added.
Blessing of Rock	The max. TP increase effect has been added.
Oblivion	This is no longer specific to a faction.
Immortal Shroud	The cooldown time has been reduced.
Splendour of Purification	This is received automatically. The casting time has been changed to "Cast Instantly".
Ripple of Purification	The casting time has been reduced and the effect area has been expanded.
Splendour of Rebirth	The casting time has been reduced. The duration and the effect as well as elemental defence effect have been increased.

Aethertech

Skill	Changes
Mana Absorption	The cooldown time has been reduced. The damage and MP restoration have been increased.
Surge of Glory	The cooldown time has been reduced. The damage has been increased.

Bard

Skill	Changes
Sea Variation	The attack speed is reflected on the accumulator and the casting time has been adjusted. The "magic suppression reduction" effect has been added and the cooldown time reduced.
March of the Bees	The magic suppression reduction effect has been added.

Deleted Skills

Some skills have been removed.

- Skills that could only be used while flying, for low level characters and that were inefficient, have been deleted.
- Where an identical skill existed for both factions, one of the skills has been deleted while the other has been expanded so that it can now be used by both factions.
- Many skill functions have been transferred to other skills in the game.
- Some skills have been consolidated together with similar skills through changes to cooldown times, casting time, etc.

Class	Deleted skill
Gladiator	Shield Counter, Shield Defence, Seismic Wave, Severe Blow, Ancestral Force Blast, Ancestral Piercing Wave, Leg Fetters, Improved Stamina, Precision Cut, Vicious Blow, Vengeful Strike, Spin Block, Counterattack Preparation, Force Cleave, Agile Cleave, Aion's Strength, Stamina Recovery, Piercing Wave, Force Blast, Shattering Wave, Shock Wave, Seething Explosion, Blessing of Nezekan
Templar	Steel Wall Defence, Shield Defence, Flight: Captivity, Shining Slash, Concentrated Divine Grasp, Ancestral Righteous Punishment, Ancestral Holy Punishment, Terrible Howl, Power of Restoration, Threatening Taunt, Hand of Restoration, Roar of Encouragement, Punishment of Darkness, Punishment of Light, Righteous Punishment, Provoking Severe Blow, Severe Blow, Blunting Severe Blow, Provoking Shield Counter, Cry of Ridicule, Divine Chastisement, Chastisement of Darkness, Zikel's Shield
Assassin	Throw Dagger, Flying Dagger, Shadow Camouflage, Ancestral Radiant Rune, Ancestral Darkness Rune, Beastly Scar, Throw Shuriken, Explosive Burst, Agonizing Slash, Rune Swipe, Divine Rune, Radiant Rune, Darkness Rune, Needle Rune, Bursting Flame Strike, Apply Poison, Shadow Rage, Clear Focus, Strike of Darkness
Ranger	Raid Arrow, Brightwing Arrow, Poison Arrow, Venomfinder Shot, Vaizel's Arrow, Screaming Rapid Fire, Arrow Flurry, Triniel's Arrow, Storm Mine, Ancestral Brightwing Arrow, Ancestral Darkwing Arrow, Call Gryphu, Sniper Stance, Keen Cleverness, Aerial Wild Shot, Snare Trap, Shock Arrow, Darkwing Arrow, Arrow of Virago, Destruction Trap, Explosion Trap, Mau Form (Elyos)
Sorcerer	Wind Arrow, Flame Polearm, Sleep, Cometfall, Inferno, Ancestral Lava Tsunami, Ancestral Magma Eruption, Boon of Strength, Barrier of Severance, Remove Sleep State, Fire Burst, Robe of Earth, Robe of Wind, Lumiel's Wisdom, Pandaemonium Focus, Lightburst, Shadowburst, Lava Tempest, Lava Tsunami, Magma Eruption, Kaisinel's Wrath, Frostbite, Absorb Energy
Spiritmaster	Spirit Self Destruct, Strengthening Spirit: Blood Lust, Spirit Flow, Absorb Energy, Ancestral Spirit Self Destruct, Ancestral Spirit Flow, Hand of Torpor, Transference, Spirit Hypnosis, Spirit Substitution, Spirit Explosion, Spirit Recovery, Blessing of Fire, Vitality Absorption, Spirit Armour of Light, Spirit Armour of Darkness
Chanter	Protection Mantra, Magic Mantra, Victory Mantra, Speed Energy, Light of Renewal, Confident Defence, Ancestral Aetheric Field, Ancestral Word of Spellstopping, Promise of Aether, Magic Recovery, Curtain of Aether, Word of Spellstopping, Enhancement Mantra, Eulogy of Life, Soul Strike, Intensity Mantra, Clement Mind Mantra, Promise of Wind, Focused Parry, Marchutan's Protection, Yustiel's Protection
Cleric	Light of Resurrection, Thorny Skin, Promise of Wind, Ancestral Marchutan's Light, Ancestral Yustiel's Light, Shatter Memory, Tranquillity, Grace of Empyrean Lord, Yustiel's Splendour, Marchutan's Splendour, Yustiel's Light, Marchutan's Light, Rebirth, Light of Renewal, Storm of Aion, Earth Fury, Punishing Wind, Might Enhancement, Grace of Resurrection, Blessing of Health,

	Pandaemonium's Protection, Dispel, Cure Mind, Summer Circle, Winter Circle
Gunner	Disrupted Bomb, Flight: Shot
Aethertech	Disrupter Bomb, Counter, Fist Blow, Successive Strike, Aerial Attack, Flight: Cannon Shot, Flight: Upkeep, Steal Magic
Bard	Binding Blast, Winged Melody, Echo of Elegance, Pure Echo, Magic Disruption Tone

Additional skill changes

- The increase setup for when a skill is obtained has been changed.
- A system message has been added so that the status requirement for skills that cannot be used is easier to see.
 - A message appears if a skill cannot be used because of missing equipment, trade with a player, etc. in which the requirement for activating a skill is made clear.
- The location of the skill name displayed in the detail information shown in the skill window has been placed in the middle over the skill icon.

Problem fixes

- Fixed an issue where the remove shock boost effect wasn't disappearing after the **Ranger** used the skill "Final Storm Attack".
- Fixed an issue where the "Restraint of Nightmares" skill wasn't activated after the **Spiritmaster** used the skill "Fear III".
- Fixed an issue where the **Spiritmaster** skill "Weaken Spirit" was being displayed as a fire attribute and not a wind attribute.
- Fixed an issue where the movement speed increase effect for the skill "Spirit Bundling" was being displayed with an incorrect value when the **Spiritmaster** used it.
- Fixed an issue where the **Spiritmaster** skill "Contract of Resistance" allowed the skill "Spirit Bundling" to be used together with a summoned spirit.
- Fixed an issue with the **Bard** seeing the wrong cooldown time displayed for the skill "Attack Melody".
- Fixed an issue with the **Bard** skill "Wind Harmony" where the character use number was displayed incorrectly.
- Fixed an issue where the character use number for the **Bard** skill "Melody of Joy" was incorrectly displayed.
- Fixed an issue where the skill level of the **Templar** skill "Stubborn Spirit" was incorrectly displayed under [Skill<K> - Use – Detail information].
- Fixed an issue where the **Chanter** skill "Magic of Incitement" could also be used on characters outside of the group.
- Fixed an issue where the MP regeneration effect for the **Chanter** skill "Invincibility Mantra" was not applied as a 3 sec. interval.
- Fixed an issue where the tool tip content for the **Gladiator** skill "Slaughter" was incorrectly applied.
- Some skills clashed with one another and could not be used. This issue has been fixed.
- Fixed an issue where a skill used while flying led in some situations to the character hanging on the topography.
- Fixed an issue where some skill effects could not be applied because they clashed with other skill effects.
- Fixed an issue where some skill use level points were set incorrectly.
- Fixed an issue where the skill window was displaying cooldown times for skills which the player didn't have.
- Fixed an issue where the skill bar in the skill window was showing as full even though the player didn't have this yet.
- Fixed an issue where both the player's status and the target's status were incorrectly displayed in the

character chain skill information window.

- Fixed an issue where the macro command was not registering when players dragged a skill icon across the skill detail information page and chain skill information page and put it in the macro window.

Stigma



- The requirement for socketing Stigmas has been changed.
- Instead of being able to equip 12 as before, you can now only equip 6.
- Stigmas can always be equipped in a Stigma slot by an NPC.
- Stigma Shards are no longer required for equipping. The Kinah costs vary depending on the slot level.
- Stigmas that were previously split by skill level have now been combined into one Stigma.

Category	Contents
Standard	Depending on the character level, Stigmas can be bought to match your level and then used.
Changed	After a Stigma has been equipped, the character automatically receives the Stigmas to match their level when levelling up.

- If all 6 Stigma slots are equipped with Stigmas, the character will receive a "Vision Stigma Skill" depending on the Stigma composition.
- The Stigma slots will be released for socketing depending on the level of the character.

Type	Required character level	Prerequisite
Slot for Normal Stigma	Level 20	The slot will be opened automatically once a character completes the mission and has reached the corresponding minimum level. (Elyos mission: A Sliver of Darkness, Asmodian mission: No Escaping Destiny)
Slot for Normal Stigma	Level 30	
Slot for Normal Stigma	Level 40	
Slot for Greater Stigma	Level 45	
Slot for Greater Stigma	Level 50	
Slot for Mighty Stigma	Level 55	

- If you roll over an empty Stigma slot with the mouse, a pop-up displays the rank of the slot.
- If the Stigma slot is closed and you roll over it with the mouse, a pop-up shows the level at which the slot can be extended.
- The background for Stigma -UI in the [Character information - Stigma] tab has been changed.
- A Help button has been added on the bottom left in the Stigma UI on the [Character information - Stigma] tab.
- While Stigmas are equipped, Ancestral Stigmas is shown in the inventory as deactivated.

Stigma enchantment

- Stigmas can be enchanted.
- In order to enchant a Stigma, you need a Stigma of the same type that hasn't been enchanted yet.
- If the Stigma enchantment is successful, an effect is used on the Stigma skill. If it fails, both the Stigma to be enchanted and the Stigma being used as an enchantment material are destroyed.
- If a Stigma enchantment is successful, the Stigma will receive one of the following effects depending on which Stigma was equipped: Increase in the skill effect, reduced cooldown time, reduction to usage costs.
- Stigmas that can be enchanted have a low probability of being dropped in some regions, Rentus Base, Tiamat's Hidden Space and the Lost Refuge.
- If a Stigma is enchanted, an arrow appears in the Stigma skill tool tip which represents the enchantment effect.
- A message has been added which appears if the enchantment level of a Vision Stigma has been increased.



Miscellaneous changes

- Some Stigmas contain the term "damaged" in the name. These damaged Stigmas cannot be equipped or enchanted.
 - After the update, the equipped Standard Stigmas will be removed and the player will receive a limited Stigma Bundle in their inventory depending on the number of slots.
 - Damaged Greater Stigmas can be taken to some Stigma merchant NPCs in the capital and exchanged for AP.
- "Restricted" Normal, Greater and Mighty Stigmas can be taken to some Stigma merchant NPCs in the capital and exchanged for AP.
 - "Restricted" Stigmas cannot be enchanted.
- The tool tip content and item name have been changed for Restricted/Damaged Stigmas.
 - With Damaged Stigmas, the Normal Stigmas receive [Kinah] at the start of the name and Mighty/Greater Stigmas receive [Abyss Points] before the item name.
- Information has been added to the tool tip for Stigmas that can be enchanted.
- Fixed an issue where the tool tip description for the "Sensory Boost" Stigma wasn't being displayed.
- An icon and a hint have been added to the map for the locations of Stigma Master NPCs so that this is easier to see.
- If you hover the mouse over the place where the Vision Stigma skill is displayed, a description of Vision Stigmas will appear.

Item

New items

New NPC merchants selling supplements have been added.

Faction	Region	Fortress	NPC	Supplement Type
Elyos	Sanctum		Judisna	Sale of Lesser Supplements (Heroic)
			Servillia	
			Girrinerk	
			Orhes	
			Lionel	
	Kaldor	Anoha Fortress	Cherian	Sale of Mid-Value Supplements (Heroic)
	Inggison	Temple of Scales	Scopas	Sale of Mid-Value Supplements (Heroic)
		Altar of Avarice	Distine	
	Gelkmaros	Vorgaltem Citadel	Macar	Sale of Mighty Supplements (Heroic)
		Crimson Temple	Lisimakos	
	Akaron	Central Base	Montir	Sale of Mighty Supplements (Mythical)
Asmodians	Pandaemonium		Njomi	Sale of Lesser Supplements (Heroic)
			Maochinicherk	
			Bicorunerk	
			Mundilfari	
			Gennaro	
	Kaldor	Anoha Fortress	Dian	Sale of Mid-Value Supplements (Heroic)
	Inggison	Temple of Scales	Tosel	Sale of Mid-Value Supplements (Heroic)
		Altar of Avarice	Turen	
	Gelkmaros	Vorgaltem Citadel	Dilbeek	Sale of Mighty Supplements (Heroic)
		Crimson Temple	Eistin	
	Akaron	Central Base	Hishada	Sale of Mighty Supplements (Mythical)

New Abyss items have been added that can be purchased with Insignias of Conquest.

Category	Region	NPC
"Insignia of Conquest" Merchant	Inggison (Elyos)	Adrinne
		Lenard
	Gelkmaros (Asmodians)	Anok
		Kamezi

- The Distributors in Inggison/Gelkmaros have received new items for the Fortress Battle.

Faction	Distributor
Elyos	Apelles
Asmodians	Mempar

- The weapon design/armour design for Master weapons/Master armour are also sold by special crafting merchant NPCs.

Signia	Vengar
Bandren <Special Crafting Merchant>	Kalak <Special Crafting Merchant>

- Rank 3-5 Elite Legionary Equipment Chests have been added which are dropped by some field monsters.

Item changes

- Monsters no longer drop Stigma Shards.
- The drop rate for material items from Beritra's Invasion has been slightly increased.
- The Kinah drop rate for monsters in Tiamat's Fortress has been changed.
- The number of relics that can be awarded as a Fortress Reward in the instances in the Upper Abyss has been increased.
- The named monsters in the Baruna Research Laboratory now drop Battle Medals.
- The removal and adjustment of some instances means that reward items have also changed.
- Change: The skill cost change means the unused items will no longer be sold for classes.
- The appearance extraction is now possible in "[Event] Tatar's Aether Key".
- Evolution is now possible with the items "Dragon Lord's Remorse" and "Dragon Lord's Suffering".
- Some mounts that were indestructible before can now be destroyed.
- The description of "[Title] Antriksha's Slayer" has been corrected. The information now correctly shows that the title is valid for 7 days.
- The Fortress Battle defence Abyss items are sold by the Distributors in Kaldor at the Northern/Southern Outposts.
- The collectable items and drop/sale materials from the vanished regions have been resituated in Signia, Vengar, Akaron and Kaldor.
- The equipment blessing description for Katalamize Combat Weapon Soul Stone / Katalamize Magic Soul Stone has been expanded.
- Modify appearance/image extraction is now possible for Guardian Special Ops Commander's Holy Wings / Guardian Master Executor Commander's Holy Wings. An image extraction is only possible once, however.
- The NPCs who converted relics into Abyss Points have been replaced by a function where items can be sold for Abyss Points.
- The item rank for "Chaos Rift Bounty" and "Chaos Rift Victory Bounty" has been changed from Mythical to Eternal.
- The designs and materials which were sold by the crafting merchant NPCs for the Crafting Guild quests have all been deleted.
- Some rewards for the Ancient Treasure chest in the instance Lower Abyss have been changed.
- In some instances, the max. level for receiving items has been increased.

Instance List
Sulphur Tree Nest
Right Wing Chamber
Left Wing Chamber

- The Crafting Guild designs and materials sold by the furniture crafting merchant NPCs have been deleted.
- The Templar/Gladiator can now open the Soldiers'/Brigade General's Weapons Chest and receive the physical Warhammer weapon.

- The casting speed stat for the Leather Gloves of the 55th Brigade General Archer has been converted into an attack stat.
- The amount of Kinah in the "Steel Rake" instance treasure chest has been reduced.
- Change: After the Akaron Base has been conquered and the enemy reinforcement unit NPCs appear, more Battle Medals are dropped.
- With some Limited Merchant NPCs, the number of items that can still be purchased does not change anymore once you change channel or the NPC reappears.
- The Godstone that is usually dropped on the field has been changed into an Illusion Godstone.
- Part of the spellbook effects that wasn't displaying properly has been improved.

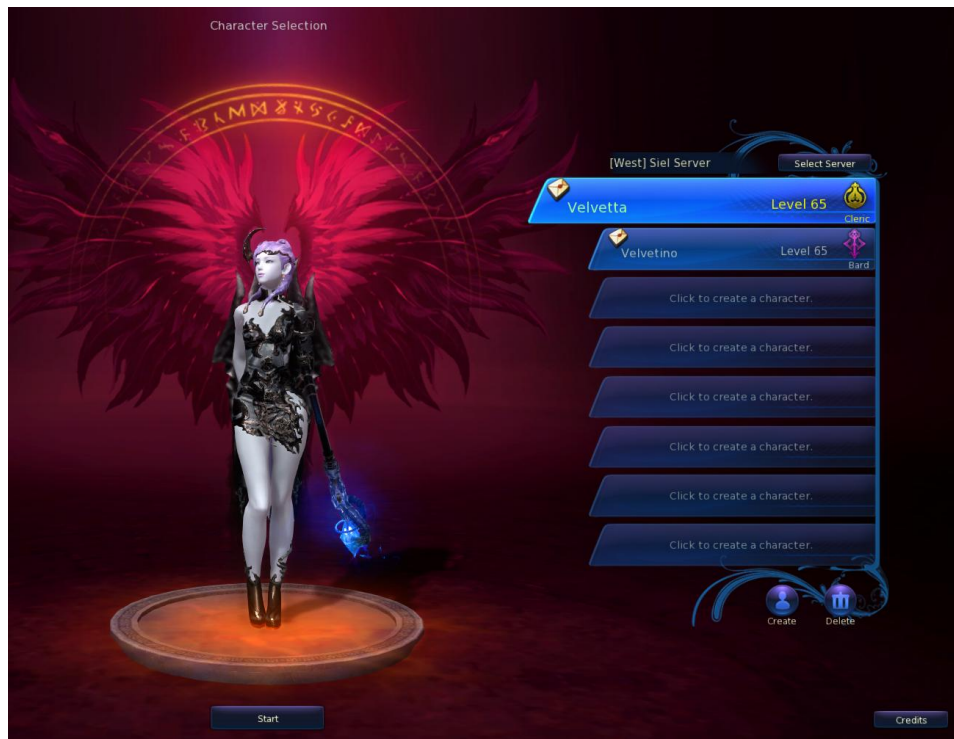
Problem fixes

- Fixed an issue where the message that appears when an item has expired was being incorrectly displayed.
- Fixed an issue where some collectable items were shown floating in the air.
- Fixed an issue where some armour for male Elyos characters was not displaying properly after being equipped.
- Fixed an issue where Asmodians couldn't use "Packaged Sharptooth", which can be obtained using the "Aion Luck Card".
- Fixed an issue where the Guardian Special Ops Commander's/Guardian Master Executor Commander's Holy Necklace was not displaying when equipped.
- If the weekly purchase sum was exceeded, additional goods could be sold without receiving any Kinah in return. This problem has been fixed.
- Fixed an issue where the effect of "[Event] Spellbook of Rapture" was not being applied while the martial arts master was moving.
- Fixed an issue where some buff effects were not being displayed.

UI


UI changes

- The character selection screen has been changed.
 - If you click on an empty slot, you can create a new character.
 - If you click on the name of the character, you can view the character's appearance.
 - You can enter the game by double-clicking on the character name or clicking the "Start" button at the bottom.



- A new hairstyle has been added for female characters.



- A tool tip loading display function has been added.
 - Clicking on  under the [Start menu] – [Help] window in the lower area displays the tool tip loading display.
 - The ◀▶ buttons below display various loading images.
- The Hide quest function which is standard below level 50 has been implemented for all normal quests



- for all regions.
 - The Map/Transparent Map usually displays the normal quests.
 - You can hide quests by selecting the Additional Functions element under Options in the settings menu within the game.
 - It may be the case that the function is deactivated for some characters if these were created before the modification.
- A system message has been added which appears when Protectors use the "Detect intruders" skill but no Conquerors can be found.
- A message has been added which appears when the Raging Conqueror is killed.
- If the skill icon is over the [Macro – Edit macro] window and stays there for 1 sec., the Edit macro page will be displayed in the foreground.
- A notification window has been added which appears when a legion registers.
- Items attached to a message in your mailbox for which the usage period has expired will be displayed as deactivated and the remaining time set to 0 so that it is easier to see that the item cannot be received.
- Change: If you sign up with a legion, the legion chat information is displayed in the chat window.

Problem fixes

- Fixed an issue where the "Edit Announcement" button and the "Reward" tab were not being displayed in the Legion window.
- At a certain resolution, the last row of the mailbox and the Housing Furniture Registration UI were not being displayed. This problem has been fixed.
- Fixed an issue where a difference class than the one entered was being displayed when making a group application.
- Fixed an issue where the character location in the character selection window was not changed in certain circumstances.
- Fixed an issue where the group window UI placed on the screen while in an alliance didn't display the name of the group window.

Quest

New Quests

- Quests have been added for the new regions of Signia and Vengar.
 - New missions will automatically be received from level 55. When a development/normal quest is completed, various consumables and medals can be received as a reward.
- The "Aetheric Field Road" quest has been added.

Faction	Quest name	Awarding NPC
Elyos	Aetheric Field Research	Branth <New Start Legion>
	[Weekly] Troublemakers in the Camp	Pekus <New Start Legion>
Asmodians	The Aetheric Field Supervisor	Bastan <Deputy Commander of the Protectorate>
	[Weekly] Defending the Village	Vigrik <Second Leader of the Search Party>

- The quest "Conquest Offering" has been added.

Faction	Quest name	Awarding NPC
Elyos	Onslaught on Inggison	Yulia <Hushblade Brigade General>
Asmodians	Onslaught on Gelkmaros	Valetta <Fatebound General>

- Quests have been added for the new instance.

Makarna

Elyos	Asmodians
[Instance/Alliance] Downfall Legion	[Instance/Alliance] The Fate Compass
[Instance/Alliance] The Infernal Guardians	[Instance/Alliance] The Infernal Guardians
[Instance/Alliance] Conquering Makarna	[Instance/Alliance] Conquering Makarna
[Instance/Alliance] The Essence of Power	[Instance/Alliance] The Essence of Power
The Proof of Victory	The Proof of Victory

Mantor

Elyos	Asmodians
[Instance] Rumours about the Beritra Army	[Instance] Traces of the Beritra Army
[Instance] Demas' Secret Weapon	[Instance] Kura's Secret Weapon
[Instance] Seeds of Rule	[Instance] The Seeds of Rule
[Instance] Tissue Samples	[Instance] Tissue Samples
[Instance] Securing the Infiltration Route	[Instance] Securing the Infiltration Route
[Instance/Daily/Coin] The Results Report	[Instance/Daily/Coin] Training Reports
[Instance] Brainwashing	[Instance] Nasto's End

Lost Refuge

Elyos	Asmodians
[Instance/Spy] Search for the Corridor	[Instance/Spy] The Elyos' Corridor
[Instance/Spy] Recapture	[Instance/Spy] Protecting the Treasures

Rentus Base

Elyos	Asmodians
[Instance/Spy] In Search of Ekios	[Instance/Spy] In Search of Garnon
[Instance/Spy/Group] Recapturing the Rentus Base	[Instance/Spy/Group] Vasharti's End

Tiamat's Hidden Space

Elyos	Asmodians
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[Instance/Spy] The Route to Tiamat's Shelter	[Instance/Spy] The Path to Success
[Instance/Spy/Alliance] Tiamat's Music Box	[Instance/Spy/Alliance] Tiamat's Music Box

- New quests have been added that let you receive Honour Points.
 - The "Generals' Insignia (Asmodian)", "Generals' Insignia (Elyos)" which are carried out from the enemy territory are items that you can receive when you travel through the "Chaos Rift", which appears at set times, and kill the commanding monsters.

Elyos

Region	Quest name	Reward Honour Points
Inggison	[Spy/Daily] Operation: Gelkmaros	4 Honour Points
	[Daily] Destruction of the Intruders	3 Honour Points
Akaron	[Emergency Command] Elger's Request	3 Honour Points
Kaldor	[Emergency Command] Alphion's Request	3 Honour Points
Signia	[Daily] Defend the Kenoa Region	4 Honour Points
	[Daily] Defend the Deluan Region	4 Honour Points
	[Daily] Defend the Attica Region	4 Honour Points
	[Spy/Daily] Attack the Mura Region	6 Honour Points
	[Spy/Daily] Attack the Satyr Region	6 Honour Points
	[Spy/Daily] Attack the Velias Region	6 Honour Points
Vengar	The Generals' Insignia	100 Honour Points

Asmodians

Region	Quest name	Reward Honour Points
Gelkmaros	[Spy/Daily] The Inggison Infiltration	4 Honour Points
	[Daily] Eliminating Intruders	3 Honour Points
Akaron	[Emergency Command] Helgund's Request	3 Honour Points
Kaldor	[Emergency Command] Pintor's Request	3 Honour Points
Vengar	[Daily] Valkyr's Request	4 Honour Points
	[Daily] Jekun's Request	4 Honour Points
	[Daily] Knut's Request	4 Honour Points
	[Spy/Daily] Elyos in Kenoa	6 Honour Points
	[Spy/Daily] Elyos in Deluan	6 Honour Points
	[Spy/Daily] Elyos in Attica	6 Honour Points
Signia	Generals' Insignia (Elyos)	100 Honour Points

- Stigmas can be obtained as rewards by playing newly added quests.
 - The quests will be automatically received once the character reaches the corresponding level. A Stigma Bundle matching the character's equipment level will be presented as a reward.

Level	Elyos	Asmodians
Level 30	Persephone's Stigmas	Herner's Stigmas

Level 40	Pelias' Stigmas	Fargerberg's Stigmas
Level 45	Miriya's Stigmas	Aud's Stigmas
Level 50	Miriya's Gift	Aud's Gift
Level 55	Reemul's Stigmas	Garath's Stigmas

- New legion quests have been added. As a reward you can receive the item that lets you take part in the Territorial Battle.
 - The mission can be carried out by legions from level 6 and can be viewed in the legion menu under "Mission".

Faction	Mission category	Quest name
Elyos	Territorial Battle Mission [Repeat]	Battle in Signia
		Battle in Vengar
		Fight the Asmodians
Asmodians	Territorial Battle Mission [Repeat]	Defending Vengar
		Attack On Signia
		Eliminating the Elyos

- Battle Medals can be obtained by playing newly added quests.

Faction	Region	Quest name
Elyos	Inggison	[Spy/Daily] Operation: Gelkmaros
		[Daily] Destruction of the Intruders
	Akaron	[Emergency Command] Elger's Request
	Kaldor	[Emergency Command] Alphion's Request
	Signia	[Daily] Defend the Kenoa Region
		[Daily] Defend the Deluan Region
		[Daily] Defend the Attica Region
	Vengar	[Spy/Daily] Attack the Mura Region
		[Spy/Daily] Attack the Satyr Region
		[Spy/Daily] Attack the Velias Region
Asmodians	Baruna Research Laboratory	[Instance] Balaur Research Laboratory
	Jormungand Bridge	[Instance] Belkur's Fragment
	Rune Tribe Refuge	[Instance] Valuable Jewels
	Gelkmaros	[Spy/Daily] The Inggison Infiltration
		[Daily] Eliminating Intruders
	Akaron	[Emergency Command] Pintor's Request
	Kaldor	[Emergency Command] Helgund's Request
	Vengar	[Daily] Valkyr's Request
		[Daily] Jekun's Request
		[Daily] Knut's Request
	Signia	[Spy/Daily] Elyos in Kenoa
		[Spy/Daily] Elyos in Deluan
		[Spy/Daily] Elyos in Attica
	Baruna Research Laboratory	[Instance] Attack on the Research Laboratory
	Jormungand Bridge	[Instance] Belkur's Fragment
	Rune Tribe Refuge	[Instance] The Rune Jewels

- New quests have been added in Signia/Vengar which give you a set probability of obtaining Mithril Medals by using Platinum Medals and Balaur Serum.

Faction	Quest name	Region	NPC information
Elyos	Ponderunerk's Offer	Signia New Start Legion Headquarters	Ponderunerk <Scroomcnerk>
Asmodians	Unterinerk's Offer	Vengar Temple of Oblivion	Unterinerk <Scroomcnerk>

- Quests have been added that can be accepted by Returned Daevas.

Faction	Quest name	Awarding NPC	Level
Elyos	Off to Mantor	Stephanie <Dispatch Leader>	Level 60~65
Asmodians	Off to Mantor	Lethanhia <Dispatch Leader>	

- A Great Invasion information quest has been added for level 20 characters for the regions of Verteron and Altgard.

Faction	Quest name	Awarding NPC information
Elyos	Investigation of the Great Invasion	Spatalos <Verteron Brigade General>
Asmodians	Invasion Investigations	Suthran <Brigade General>

- A quest has been added which allows you to obtain Battle Medals in Akaron.
 - Region quests can be obtained from the NPC who appears when a garrison in Akaron is conquered.


Faction	Region	Quest name
Elyos / Asmodians	Northern Operations Base / Northern Guard Post in Akaron	[Weekly] Attack in the North
		[Weekly] Defend the Northern Base
		[Weekly] Protect the Northern Base
	Western Operations Base / Western Guard Post in Akaron	[Weekly] Protect the Western Base
		[Weekly] Defend the Western Base
		[Weekly] Protect the Western Base

	Eastern Operations Base / Eastern Guard Post in Akaron	[Weekly] Defend the Eastern Base
		[Weekly] Attack in the East
		[Weekly] Protect the Eastern Base
	Southern Operations Base / Southern Guard Post in Akaron	[Weekly] Attack in the South
		[Weekly] Defend the Southern Base
		[Weekly] Protect the Southern Base
	Central Base in Akaron	[Weekly] Protect the Central Base

Quest changes

- The change to the difficulty rating of some instances means that some quest content has been changed and new quests have been added.
 - The relevant quests can be found and carried out in the environment and within instances.

Instance list		
Aturam Sky Fortress	Rentus Base	Rune Tribe Refuge
Tiamat's Fortress	Jormungand Bridge	

- The quests in the capital cities (Sanctum/Pandaemonium) have been made simpler.
 - Important quests needed to progress your character have been marked with .
 - Quests can be sorted into categories using the title. Example of an instance quest: [Instance/Coin/Group] The Shugo's Dress
- The content and conditions of repeatable legion mission quests have been changed.
 - The instance to complete as well as the level required to receive and complete the quest have been changed. Additionally, the number of repeats has also been changed.
- The changes to Stigma skills mean the Standard Stigma quests have been removed.
 - The Stigma slots open automatically when you complete mission quests and on reaching a certain character level.
 - Since there are no longer any Stigma Shards, these have been removed as items for quest rewards.
- The quests that led to Akaron and Kaldor now lead to Signia and Vengar.

Elyos quest name	Awarding NPC
A New Battlefield	Atmos
The Discovery of Kaldor	<Expedition Troop Governor>
Asmodian quest name	Awarding NPC
Dispatch to Akaron	Haldor
Dispatch to Kaldor	<Expedition Troop Governor>

- The markers for the quests "Ancient Cube" (Elyos) and "The Shinier The Better" (Asmodian) have been changed to intro quest markers.
- The quest completion path and some completion NPCs for the quest "Fake Stigma Stone" have been changed.

NPC change information	
Location of NPCs	"Chicorinerk" -> changed to "Koruchinerk"
Change to NPC	Random appearance -> Always standing at the

appearance method	harbour in Sanctum
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- The quest "[Weekly] How To Garden Aggressively" has been deleted as this can no longer be carried out because of the vanished regions.

Problem fixes

- Fixed an issue where primary quests for the Steel Wall Bastion could not be obtained.

Quest name	
Elyos	[Instance] South Gate Battle
Asmodians	[Instance] Fierce Battle

- Fixed an issue where the pathfinder for the "Draconute Weapon" quest wasn't working.
- When a character completed "Scouting the Mysterious Shipwreck" as an Elyos and Kailini was transformed, they were suddenly attack by the Lepharist Revolutionaries in the area. This problem has been fixed.
- Fixed an issue where the quest "[Alliance] Tiamat's Refuge" during the level 6 legion mission was not renewed in certain situations.
- Fixed an issue where the Ranger class couldn't complete quests available for completion because of deleted skills.
 - Elyos : The Ranger Preceptor's Task / Asmodian : The Ranger Preceptor's Test
- Fixed an issue where players killed Celestius in "The Secret of Taloc" and left the Taloc instance but the quest level was reset one level lower.
- Fixed an issue where Asmodians couldn't complete the quest "Chasing the Legend" in certain situations.

NPC

New NPCs

- The newly added Teleport NPCs in Elysea, Asmodae and Balaurea mean you can now travel to the new regions.

Faction	Region	Region by teleport	Teleport NPC
Elyos	Sanctum	Signia	Polyidus <Teleporter>
	Inggison		Naerti <Teleporter>
	Kaldor		Mudirunerk <Company Teleporter>
	Akaron		Topes <Teleporter>
	Signia	Sanctum	Verna <Teleporter>
		Inggison	
		Akaron	
		Kaldor	
Asmodians	Pandaemonium	Vengar	Doman <Teleporter>
	Gelkmaros		Benmor <Teleporter>
	Kaldor		Tobirunerk <Company Teleporter>
	Akaron		Sares <Teleporter>
	Vengar	Pandaemonium	Mirak <Teleporter>
		Gelkmaros	
		Akaron	
		Kaldor	

- A teleport option has been added between Signia/Vengar and the Abyss regions.

Faction	NPC information	Movement path
Elyos	Gainu <Abyss Teleporter>	New Start Legion Outpost -> Teminon Fortress
Asmodians	Peruso <Abyss Teleporter>	Oasis Temple -> Primum Fortress

- The removal of some regions has also led to some associations being removed.
 - Items that could previously be purchased with Wright's Tokens can now be purchased with Kinah or Battle Medals.
 - The tokens, coins and medals associated with the removed associations can be taken to a newly added NPC and exchanged for other medals.

Faction	Region	NPC	Name of the removed organisation	Former tokens/coins	New medals
Elyos	Signia (New Start Legion Headquarters)	Dolirunerk	Green Hat Alliance	Insignia of the Green Hat Alliance	Progress Token Radiant Token Fortuneers Token
			Orichalcum Key	Orichalcum Token	
			Crafting Guild	Wright's Token	
			Silverine Limited	Silverine Insignia	
Asmodians	Vengar (Temple of Oblivion)	Chairunerk	Green Hat Alliance	Insignia of the Green Hat Alliance	Ward Token Crusader Token Daemon Token
			The Circle	Circle Token	
			Crafting Guild	Wright's Token	
			Silverine Limited	Silverine Insignia	

- Beritra Invasion monsters appear in the new regions of Signia and Vengar.
- Conquest Offering monsters have been added to various locations in Inggison and Gelkmaros.
 - If these are killed, they can drop Conquest Boxes with Small Inggison Insignias.
- In the "Balaurea Offensive Corridor" within the "Refuge of Returnees", a path has been added that leads to the Mantor instance.
- Guardian NPCs have been added to some regions in Heiron.

Changes to NPCs

- In order to keep being able to access the instances for the removed regions, the entry NPCs have been relocated.

Instance	Before change	After change
Aturam Sky Fortress	Sarpan	Signia / Vengar
Rentus Base	Tiamaranta	
Tiamat's Fortress	Tiamaranta's Eye	
Tiamat's Shelter	Tiamaranta's Eye	
Jormungand Bridge	South Katalam	
Rune Tribe Refuge	South Katalam	
Steel Wall Bastion	South Katalam	Kaldor

- Some NPCs from the removed regions have been repositioned in new places.

NPC function	Elyos	Asmodians	Placement
Merchant for Kahrn's Insignias	Bovier	Tashu	Elyos: Signia - New Start Legion Attack Post Asmodians: Vengar - Temple of Sunset
Equipment Merchant for Ancient Coins	Mupinerk	Peltorinerk	Elyos: Signia - New Start Legion Outpost Asmodians: Vengar - Oasis Temple
Tiamaranta's Eye Treasure Chest Key	Rymus	Denald	
Merchant for Balaur Serum	Petiu	Sion	Elyos: Signia - New Start Legion Headquarters Asmodians: Vengar - Temple of Oblivion
Merchant for Gleaming Balaur Serum	Henria	Bizel	
Relic Merchant	Achin	Achin	Akaron Base (random location)
	Basion	Pukorinerk	Elyos: Signia - Attica Asmodians: Vengar - Velias
Abyss Armour Merchant	Magrun	Magrun	Akaron Base (random location)
	Beco	Mareka	Elyos: Signia - Kenoa Asmodians: Vengar - Mura
Battle Medal Armour Merchant	Nagrin	Nagrin	Akaron Base (random location)
	Behanus	Arif	Elyos: Signia - Deluan Asmodians: Vengar - Satyr
Fortress Emblem Merchant	Izisu	Avanik	Elyos: Akaron - Elger Expedition Camp Asmodians: Akaron - Helgund Patrol Outpost

- Special monsters appear at set times in Inggison and Gelkmaros.
 - If they are killed, they drop chests with Normal/Greater Insignias of Conquest.
- Shugo NPCs have been added for a teleport to make the journey between Inggison and Gelkmaros easier. These can each be used by both factions.

Region	NPC	Location
Inggison	Gadarunerkerk	Inggison Illusion Fortress
	Jerunerkerk	Dimaia Fountainhead
	Jerirunerkerk	Weeping Valley
	Tsubarunerkerk	Phanoe Valley
	Danirunerkerk	Angrief Wastes
Gelkmaros	Taserunerkerk	Gelkmaros Fortress
	Ujirunerkerk	Twilight Drana Farm
	Jinarunerkerk	Strigik Forest

	Suirunerk	Dragonrest
	Portarunerk	Dragonspine Rise

- The level of some monsters in Inggison (Hanarkand) and Gelkmaros (Twilight Drana Farm) has been increased to 65.
- Some Stigma Masters located inside the fortresses have been deleted.
- The Abyss Equipment Merchants in the Divine Fortress no longer appear.
- Some NPC information in North Kaldor and the Northern Outpost has been changed.
- Some Stigma function NPC titles and their locations have been changed.
- Some of the locations of Ishalgen NPCs have been changed.
- Elyos NPC locations and functions have been changed or added.

Status	NPC	Location	Function
Change	Hannet	Kyola Temple Entrance → Fire Temple Entrance	General Goods Merchant function deleted
Add	Pentera	Kyola Temple Entrance	General Goods Merchant

- Some of the skills used by the monsters in Eltnen have been changed.

Problem fixes

- Fixed an issue with "Rockhorn" failing to appear in Inggison.
- Fixed an issue where the "Baranath Ambusher Captain of the 45th Unit" appeared at the Artefact in the lower half of Reshanta.
- Fixed an issue with quest markers not being visible because of some NPCs.
- Fixed an issue with players being unable to teleport to their own regions using the Teleporters in Elian and Pernon.

Environment

- Part of the environmental graphics for Antriksha's Ascension Site has been changed.
- Part of the environmental graphics for Heiron has been changed.