

# AION

FREE-TO-PLAY

## Update 4.91v

### Battle of the Landing Sites



**Contents**


- Abyss..... 3
  - Landing Site Enhancements ..... 3
  - Miscellaneous..... 8
  - Instances..... 8
- Items..... 9
- UI ..... 12
- Quests..... 13
- NPCs..... 15
- Skills..... 15
- Character ..... 16
- Environment ..... 16
- Addendum Update 4.9v ..... 16

## Abyss

### Landing Site Enhancements

The Magos Landing Site and the Tokanu Landing Site can now be reinforced. You need to collect reinforcement points for reinforcement.

The points can be won by capturing fortresses and garrisons, raiding opposing landing sites and by carrying out quests.

- The quests are reset at 9 AM every Monday.
- However, the points and level status are not reset.
- The status can be checked in the specially equipped window. (  ) The following information can be viewed:



Landing Site Reinforcement Info

Landing Site Level

Level 1 vs Level 2

Current Landing Site reinforcements

| Reinforcement              | Level 1 Progress | Level 2 Progress |
|----------------------------|------------------|------------------|
| Fortress Conquest          | (100%)           | (0%)             |
| Governor's Protection      | (100%)           | (0%)             |
| Conquer the Artefact Base  | (0%)             | (0%)             |
| Garrison Conquest          | (0%)             | (0%)             |
| Monuments claimed          | (0%)             | (0%)             |
| Defence facilities claimed | (0%)             | (100%)           |
| Quest quota                | (0%)             | (0%)             |

Landing Site Reinforcement Bonus [Level 2]

- Contains all benefits of Level 1 Landing Sites
- Reinforcement Vice Captain appears and awards additional quests
- Consumable Item Distributor appears
- Krotan Refuge Invasion Corridor appears
- Miren Fortress Invasion Corridor appears
- [Elyos] Sanctum Corridor appears
- [Asmodian] Pandaemonium Corridor appears

Close

### Details about possible points to be gained:

| Category                                  | Reinforcement Point Gain   | Reinforcement Point Loss   |
|---|--|--|
| <b>Capturing Fortresses</b>               | After capturing fortresses in the Upper Abyss (Krotan, Kysis and Miren Fortress)   | After losing a captured fortress to an opposing faction or the Balaur.   |
| <b>Protect Fortress Commander</b>         | After capturing a fortress in the Upper Abyss, a Fortress Commander appears at your own Landing Site. He must be protected from attack by the opposing faction to receive points. Points can also be received by eliminating the opposing Fortress Commander on the opposing faction's Landing Site. | After losing your own fortress commander by an attack from the opposing faction. In this case, the points go over to the opposing faction.   |
| <b>Capture Artefact Garrisons</b>         | Upon capturing garrisons in the Upper Abyss (56th, 57th, 58th and 59th Garrison)   | If garrisons occupied by your own faction are lost to the Balaur or an opposing faction. If the garrison is occupied by an opposing faction, they will receive the points.                             |
| <b>Capture Garrison</b>                   | Upon capturing garrisons in the Upper Abyss (50th – 55th Garrison, 60th – 65th Garrison)   | If garrisons occupied by your own faction are lost to the Balaur or an opposing faction. If the garrison is occupied by an opposing faction, they will receive the points.                             |
| <b>Own and protect Monuments</b>          | At particular times a boss monster appears in the Upper Abyss. After defeating the boss monster with your own faction the victor receives points. In addition, a monument appears at your own monument. By defending the monument from the opposing faction, points are received.                    | If monuments are lost to the opposing faction or the boss monsters are not eliminated after they appear. If your own monument is destroyed by an opposing faction, the points are transferred to them. |
| <b>Own and protect Defence Facilities</b> | If defence facilities that appear in the Landing Sites in the Upper Abyss are kept.  | If defence facilities from your own faction are destroyed or taken by an opposing race. The points are then transferred onto the opposing faction.   |
| <b>Carry out Quests</b>                   | If quests from the Landing Sites in the Upper Abyss are completed, or particular weekly or PVP quests are completed.   | No deduction.  |

### The advantages of reinforced Landing Sites:

| Landing Site Level           | Reinforcement Advantages                            |   | Description   |
|------------------------------|---|---|---|
|                              | Elyos   | Asmodians   |   |
| <b>Level 1 (Standard)</b>    | Invasion Corridor of the Kysis Fortress             | Invasion Corridor of the Kysis Fortress             | A corridor that leads inside the fortress during occupation by an opposing faction (can be used 10 times) |
|                              | Signia Corridor                                     | Vengar Corridor                                     |   |
| <b>Additional advantages</b> | Invasion Corridor for the Krotan and Miren Fortress | Invasion Corridor for the Krotan and Miren Fortress | A corridor that leads inside the fortress during occupation by an opposing                                |

|   |   |  |  |
|---|---|--|--|
| <b>on the 2nd Level</b>                       |   |  | faction (can be used 10 times)   |
|   | Landing Site Reinforcement Support Troop                                    | Landing Site Reinforcement Support Troop                                     | Quest NPC, in which quests for the reinforcement points are accepted     |
|   | Basilios<br><Distributor>   | Lukana<br><Distributor>  |  |
|   | Nerissa<br><Distributor>  | Kuld<br><Distributor>  |  |
|   | Sanctum Corridor  | Pandaemonium Corridor  |  |
| <b>Additional advantages on the 3rd Level</b> | Magos Flight Energy   | Tokanu Flight Energy   | Increases the restoration of flight times                                |
|   | Damasko<br><Flux Merchant>  | Meinke<br><Flux Merchant>  |  |
|   | Ligia<br><Merchant for Special Productions>                                 | Luom<br><Merchant for Special Productions>                                   |  |
|   | Killika<br><Merchant for Special Productions>                               | Tibelda<br><Merchant for Special Productions>                                |  |
|   | Haorunerk<br><Consumable Item Distributor (Ancient Coins)>                  | Baorunerk<br><Consumable Item Distributor (Ancient Coins)>                   |  |
|   | Shushunerk<br><Special Crafting Merchant>                                   | Chasunerk<br><Special Crafting Merchant>                                     |  |
|   | Chabinerk<br><Material Merchant>  | Shuorinerk<br><Material Merchant>  |  |
|   | Naoshunerk<br><Merchant for Balic Designs>                                  | Maoshunerk<br><Merchant for Balic Designs>                                   |  |
|   | Inggison Corridor   | Gelkmaros Corridor   |  |
| <b>Additional advantages on the 4th Level</b> | Magos Life Energy   | Tokanu Life Energy   | Increases max. HP  |
|   | Magos-Landeplatz Verstärkung  | Tokanu-Landeplatz Verstärkung  | Quest NPC, in which the quests for reinforcement points can be accepted  |
|   | Magos Landing Site Reinforcement  | Tokanu Landing Site Reinforcement  | Holy items, crowns and goblets can be swapped for 150% effectivity       |
|   | Daorinerk<br><Relic Administrator>  | Laorunerk<br><Relic Administrator>   |  |
|   | Kaldor Corridor   | Kaldor Corridor  |  |
| <b>Additional advantages on the 5th Level</b> | Magos Combat Energy   | Tokanu Combat Energy   | Increases PvP Attack   |
|   | Jakus<br><Consumable Items Distributor (Insignia of Honour)>                | Edegar<br><Consumable Items Distributor (Insignia of Honour)>                |  |
|   | Torino<br><Entry Assistant of the Rune Shield Tower (Landing Site Level 5)> | Trestie<br><Entry Assistant of the Rune Shield Tower (Landing Site Level 5)> |  |
| <b>Additional advantages on the 6th Level</b> | Magos Landing Site Reinforcement  | Tokanu Landing Site Reinforcement  | Quest NPC, where the quests for the reinforcement points can be accepted |
|   | Damara<br><Equipment Merchant (Battle                                       | Baldart<br><Equipment Merchant (Battle                                       | Equipment for the Battle Medallion available. Can be                     |

|   |   |   |   |
|---|---|---|---|
|   | Medallion)>   | Medallion)>   | sold for 42% of the price.  |
|   | Oceanos<br><Entry Assistant for War Fortresses (Landing Site Level 6)>                  | Grendel<br><Entry assistant for War Fortresses (Landing Site Level 6)>                  | Entry Assistant for the hidden Krotan Corridor                            |
|   | Ombrios<br><Entry Assistant for War Fortresses (Landing Site Level 6)>                  | Dannan<br><Entry Assistant for War Fortresses (Landing Site Level 6)>                   | Entry Assistant for the hidden Kysis Corridor                             |
|   | Lapetus<br><Entry Assistant for War Fortresses (Landing Site Level 6)>                  | Bress<br><Entry Assistant for War Fortresses (Landing Site Level 6)>                    | Entry Assistant for the hidden Miren Corridor                             |
|   | Genoa<br><Entry Assistant for the Runadium (Landing Site Level 6)>                      | Ankona<br><Entry Assistant for the Runadium >   |   |
| <b>Additional advantages on the 7th Level</b> | Akilia<br><Senior DP Supplier>  | Adarald<br><Senior DP Supplier>   | Equipment can be charged with DP at lower costs than usual                |
|   | Rune Shield Tower, Rune Shield Tower (legendary) (additional entry available 4x a week) | Rune Shield Tower, Rune Shield Tower (legendary) (additional entry available 4x a week) | <b>The additional entry numbers are reset at 12 PM (CET) every Monday</b> |
|   | Rune Shield Tower, Rune Shield Tower (legendary) (additional entry available 4x a week) | Rune Shield Tower, Rune Shield Tower (legendary) (additional entry available 4x a week) |   |
|   | Milano<br><Entry Assistant for Katalamize (Landing Site Level 8)>                       | Raquir<br><Entry Assistant for Katalamize (Landing Site Level 8)>                       |   |
| <b>Additional advantages on the 8th Level</b> | Kallos<br><Elite Augmenter>   | Claudelle<br><Elite Augmenter>  | Equipment can be charged with DP at lower AP costs than usual             |
|   | Magos Landing Site Reinforcement  | Tokenu Landing Site Reinforcement   | Quest NPC, where the quests for the reinforcement points can be accepted  |
|   | Katalamize (additional entry available 2x week)   | Katalamize (additional entry available 2x week)   | <b>The additional entry numbers are reset at 12 PM (CET) every Monday</b> |
|   | Steel Wall Bastion (additional entry available 2x week)                                 | Steel Wall Bastion (additional entry available 2x week)                                 |   |
|   | Bronia<br><Entry Assistant of the Steel Wall Bastion (Landing Site Level 8)>            | Romy<br><Entry Assistant of the Steel Wall Bastion (Landing Site Level 8)>              |   |

- When a Landing Site has been reinforced, the following new quests can be accepted.
  - They can be accepted as soon as the preliminary quest ‘Reinforcement for the Magos Landing Site’ (Elyos) or the ‘Reinforcement for the Tokanu Landing Site’ (Asmodians) have been completed.

| Faction   | Landing Site Level | Quest Description  | Quest NPC  |
|-----------|--------------------|--|--|
| Elyos     | Level 2            | [Landing Site Level 2] Groundwork for conquering the three fortified islands   | Landing Site Support Soldier that appears at level 2 in the Magos Landing Site               |
|           |                    | [Landing Site Level 2] Groundwork for conquering the three fortified islands   |  |
|           |                    | [Landing Site Level 2] Groundwork for conquering the Artefact Garrisons        |  |
|           |                    | [Landing Site Level 2] Groundwork for conquering the Roah Garrisons            |  |
|           |                    | [Landing Site Level 2] Groundwork for conquering the Asteria Garrisons         |  |
|           | Level 4            | [Landing Site Level 4] Securing the Garrisons                                  | Landing Site Support Soldier that appears at level 4 in the Asteria Garrison                 |
|           |                    | [Landing Site Level 4] Security Threat   |  |
|           | Level 6            | [Landing Site Level 6] Destroy the Frost Crystals                              | Landing Site Support Soldier that appears at level 6 of the Three Fortified Islands Garrison |
|           |                    | [Landing Site Level 6] Destroy the Ice Quartz Crystals                         |  |
|           | Level 8            | [Landing Site Level 8] Obliterate the Troublemakers                            | Landing Site Support Soldier that appears at level 8 in the Artefact Garrison                |
| Asmodians | Level 2            | [Landing Site Level 2] Preparations for conquering the three fortified islands | Landing Site Support Soldier that appears at level 2 in the Magos Landing Site               |
|           |                    | [Landing Site Level 2] Plans for conquering the three fortified islands        |  |
|           |                    | [Landing Site Level 2] Preparations for conquering the Artefact Garrisons      |  |
|           |                    | [Landing Site Level 2] Preparations for conquering the Roah Garrisons          |  |
|           |                    | [Landing Site Level 2] Preparations for conquering the Asteria Garrisons       |  |
|           | Level 4            | [Landing Site Level 4] Securing the Garrisons                                  | Landing Site Support Soldier that appears at level 4 in the Asteria Garrison                 |
|           |                    | [Landing Site Level 4] Security Threat   |  |
|           | Level 6            | [Landing Site Level 6] Annihilate the Frost Crystals                           | Landing Site Support Soldier that appears at level 6 of the Three Fortified Islands Garrison |
|           |                    | [Landing Site Level 6] Annihilate the Ice Quartz Crystals                      |  |
|           | Level 8            | [Landing Site Level 8] Eliminate the Troublemakers                             | Landing Site Support Soldier that appears at level 8 in the Artefact Garrison                |

## Miscellaneous

- Due to the newly introduced reinforcements, the fortresses occupied by the corresponding factions (Krotan Refuge, Kysis and Miren Fortress) in the Upper Abyss as well as the artefact garrisons (56th, 57th, 58th and 59th Garrisons), have been reset and passed onto the Balaur.
- Some names of artefact garrisons in the Upper Abyss have been changed.

| Before        | After                               |
|---------------|-------------------------------------|
| 56th Garrison | 56th Garrison – Hellfire Array      |
| 57th Garrison | 57th Garrison – Flames of the Abyss |
| 58th Garrison | 58th Garrison - Flames of the Abyss |
| 59th Garrison | 59th Garrison - Flames of the Abyss |

- The recognition area of garrisons and particular objects in the artefact garrisons has been changed.
- The difficulty level for some monsters in artefact garrisons in the Upper Abyss has been reduced.

## Instances

- The ‘Hidden Krotan, Kysis and Miren Fortresses’ have been added.
  - The instances can be entered via the entry assistant for War Fortresses, which appears when your own faction has occupied the fortress and reinforced their landing site to a minimum **level of 6**.
  - Each instance shares its possible number of entries into the instance with the normal Krotan, Kysis and Miren Fortresses.
  - In comparison to the normal counterparts, better items can be looted in the War Fortresses.
- The difficulty level of some instance bosses has been reduced.
  - The boss monsters Dynatum Prototype (Rune Shield Tower), Brigade General of the 40th Army Sita and Guard Leader Achradim (Sauro War Depot) as well as Furious Grendal the Witch can be fought again. The time attack is also reset after another kill attempt.
- An error, in which Hyperions Protective Shield in Katalamize did not disintegrate, despite destroying all Id-Energy Shield Generators, has been fixed.
- The entrance as well as the position of the NPCs for the Steel Rake and the Steel Rake Cabin has been changed.
  - The quest for both instances can be accepted and completed at the newly positioned NPC’s.
  - The NPCs are now positioned on the normal as well as the beginner server in Heiron (Elyos) and Beluslan (Asmodians).
- An error that sporadically caused skills not to be activated when getting up onto the 1<sup>st</sup> drone in the Aturam Sky Fortress, has been fixed.
- The names of the key items from the ‘Krotan, Kysis and Miren War Fortresses’ as well as the ‘Hidden Krotan, Kysis and Miren War Fortress’ have been changed.
- The following instances do not share the number of possible entries anymore:
  - Rune Shield Tower and Rune Shield Tower (Heroic): previously 4x collectively, now 4x for each instance



- Runadium and Runadium (Heroic): previously 4x collectively, now 4x for each instance
- In instances with previously set rewards it now isn't possible to carry on playing in the instance if it has already been completed with Rank F, depending on the points received and the time it is carried out in.
- The entry times and entry numbers for the Battlefield of Kamar have been adjusted accordingly:
  - The entry times are now Tuesdays and Thursdays from 6-7 PM and Saturdays and Sundays from 5-7 PM.
  - Resetting the number of entries for Gold Pack users is available daily on the days that the Battlefield of Kamar is available.
  - Resetting the number of entries for Starters is always on Wednesdays and Saturdays.

| Entry Time (Day, Time) | Number of Entries Goldpack | Number of Entries Starters |
|------------------------|----------------------------|----------------------------|
| Thursday – 6-7 PM      | 2                          | 2                          |
| Saturday – 5-7 PM      | 2                          |                            |
| Sunday – 5-7 PM        | 2                          | 2                          |
| Tuesday – 6-7 PM       | 2                          |                            |

## Items

- The drop rate of Ancient Coins in the boxes set up in the Rune Tribe Refuge and in Cursed Argent Manor has been increased.
- The maximum upgrade level of jewellery items (headdresses, necklaces, earrings, rings and belts) has been increased from level 5 to limitless.
- The chance of successfully upgrading jewellery items has been slightly increased.
- Changes have been made to the attribute increase for jewellery upgrades.
  - When upgrading headdresses, necklaces and earrings, the attribute PvP changes now as follows:

| Distribution | Before | Now          |
|--------------|--------|--------------|
| + 0 - 1      | 0,20%  | <b>0,50%</b> |
| + 1 - 4      | 0,50%  | <b>0,50%</b> |
| From +5      | 0,8%   | <b>0,50%</b> |

- When upgrading rings and belts, the attribute PvP defence now changes as follows:

| Distribution | Before | Now          |
|--------------|--------|--------------|
| + 0 ~ 1      | 0,30%  | <b>0,70%</b> |
| + 1 ~ 4      | 0,60%  | <b>0,70%</b> |
| From +5      | 1,0%   | <b>0,70%</b> |

- An effect has been added, which is displayed when weapons or shields have been upgraded to higher than +5 through upgrade serums.



- If non-tradeable and upgradeable items are successfully upgraded onto a level of +10, the item receives an additional packaging possibility.
- Jewellery items of the 36th unit have been added.
  - They can be received via specific quests and the 'Ancient Treasure Box' in the hidden War Fortresses.
  - When wearing jewellery items from the 36th unit in discontinued sets, a set bonus is activated.
  - The items can be received in the following instances:

| Instances   | Items that are received with a certain probability                            |
|---|---|
| Hidden Kysis War Fortress<br>*Entry possible from Landing Site Level 6  | Corundum Necklace of the 36th Unit or the Turquoise Necklace of the 36th Unit |
| Hidden Krotan War Fortress<br>*Entry possible from Landing Site Level 6 | Corundum Earring of the 36th Unit or the Turquoise Earring of the 36th Unit   |
| Hidden Miren War Fortress<br>*Entry possible from Landing Site Level 6  | Corundum Ring of the 36th Unit or the Turquoise Ring of the 36th Unit         |

- A particular item is received if you defeat the Protector in the Upper Abyss via a quest. When 10 units of the item are collected, they can be exchanged for the Belt of the 36th Unit.

| Faction   | Quest Name                  | Reward   |
|-----------|-----------------------------|--|
| Elyos     | Gift from the Freedom Wings | Choice between Leather Belt of the 36th Unit and the Sash of the 36 <sup>th</sup> Unit |
| Asmodians | Gift from the Chaos Envoys  | Choice between Leather Belt of the 36th Unit and the Sash of the 36 <sup>th</sup> Unit |

- A new weapon series has been added (items from the special mission).
  - The new weapons can be purchased from the following NPCs with Battle Medallions and Insignias of Honour.

| Elyos   | Asmodians   |
|---|---|
| Akillios<br><Weapon Merchant (Insignias of Honour)> | Ludwig<br><Weapon Merchant (Insignias of Honour)> |

- They can also be received through the equipment blessing of 'Weapon of strife'
- Items that can only be used in Battlefield instances, cannot be destroyed anymore.
- Items that can only be used in some instances, can now not be traded between players or stored in warehouses.

| Instances  |
|--|
| Steel Wall Bastion                                 |
| Krotan War Fortress/<br>Hidden Krotan War Fortress |
| Kysis War Fortress /<br>Hidden Kysis War Fortress  |
| Miren War Fortress /<br>Hidden Miren War Fortress  |

- Old skill books cannot be traded or stored anymore.
- The description of the 'Key of Challenge' now includes the note that it automatically disappears 7 days after receipt.
- The sale price for the bundle from the Steel Rake and the Steel Rake Cabin has been reduced.

## UI

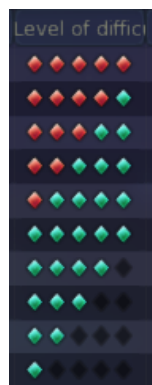
- Displayed icons in the interface have been reordered and an icon has been added for the 'Information about the Landing Site Reinforcement' menu.



- A lock symbol has been added to the Transparent Map. This means you can check whether the Transparent Map is fixed or not.
- The lock symbol for the quest note window is displayed permanently now.
- In the instance information window, a display showing the difficulty level of instances has been added.



- Every instance now has 10 difficulty levels.
  - Difficulty levels 1 to 5 are displayed in blue.
  - Difficulty levels 6 to 10 are displayed in red.
  - Battlefield instances do not have difficulty levels.



- Skills can be found more easily in the quick bar now.
  - Click on a skill in the Skill Window and the skill will light up in the quick bar.
  - If you use a hotkey, a click effect is added in the corresponding quick bar slot.

## Quests

- The respawn times of the monsters in the garrison quests in the Upper Abyss have been reduced.
- In the weekly and battlefield quest '[Emergency Command] Captain's Request', points have been added for the Landing Site reinforcement and the quest reward has been changed.
  - Instead of the previously received 1x 'Powerful Bundle of Battle Medals', you now receive 2x Insignias of Honour.
- In the newly added Hidden Krotan, Kysis and Miren War Fortresses, as well as in the normal Krotan, Kysis and Miren War Fortresses, the following quests can be carried out:

| Faction   | Instance  | Quest Name              | Quest NPC   |
|-----------|---|-------------------------|---|
| Elyos     | Krotan War Fortress<br>Hidden Krotan War Fortress | Defeat the Krotan Lord  | Dirandera<br><Administrator of the Krotan War Fortress> |
|           | Kysis War Fortress<br>Hidden Kysis War Fortress   | Defeat the Kysis Duke   | Paean<br><Administrator of the Kysis War Fortress>      |
|           | Miren War Fortress<br>Hidden Miren War Fortress   | Defeat the Miren Prince | Poeas<br><Administrator of the Miren War Fortress>      |
| Asmodians | Krotan War Fortress<br>Hidden Krotan War Fortress | Defeat the Krotan Lord  | Lashik<br><Administrator of the Krotan War Fortress >   |
|           | Kysis War Fortress<br>Hidden Kysis War Fortress   | Defeat the Kysis Duke   | Eraugea<br><Administrator of the Kysis-War Fortress >   |
|           | Miren War Fortress<br>Hidden Miren War Fortress   | Defeat the Miren Prince | Herder<br><Administrator of the Miren War Fortress>     |

- New quests have been added, which can be carried out in the instances 'Mantor', 'Rune Tribe Refuge' and 'Jormungand Bridge'.

| Faction | Instances         | Quest Name              | Quest NPC |
|---------|-------------------|-------------------------|-----------|
| Elyos   | Mantor            | Plundered Rune Treasure | Aviso     |
|         | Jormungand Bridge | Stolen Rune Treasure    | Theano    |
|         | Rune Tribe Refuge | Purloined Rune Treasure | Alkatron  |

|           |                   |                      |           |
|-----------|-------------------|----------------------|-----------|
| Asmodians | Mantor            | Plundered Rune Relic | Procura   |
|           | Jormungand Bridge | Stolen Rune Relic    | Rohellein |
|           | Rune Tribe Refuge | Purloined Rune Relic | Dintanum  |

- An error in which hunting areas were not displayed correctly on the map under certain conditions after activating the quest help 'A Sage's Gift' (Elyos) and 'Making the Daevanian Weapon' (Asmodian), has been fixed.
- An error in which the Asmodian quests 'A Heartfelt Confession' and 'Heart in Love' could not be carried out, has been fixed.
- In some quests the icy materials were used. This error has been fixed.
- Particular quests in the Upper Abyss can now be carried out in alliances.

| Faction   | Quest Name  |
|-----------|---|
| Elyos     | [Emergency Command] Capture Krotan Refuge             |
|           | [Emergency Command] Capture Miren Fortress            |
|           | [Emergency Command] Capture Kysis Fortress            |
|           | [Emergency Command] Protect the Magos Landing Site    |
|           | [Emergency Command] Attack on the Tokanu Landing Site |
| Asmodians | [Emergency Command] Capture Krotan Refuge             |
|           | [Emergency Command] Capture Miren Fortress            |
|           | [Emergency Command] Capture Kysis Fortress            |
|           | [Emergency Command] Protect the Tokan Landing Site    |
|           | [Emergency Command] Attack on the Magos Landing Site  |

- The quest descriptions of the Elyos quests 'Speaking Balaur' and 'Fragment of Memory 2', which can be carried out in the Upper Abyss, have been changed.
- An error in which it wasn't possible to continue carrying out the Elyos quest 'Ruins of Roah', after the 'Take the stone plate from the Ruins of Roah to Calon' step, has been fixed.
- An error in which continuing the Elyos quest '[Group] RM-114c' after the 'Collect cell from RM-114c' step wasn't possible, has been fixed.
- An error in which continuing the Elyos quest 'New Wings' after the 'Find Raithor' step, wasn't possible, has been fixed.
- The Elyos quest 'The place that cannot be found on any map' has been renamed to 'The Engineering Union Craftsmen of the Tigraki Workshop'. In addition, Guuminerk <Tigraki Workshop Merchant> and Muirunerk <Great Elyos Designer> must be found during the course of the quest, instead of Agemonerk <Tigraki Workshop> and Jarumonerk <Reshanta Branch Chief>.

- The quest rewards in the Garrisons of the Upper Abyss have been changed.

| Distribution | Quest   | Reward                |
|--------------|---|-----------------------|
| Elyos        | [Weekly] Defend the 50th Garrison and 15 other quests | 6x Battle Medallion   |
|              |   | 1x Insignia of Honour |
|              | [Weekly] Defend the 50th Garrison and 15 other quests | 4x Battle Medallion   |
|              |   | 1x Insignia of Honour |
| Asmodians    | [Weekly] Defend the 50th Garrison and 15 other quests | 6x Battle Medallion   |
|              |   | 1x Insignia of Honour |
|              | [Weekly] Defend the 50th Garrison and 15 other quests | 4x Battle Medallion   |
|              |   | 1x Insignia of Honour |

- An error in which you were teleported to the wrong position while carrying out the Elyos quest 'An important Choice', has been fixed.
- An error in which quest items were dropped by the wrong monsters while carrying out the Elyos quest 'Ferenna's Test', has been fixed.
- When carrying out the Asmodian quest 'Aetherfield Stones', you do not need to speak to the spawned Archon warrior anymore.
- An error in which the quest items for the Elyos quest 'The Ripe Stuff' and the Asmodian quest 'A Fruitful Endeavor' could not be collected, has been fixed.
- An error in which the NPC for continuing the Asmodian quests 'Caryatid of Abyss' and 'A document in Balaur Language' was missing, has been fixed.
- The descriptions of the steps of the Asmodian '[Spy] The Space-Time Rift in Vengar' quest have been corrected.

## NPCs

- An error in which the Balaur monsters in the 65th garrison of the Upper Abyss did not appear, has been fixed.
- An error in which some NPCs in Inggison were positioned in the sky, has been fixed.
- An error in which teleporting to a seized artefact was not possible through the teleportation installation in Kaldor in certain circumstances, has been fixed.

## Skills

- An error in which the wrong tooltip contents was displayed for the Bard skill 'Harmony of Wind', has been fixed.
- An error in which a character did not suffer fall damage during free fall caused by the 'Capture' skill, has been fixed.
- An error in which the macro registered skill 'Hit Mantra' was not applied correctly under certain conditions, has been fixed.

- An effect has been added to the skill upgrade 'Word of Life' levels 1 and 2, which increases HP restoration.
- An error in which the Spiritmaster skill description 'Wing Root' was displayed at unnecessary intervals, has been fixed.

## Character

- In Sanctum, Pandaemonium and in the Abyss, Bots can now be reported

## Environment

- An error in which Kisks could not be set up in the neutral zones in Kaldor has been fixed.

## Addendum Update 4.9v

### Quest

- Collectible items of the level 65 Daevanion quest 'Here's To Life!' are now set up correctly in the Sauro War Depot.

### Items

- The prices of equipment that can be purchased with Ceranium Medals Coins, have been reduced.
- The drop rate of mythical jewellery items at Brigade General of the 40<sup>th</sup> Army Sita's and Guard Leader Achradim's in the Sauro War Depot, has been increased.
- Bosses in the Runadium and the Rune Shield Tower now also drop mythical jewellery items and Stigma Bundles.
- The drop rate of design items for an equipment blessing for bosses in the Runadium (heroic) and the Rune Shield Tower (heroic) has been increased. In addition, the Ballasite Supply Box is now also dropped there.

### NPC

- When the protector monster appears in the Upper Abyss, a notification is now shown in the middle of the screen.
- An error in which some NPCs in Inggison were positioned in the air, has been fixed.

### UI

- A window for important notifications has been added. Important information is displayed in it whilst playing.



