AION
FREE-TO-PLAY

Update 4.9
## 'Omen of Change'

Contents

Abyss

In response to the Balaur Legions' movements in the Upper Abyss, the Elyos and Asmodians have constructed new landing sites and advanced their fortifications to carry out offensive strikes against the Balaur.

The Elyos Wings of Freedom Legion and the Asmodian Harbingers of Chaos legion both follow one and the same goal: preventing the Ereshkigal legion's advancement by any means possible. Nevertheless, both legions continue to inevitably clash and fight one another.

<Stormy Isles>
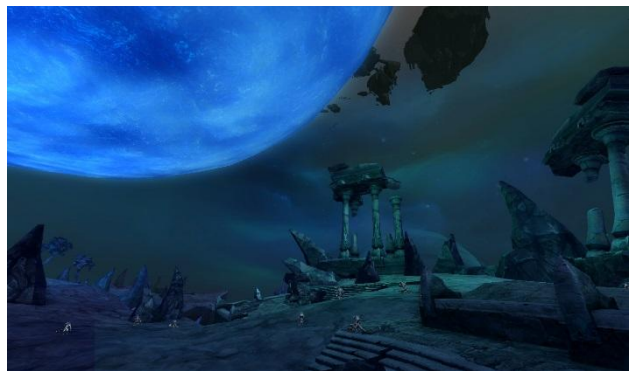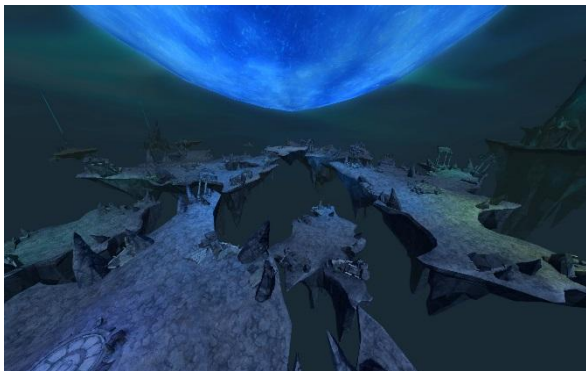
The impact of the massive shock waves has caused new islands to form. The Governors' of both Elyos and Asmodian have sent scouts out to investigate the newly formed islands. Upon their return, the scouts reported that a giant Balaur army was in the process of seizing the area. Due to the islands' strategically vital location, both factions are now trying to beat the Balaur to it and seize the islands for themselves.

- New landing sites have been added to the Upper Abyss. They can be reached via Teleporters in Signia and Vengar.

Faction	Description	Area
Elyos	Magos Landing Site	Signia <Magos Landing Site Teleporter>
Asmodians	Tokanu Landing Site	Vengar <Tokanu Landing Site Teleporter>

Magos Landing Site	Tokanu Landing Site
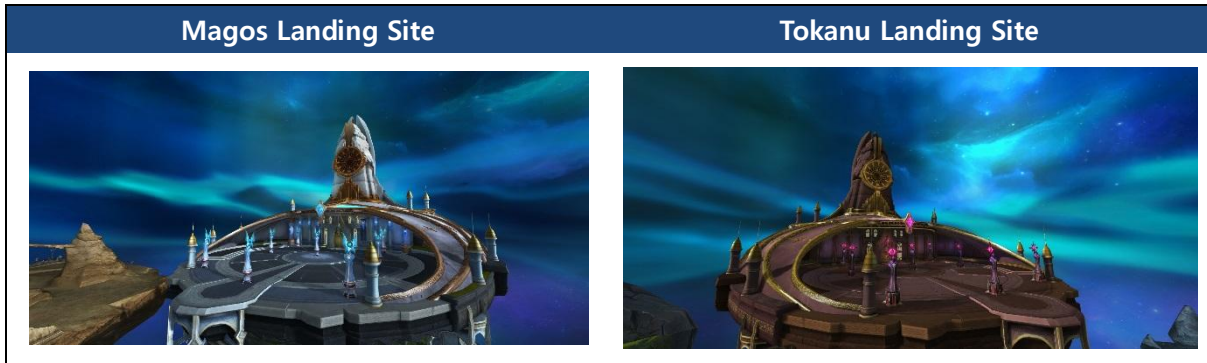
- The Eye of Reshanta and the Divine Fortress have been sealed off and cannot be entered anymore.
- In the Upper Abyss, the Roah and the Asteria Fortress have been destroyed. Therefore Fortress battles will not be taking place here anymore.
- In the Upper Abyss, 12 new garrisons and 4 artefact outposts have been added.

Description	Type	Location	Seized by
50th – 55th Garrison	Simple Garrison	In the middle of the Upper Abyss	Ereshkigal Legion
56th – 59th Garrison	Artefact Garrison	In the middle of the Upper Abyss	Ereshkigal Legion
60th – 65th Garrison	Simple Garrison	Outside the Upper Abyss	Beritra Legion

- The collectibles from the Upper Abyss have been changed.

Before	Now
Burning Vortex, Adamantium, Platinum, Shining Vortex	Ancient Aether, Chaos Aether

- In the Lower Abyss, the Stormy Isles have been added. Elite monsters are there from level 46.
- In some areas of the abyss, using 'Return' isn't possible anymore.

Instances

The 2nd Aetherfield Path has been revealed.

> Even Sarpan has not been spared by the great invasion. The Drakan sorcerer Zadra was in the Argent Manor at the time and could sense the great danger ahead. He tried to put the sealed Argent Manor into a place beyond time and space. However, while he was trying to put the spell on it to protect it, the Manor was hit by a mighty blast and Zadra lost consciousness.
>
> When he regained consciousness, he had lost some of his memory and wasn't sure what he was trying to do anymore.
>
> At the same time the Elyos and Asmodians are trying to infiltrate Argent Manor by using the new Aetherfield Pieces and are trying to seize the Manor's research material for themselves.
>
> - The entry NPCs of the 'Cursed Argent Manor' instance are in the corresponding legion villages of Signia/Vengar.
> - The Aetherfield Piece can be received as a reward for completing corresponding quests. There is also a small chance of looting it by hunting monsters in Akaron,

Kaldor, Signia and Vengar.

Instance	Max. Number of Characters	From Level	Entry Item	Reset Time	Number of Entries
Cursed Argent Manor	1	65	Aetherfield Piece	Every Wednesday at 9 AM	7x a week (Gold Pack) 3x a week (Starter)

- The fortress instances from the Upper Abyss for level 40 characters have been moved to the 'Lower Abyss' and have been renamed 'chambers'.
  - o Regardless of the status of the fortress or conquering faction, all characters from level 40 can enter the fortress instance in the given time.
  - o The corresponding chambers can be entered from 9 AM (CET) on the respective day. The entrance stays open for 1 day.

Instance	Before	Entry Conditions	Max. Number of Characters	From Level	Number of Entries
Krotan Chamber	Krotan Refuge	Mon, Thu, Sun From 9AM (CET) for 24 hours	6	40	1x on the given week day
Kysis Chamber	Kysis Fortress	Tue, Fri, Sun From 9AM (CET) for 24 hours			
Miren Chamber	Miren Fortress	Wed, Sat, Sun From 9AM (CET) for 24 hours			
Asteria Chamber	Asteria Chamber	Tue, Thu, Sat, Sun From 9AM (CET) for 24 hours 24 hours			

Chamber of Roah	Chamber of Roah	Mon, Wed, Fri, Sun From 9AM (CET) for 24 hours			

- The legion instances (Krotan Legion Fortress, Kysis Legion Fortress and Miren Legion Fortress) in the Upper Abyss cannot be entered anymore.
- The Azoturan Fortress and the Indratu Fortress cannot be entered unlimited times anymore and instead can only be entered 5 times a day (Gold Pack) and two times a day as a Starter.
- When using the 'Suspicious Cannon' in the Gun Repair Deck of the Steel Rose, a selection window now appears.
- 'Noble Water Shield' can now not be used in any instances anymore.
- After leaving the Draupnir Cave, characters are now placed back at the exit again.
- 'Veille's/Mastarius' Energy' reinforcement is now removed upon entering the battlefield instances.
- Some skills that are used by the companion of the 'Element Master Sheath' in the Theobomos Lab have been changed.

Error Corrections

- An error that made the 'Ruler of Darkness' skill effect in Makarna not work properly, has been fixed.
- An error that made re-entering Mantor through a particular entrance impossible has been fixed.
- An error, in which characters could not get up into the air at the Rune Shield Tower and the Rune Shield Tower (heroic), has been fixed.
- An error in which the last boss monster at the 'Jormungand Bridge' could be eliminated several times has been fixed.
- An error has been fixed in which characters could not talk to the entry NPC at the Beshmundir Temple anymore when they were transformed.
- An error has been fixed in which particular characters were not situated in front of the entry NPC after exiting the 'Dredgion', the 'Chantra Dredgion' and the 'Sadha Dredgion'.
- An error that led to characters not being able to go any further when using the 'Suspicious Cannon' on the Gun Repair Deck in the Steel Rake, has been fixed.
- An error in which the 'Drana Barricade' in the 'Poeta of Darkness' was not hit by close combat attacks, has been fixed.
- An error in which soul sickness sometimes didn't disappear when characters were revived with 'Deed to House' on the beginner's or the instance server, has been fixed.

Fortress Battles

- The 'Corridor of Heroic Deeds' has been added for entering Pangaea.
  - Characters can enter the battle for Pangaea through the new corridor, regardless of their rank, as long as the number of Pangaea participants via the standard advance corridors (for 'Governors', 'Officers and higher' and 'Top 100') is still under 100 at the start of the Fortress battle.
  - The new corridor appears at the same place as the other advance corridors, which is five minutes after the Pangaea Fortress Battle starts. It disappears after a further 5 minutes.
- The advance corridors' opening times for 'Governors', 'Officers and higher' and for 'Top 100' have been reduced from 10 to 5 minutes.
- A few additional Balaur monsters have been set up in the Pangaea area.
- Fixed the problem where external areas could be reached during the waiting time after entering Pangaea.
- An error, in which garrisons in Pangaea could not be conquered under certain circumstances, has been fixed.
- The HP of defence weapons in Antriksha's Ascension Site has been increased.
- The boosting effect values for the faction with a comparatively low number of Fortress conquests have been raised considerably.
- The fortress battle times have been changed as follows:

New Fortress Battle Times

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
6-7 PM (CET)	Sulphur Fortress	Siel's Eastern/Western Fortress	Sulphur Fortress	Siel's Eastern/Western Fortress	Siel's Eastern/Western Fortress Sulphur Fortress	Siel's Eastern/Western Fortress Sulphur Fortress	Siel's Eastern/Western Fortress Sulphur Fortress
9-10 PM (CET)	Krotan Refuge Miren- /Kysis-Fortress	Gelkmaros Inggison	Krotan Refuge Miren- /Kysis-Fortress	Gelkmaros Inggison	Krotan Refuge Miren-/Kysis-Fortress	Pangaea	Anoha Fortress

- The Brigade General now receives a pendant as a reward for successfully defending the Krotan Refuge and the Miren and Kysis Fortresses.
  - o With this item the Brigade General can accept a quest that is only open to Legion Brigade Generals and that summons a protector monster into the vicinity of the corresponding Fortress.
  - o The items are: the Krotan Pendant for summoning the Krotan Protector, the Kysis Pendant for summoning the Kysis Protector, the Miren Pendant for summoning the Miren Protector.
  - o The following old rewards have been removed: the Gold Rings from the corresponding Fortresses (e.g. Gold Ring of the Krotan Refuge (7 days)) as well as the corresponding Fortress reward chests (e.g. the Krotan Refuge Reward Chest).

PvP

- The number of exit points for the fissures in Eltnen, Morheim, Heiron and Beluslan has been increased. They now appear randomly within the extended area.
- An error in which the effect of the artefact skill 'Soul Destruction' in Kaldor was applied incorrectly, has been fixed.

Items

- The equipment evolution after reaching the maximum enchantment level has been removed.
  - o With Kinah and the 'All-Powerful Enchantment Stone' more enchantments can be

carried out, an evolution isn't necessary for this anymore.

- o The required amount of Kinah is calculated according to the class and the current enchantment level of the item.
- o For items that have already had an evolution, there will be no Kinah costs for the enchantment, until an enchantment fails.
- o Once the maximum enchantment level is reached, the required amount of Kinah for the next level will be shown in the UI window.

Enchantment Window after the previous max. Enchantment

- The items 'Evolution Aid' and 'Evolution Stone' cannot be used anymore. The Evolution Aid also cannot be purchased from the General Goods Merchant anymore and the Evolution Stone cannot be looted from monsters.
- When enchanting equipment with an 'All-Powerful Enchantment Stone', further advantages have been added.
  - o When attempting to enchant weapons and armour from level +11 up to the maximum enchantment level, the current level will only be reset by one if it fails.
    - o Exception: after exceeding the maximum enchantment level, the level will be put back onto maximum enchantment level instead of being decreased by one level if the enchantment fails.
    - o If enchanting items from the Fire Dragon King fails, the equipment is destroyed.
  - o If enchantment of the 'All-Powerful Enchantment Stone' is successful there is an increased chance of upgrading the enchantment level (up to reaching the maximum level) by +2 and +3.
- Attack and magic boost have been added as attributes for enchanting armour items. The HP value for enchantment has also been increased.
- When enchanting weapons and armour from +21, the enchantment values are doubled.

Item	Enchantment Level +1 to +20 Additional Attribute Value per Enchantment	Enchantment Level from +21 Additional Attribute Value per Enchantment
Dagger	Attack+2	Attack+4
Jerkin	HP +22 Phys. Defence +4 Crit. Hit Resistance +4 Magical Defence +3 Attack +1 Magic Boost +4	HP +44 Phys. Defence +8 Crit. Hit Resistance +8 Magical Defence +6 Attack +2 Magic Boost +8

- When enchanting shields from level +21, HP, phys. Defence and magic suppression are additionally added.

Item	Enchantment Level from +1 to +10 Additional Attribute Value per Enchantment	Enchantment Level from +11 to +20 Additional Attribute Value per Enchantment	Enchantment Level from +21 Additional Attribute Value per Enchantment
Shield	Damage Reduction +2%	Block +30	HP +100 Phys. Defence +50 Magic Suppression +20

- Items on which an evolution couldn't be carried out anymore can now be enchanted without any limitations.
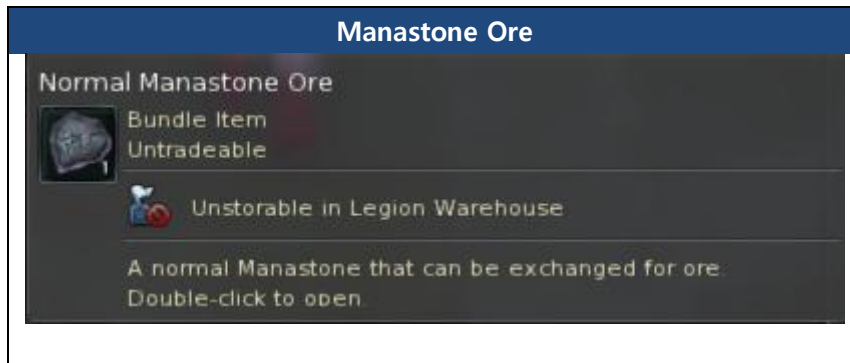- New feather trinket items have been added.

Elyos	Asmodians
[Elyos] Kaisinel's Feather: Crit. Hit	[Asmodians] Marchutan's Feather: Crit. Hit
[Elyos] Kaisinel's Feather: Mag.	[Asmodians] Marchutan's Feather:

Precision	Mag. Precision

- o The new feather trinkets can be purchased from the Feather Trinket Modifier in Sanctum or Pandaemonium. There is also a small chance of looting them in some instances.
- o In the 'Box of Feathers of the Lord', two new feather trinket types have been added.
- o The values are divided onto levels as follows:

Item	Values	Description
Kaisinel's / Marchutan's Feather: Crit. Hit	Crit. Hit +3	Per upgrade +12 Crit. Hit and +150 max. HP From upgrade level +5 there is a certain chance of additional crit. hits being added.
Kaisinel's / Marchutan's Feather: Mag. Precision	Mag. Precision +2	Per upgrade +8 Mag. Precision and +150 max. HP From upgrade level +5 there is a certain chance of additional magical precision being added.

- Fabled Jewellery Equipment under level 50 can now be upgraded.
  - o Like normal jewellery items, the upgrade can be carried out up to +5.
- New regenerating Manastones have been added.
  - o The new Manastones can be received by Boss Monsters in the Upper Abyss and in the Fortress instance that is unlocked after a conquest.
- Normal/rare Manastones that are looted through monster drops have been replaced with 'Manastone Ore'.
  - o During monster drops, 'Manastone Ore' is dropped according to the corresponding level. You can use ore to receive normal/rare Manastones in two different ways.
    - o When dismantling 'Manastone Ore', random normal/rare Manastones can be received.

Manastone Ore

Normal Manastone Ore
Bundle Item
Untradeable

Unstorable in Legion Warehouse

A normal Manastone that can be exchanged for ore.
Double-click to open

o The 'Manastone Ore' can be collected and swapped for normal/rare Manastones at the Manastone Exchange Merchant's.

Faction	Area	Manastone Exchange Merchant	Manastone Ore
Elyos	Poeta	Karsia	Exchanging Lesser Manastones
	Verteron	Desari	Exchanging Small Manastones
	Eltnen	Permu	Exchanging Medium Manastones
	Heiron	Pontero	Exchanging Large Manastones
	Theobomos	Komersio	Exchanging Mighty Manastones
	Inggison	Dormire	Exchanging Noble Manastones
	Signia	Domio	Exchanging First Class Manastones
Asmodians	Ishalgen	Lentae	Exchanging Lesser Manastones
	Altgard	Iskam	Exchanging Small

			Manastones
	Morheim	Troka	Exchanging Medium Manastones
	Beluslan	Kartis	Exchanging Large Manastones
	Brusthonin	Skam	Exchanging Mighty Manastones
	Gelkmaros	Ahget	Exchanging Noble Manastones
	Vengar	Shillapen	Exchanging First Class Manastones

- Return Scrolls have been added, that take the character to the Base Landing Site in the Upper Abyss.
  - The Return Scrolls can be purchased from the <Commodity Merchant> in the 57th garrison using Battle Medallions.

Faction	Commodity Merchant	Sales List
Elyos	Apaios	Return Scroll to Magos
Asmodians	Adar	Return Scroll to Tokanu

- New items have been added that can be purchased with 'Battle Medallions' and 'Badges of Pride' in Magos/Tokanu.
  - Badges of Pride can be looted through quests in the new garrisons or in the instance that is unlocked after the corresponding Fortress is conquered.
- Existing equipment that was purchased with 'Battle Medallions' can be blessed by using further 'Battle Medallions' or 'Badges of Pride'.
- New headdress items and wings can be looted from new the Boss Monster in the Upper Abyss.

Items
Diflonax Hairpin
Diflodox Wings

- Some potions and scrolls have been simplified.
  - To be able to recognise the simplified items, their names have been changed.
  - They now have 'icy' in their name and cannot be received by monster drops, as bag items, by crafting or morphing or as a quest reward from an NPC anymore.

Before	Now
Small Life Potion	Icy Small Life Potion
Lesser Life Potion	Icy Lesser Life Potion
Large Life Potion	Icy Large Life Potion
Major Life Potion	Icy Major Life Potion

  - Some items have been replaced by with new ones:

Before	Now
Normal Life Potion	Life Potion
Mighty Life Potion	Major Life Potion
First Class Life Potion	Fine Life Potion

- For some equipment items that can be purchased with Ceranium Coins, the speed value has been increased from 21% to 22%.
- The following types of coins for Elyos/Asmodians cannot be sold at the merchants' anymore:
  - Iron Coin, Bronze Coin, Silver Coin, Gold Coin, Platinum Coin, Mithril Coin, Ceranium Coin
- The amount of 'Ancient Relics' that can be looted in the 'Sealed Hall of Knowledge' has been increased.
- Defeated monsters (incl. Treasure Chests) that do not leave any items behind do not disappear straight away anymore.
  - However, in the case of a group/alliance all remains continue to stay present.
- The name 'Returning Stone of Refuge' has been changed.

Before	Now
Returning Stone of Refuge – 30 days	Returning Stone of Refuge

- The remaining time for the 'Returning Stone of Refuge' now matches with the time of character inactivity.
- A set effect has been added to the equipment pieces of the Elite Archon Governor and the Archon General Executor.
- The corresponding entry scrolls for the underground Fortresses in the Upper Abyss can now be used for the chambers in the Lower Abyss.
- Some of the Balaur Guard rewards in the Lower Abyss have been adjusted according to level change.
- Material items and collectibles have been simplified.
  o The previously varying values of materials have been removed. Only one variation is used now.
  o So that simplified items can be distinguished, the normal materials have been renamed to 'Icy'.
  o The previously varying materials cannot be received through monster drops, as bag items, through crafting/transformation or from NPCs anymore.
- The elements of the corresponding reward chests in 'Cursed Argent Manor' have been partially changed.
  o From the random reward 'Bundle of Regenerating Manastones', Manastones of the levels 50-60 can now be looted from the reward chests.
  o The chance of receiving an equipment item from a rank S/A reward chest has been increased.
  o 'Ore of the Ancient Spirit' can now be looted from a rank A-D reward chest.
- The attributes of some of the consumable goods that could be used in the 'Empyrean Crucible' have been changed.
- The menu description at the Special Crafting Merchant's in the Craftsman's Hall or rather the Craftsman's Temple has been changed to 'Special Design'. The items for sale have remained the same.
- Monsters don't drop design items anymore. These can now be purchased from the design NPC.
- The following expert designs can now be purchased from NPCs: Running Scroll, Awakening Scroll, Courage Scroll, Raging Wind Scroll

Faction	Merchant NPC	Location
Elyos	Darius	Sanctum
	Hemes	Elian
Asmodians	Grad	Pandaemonium
	Fenris	Pernon

- At the Special Crafting Merchant's in the Craftsman's Hall or rather the Craftsman's Temple, the 'Master Design for Crafting' has been added, with which new equipment can be produced.
  - Designs can then be used for producing Sauro Commander's Sacred Equipment from Sauro Commander's Normal Equipment.
- The chance of combining corresponding items during Katalium production has been increased.
- Some unusable quest items can now be destroyed.
- The description text of the Ceranium Medal has been generalised and the note of possible use in Katalam has been removed.
- All items that previously had [Event] in their name have been changed to [Jakurerk]. Event related quest items will keep [Event] in their names.
- The item descriptions for '[Jakurerk] Box containing the Wings of the Dragon Lord' have been partially changed.
- The description of the item 'Holy Upgrade Serum' has been changed. It now refers to the upgrading of equipment pieces instead of accessories.
- The tooltips of some form candies have been changed.

Error Corrections
- An error in which the tooltip of the equipment items from the Dark/Sinister Dragon Lord showed the note 'A hidden effect or several effects will be activated if you wear the whole set' did not appear has been fixed.
- An error in which instance-caused transformations made the effects of form candy not work properly, has been fixed.
- An error has been fixed in which mana socketing of a sub weapon was reset as soon as a fused weapon had been blessed and the character was logged out.
- An error in which pet food was deactivated when the pet's food was fed to it in portions, has been fixed.
- An error in which the items 'Pastel Lime Polka Dot Floor' and 'Pastel Turquoise Polka Dot Floor' could not be purchased from some 'Village Interior Decoration Trader' NPCs, has been fixed.
- An error in which the Weapon Quartermaster in Inggison and Gelkmaros did not sell Aether Keys, has been fixed.
- An error in which one received the wrong items as quest rewards, has been fixed.
- An error has been fixed in which the attributes of the damage reduction when upgrading shield items in the item tooltip were not displayed properly, has been fixed.
- An error has been fixed in which some items with enchantments over +20 could not be packed.
- An error has been fixed, in which the remaining time for the reward title for garrison

battles in Signia/Vengar and from the title 'Victor of Kaldor' was not applied correctly.

- An error in which some items were displayed incorrectly, has been fixed.
- An error in which some awakening boost values were incorrectly applied to Aether Revolvers, has been fixed.
- An error has been fixed in which no emotes were shown when putting on the 'Storm Wings'.
- An error has been fixed in which the item icons of some production materials was displayed incorrectly.
- An error in the display of some headgear items has been fixed.

UI

- The cube expansions that were previously possible through quests and NPCs can now be purchased with Kinah.
    - o The quests for cube expansions have been removed.
    - o Possible cube expansions are displayed as locks, as on the image below.

Inventory (Cube)	Description
	① Purple: possible cube expansions ② Grey: Cube expansions not possible

- o For characters that have already enhanced a cube, the costs are calculated according to the current cube level.
- o Example: for characters that have already unlocked the cube up to the 2nd level via quests, the costs for the 3rd level are added and deducted.
- A system for automatic opening of bags has been added.
    - o For normal bag items a popup appears as soon as more than two bags are in the character's possession. You can set how many bags should be opened.
    - o For normal bags, the given amount of bags is automatically opened.
    - o For selection bags, the bags are opened after selection of the entered number of bags.
- When receiving new skills or upgrading skill levels, the number of received or upgraded skills are shown in the skill tab and in the displayed skill symbol below right in the interface.
    - o The displayed number disappears as soon as you click on the skill list in the skill window.
    - o For abyss and item skills no numbers will be displayed.

Skill Window	Note Symbol
Active 13 Passive 6	17

- In the skill window, information about newly acquired skills and upgraded skills are displayed separately, to differentiate more easily between them. They also each receive a different effect.
- The description 'quickbar' in the skill window has been changed to 'register quickbar'-
- The UI for the character profile has been improved.
  - o The character values have been divided into attack and defence and the details have been changed accordingly.
  - o The descriptions of some values in the character profile have been corrected.
  - o In the character view you can now directly activate/deactivate the display of head, feather jewellery and legion cape. The previously available function in the options has been removed.

Show/Hide Equipment
Helmet
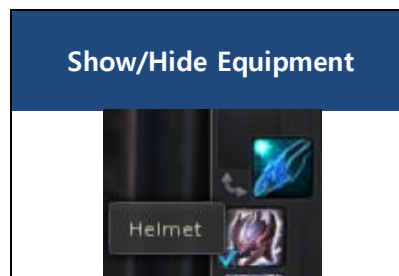
- The function for equipping and registering items has been improved.
  - o You can now see all equipment that can be worn in the item slot of the character window.
  - o When selecting the arrow symbol at the top right in the corresponding item slot, the possible equipment items can be viewed.

View items that can be worn

- To better understand how to maintain your rank and how many points are required according to rank type, the UI has been changed.
  - o The conditions for the next highest rank are now displayed.
  - o The individual ranks are displayed with graphics to make it clearer.

Profile rank window

- The title setting and display options have been changed.

Profile title window

| Info | Stigma | Rank | Title | Motion | Account in... |

Titles applied

Balaur Challenger

Points used

| HP | +120 | Atk Sp... | +2% |
| Speed | +4% | Casting... | +2% |

Titles received (89/92)

| Balaur Challenger | Crit Str... +7   Speed +4% |
| | Crit Spell +4 |

| Legend of the M... | HP +120   Atk Sp... +2% |
| | Speed +5%   Castin... +2% |

| 40-fold Honour | HP +120   Atk Sp... +2% |
| | Speed +4%   Castin... +2% |

| 30-fold Honour | HP +100   Atk Sp... +2% |
| | Speed +4%   Castin... +2% |

- The display of the status bar for experience points in the lower screen area has been changed. Instead of being displayed in numbers as it was before, the received EP are now displayed in %.
- An effect in the temporary display when accepting new quests has been changed.
- When accepting new quests, a '★New' sign is displayed at the right next to the quest description in the mission/quest window.
- Quest markings have been added to quest targets, to make them more visible.

Karabi Looter

Aquan Elite Shaman

- The corresponding hotkeys are now displayed on the right next to the window name.

- The macro window [U] has been improved.
  - Various class-specific icons have been added to the selection.
  - For saved macros, the macro name in the lower area of the icon is shown.
  - In the text field for macro commands a note has been added.

Improved macro window [U]

- The help (H) has been divided into various categories.
- Changing font colours and entering empty lines by using tags in private messages is not possible anymore.
- In the activated skills buff tooltip, the duration of skills is now displayed as well. This goes for the following skills:
  - Aethertech: Mystic Tank, Id Protective Shield, Increase Fighting Power
  - Cleric: Sprint Skill
- For some tooltips in the UI, additional descriptions have been added (e.g. Transparent Map, tracked quests etc.)
- In the server-wide recruitment list, no instances are shown anymore that cannot be entered via the list.
- Information about the entry time of the instance in the Lower Abyss has been added that can only be entered at a particular time on a particular week day.

Possible instance entry times	
Instanced Zone	Gale Island Treasure Chamber
Max	6
Entry Level	40 +
Entry time	Tuesday days weekly from 9Hour to 24h
	Thursday days weekly from 9Hour to 24h
	Saturday days weekly from 9Hour to 24h
	Sunday days weekly from 9Hour to 24h
Time until the amount of entries is reset daily 9Hour	
Entry waiting information	1/1

- The display for the remaining time until the 'Next Fortress Battle' has been improved. Now the day and time of the next battle is visible.
- In the popup window for the queue that appears after registering for the Pangaea Fortress Battle, the number of free spaces and the status of the queue can now be checked.
- In the popup window, when trying to enchant an item after an evolution, the required amount of Kinah is now shown as well.
- From now on a confirmation window will also appear when entering a legion on the beginner's server and the instance server, as soon as the registration is completed.
- The font colour has been changed for some system messages.
- A few functions have been added to the inbox.
  - When clicking on the letter symbol below right in the UI, you can view the sender of newly-received post. You cannot view the message content and the attachments.
  - A new function has been added, that saves character names to whom post was sent just before a server change or logging back in. It can be used when sending new post by using a quick selection.
- The selected image display for post and total turnover has been changed.
- In the UI you can check sold items at the Broker symbol.
  - The total amount of sold items is displayed in the mouse-over.
  - By clicking on the symbol, sold items, their price, the sale time as well as the total amount can be viewed.
  - The receipt of the sale amount can still only be carried out at the Broker's.
- At the Broker's, 'Idian' has been added as an option under [All – Consumables – Change].
- Under [Menu – System Menu] a function has been added that shows the changed information since last logging in up to the current time.
  - The playing time since last logging in, the received EP, Kinah changes, eliminated monsters, number of completed quests, number of looted items, Abyss and Honour Points earned are displayed.

o The information is reset to 0 when you change servers or click on reset.

Display for playing information

- In the world map the option to show sources has been removed.
- The map of the sealed abyss core cannot be opened anymore.
- The position of the transparent map has been changed (when using the standard UI).
- Under [Options – Game Options – User Interface] you can now change the size of the UI.
  - o Depending on the resolution, the UI can be downsized/enlarged between 70% ~ 130%.
- The standard setting 'Fix Compass on North' has been deactivated. Instead it has been added as a function and can be set under [Options – User Interface].
- The loading screens have been revised. A loading bar can now be seen additionally.

Changed loading screen and loading bar
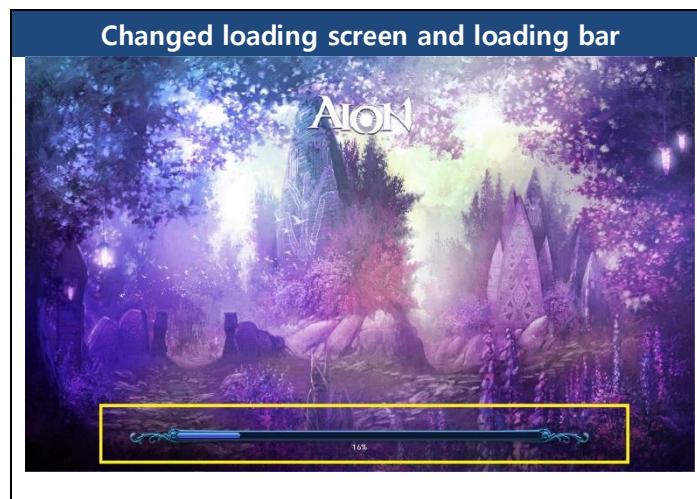
Error Corrections

- An error has been fixed in which whispering sometimes didn't work after changing the character name.
- The error in which the message 'You've got Mail' sometimes appeared when logging in, even though there wasn't any new mail in the inbox, has been fixed.
- An error in which the revival number on the tooltip of a set up kisk was sometimes

displayed cut off, has been fixed.

- An error in which the map for the compass in Sanctum was displayed the wrong way around has been fixed.
- An error in which the symbol for audio chat was displayed cut off on the right in the group window during an audio chat, has been fixed.
- An error through in which the position of an Asmodian character was not displayed when selecting the Aetherogenetics Lab in the menu [Map – Instances], has been fixed.
- An error in which the radar position was sometimes shown incorrectly in some zones in Morheim, has been fixed.
- An error has been fixed in which the teleport route of some teleporters in the Abyss were displayed unusually.
- An error has been fixed through which the UI for changing character settings under certain circumstances was displayed unusually.
- An error has been fixed in which the chat tab moved after carrying out Plastic Surgery.
- An error in which, by changing the UI size or screen resolution, the position and size of some UI elements were displayed differently than the setting, has been fixed.

Quests

Added Quests

- A couple of quests in the 'Aetherfield Path' have been changed, removed and newly added.

Status	Faction	Quest Description	NPC for Accepting Quests
New	Elyos	[Weekly] Troublemakers in Kenoa	Pekus <New Starter Legion>
		[Weekly] Troublemakers in Deluan	
		[Weekly] Troublemakers in Attika	
		Unknown Aetherfield Fragments	Rikates <Overseer of the Aetheric Field Road>
		Ominous Aetherfield Fragments	
		Unknown Aetherfield Pieces	Elgerk <Tribune of the Death Song Legion>
		Ominous Aetherfield Pieces	Alphion <Leader of the Kaldor Patrol>
	Asmodians	[Weekly] Troublemakers in Mura	Wigrik

		[Weekly] Troublemakers in Satyr	<Second Leader of the Patrol>
		[Weekly] Troublemakers in Velias	
		Unknown Aetherfield Fragments	Linho <Overseer of the Aetheric Field Road >
		Ominous Aetherfield Fragments	
		Unknown Aetherfield Pieces	Helgund <Tribune of the Darkseekers>
		Ominous Aetherfield Pieces	Pint <Leader of the Kaldor Cleanup Squad>
Status	**Faction**	**Quest Description**	**Change**
Changed	Elyos	Aetheric Field Research	NPC for quest completion change Reward changed
	Asmodians	The Aetheric Field Supervisor	
Removed	Elyos	[Weekly] Troublemaker in Camp	
	Asmodians	[Weekly] Defending the Village	

- For returning Daevas, new quests have been added.

Faction	Quest NPC	Level	Quest Description
Elyos	Marca <Dispatch Leader>	10 ~ 15	Off to Verteron
		16 ~ 20	Off to Haramel
		21 ~ 24	Off to Eltnen
		25 ~ 29	Off to the Nochsana Training Camp
		30 ~ 35	Off to the Fire Temple
		36 ~ 40	Off to the Heiron Observatory
		41 ~ 45	Off to the Arbolus Oasis
	Jenny <Welcome Officer>	10 ~ 16	[Daily] Protecting Tolbas Forest
		17 ~ 20	[Daily] Protecting the Observatory
		21 ~ 25	[Daily] Protecting the Fortress Gate
		26 ~ 30	[Daily] Protecting the Ruin Guard Post
		31 ~ 35	[Daily] Protecting Heironopolis
		36 ~ 40	[Daily] Protecting the Poya Jungle

		41 ~ 45	[Daily] Protecting Medeus Manor
		62 ~ 65	[Daily] Protecting the Mossy Forest
Asmodians	Daniel <Dispatch Leader>	10 ~ 15	Off to Altgard
		16 ~ 20	Off to Haramel
		21 ~ 24	Off to the Morheim Ice Fortress
		25 ~ 29	Off to the Nochsana Training Camp
		30 ~ 35	Off to the Fire Temple
		36 ~ 40	Off to Beluslan
		41 ~ 45	Off to Red Mane Cavern
	Janette <Welcome Officer>	10 ~ 16	[Daily] Protecting Moslan Forest
		17 ~ 20	[Daily] Protecting Impetusium
		21 ~ 25	[Daily] Protecting the Snow Fields
		26 ~ 30	[Daily] Protecting the Desert Garrison
		31 ~ 35	[Daily] Protecting the Beluslan-Fortress
		36 ~ 40	[Daily] Protecting Kidorun's Campsite
		41 ~ 45	[Daily] Protecting the Hoarfrost Shelter
		62 ~ 65	[Daily] Protecting the Red Desert

- In Pangaea a daily quest has been added, that can be carried out outside of the fortress battle times. The quest can only be accepted after successfully conquering the outer garrisons.
  - o Depending on the occupation status of the territory, the quest is divided into scout or vanguard quest.

Situation	Quest
The fortress within the territory is occupied by yourself	[Daily] Elimination of the x. Vanguard
The fortress within the territory is occupied by someone else	[Daily] Elimination of the x. Scout Troop

- New quests have been added, that can be carried out by characters from level 65.
- A hidden story about the Dragon Lord Beritra can be uncovered during these quests.
- Only characters that have completed the 'Support' (Elyos) or 'New Discoveries' (Asmodians) quest can carry out 'Fight to the Death' quest.
- A Daevanion quest that can be carried out by characters from level 65 has been added.

The following quests can be carried out by characters that have completed the 'Fight to the Death' quest for Elyos/Asmodians.

Faction	Quest	Available From
Elyos	The First Step to being a Protector	Signia Dike <4th Kaisinel Agent>
	Courage	
	Grace	
	Luck	
	To Life!	
	Loyalty	
	Token of Loyalty	
Asmodians	The First Step to being a Protector	Vengar Skuldun <4th Marchutan Agent>
	Courage	
	Grace	
	Luck	
	To Life!	
	Loyalty	
	Token of Loyalty	

The quests must be carried out in order. When a quest is completed, the desired quest can be repeated.

- New quests have been added that can be carried out in the Upper Abyss.
  - The new mission can be accepted by characters from level 65 and received when entering the abyss areas.

Faction	Quest	Level	Available From
Elyos	Jiskur's Mission	65	Available upon entered the abyss areas
Asmodians	Jiskur's Mission		

  - New quests have been added, at which Ancient Coins can be looted.

Faction	Quest	Available From
Elyos	Intact Hitonium	Disanne <Centurion of the Wings of Freedom>
	Damaged Hitonium	
	Broken Hitonium	
	Destroying the Ereshkigal Legion	
	Underground Troop in the Ruins of Roah	
	Underground Troop in Asteria	
Asmodians	Hitonium Clumps	Tillia
	Hitonium Pieces	

	Hitonium Fragments	<Centurion of the Harbingers of Chaos>
	Destroying the Ereshkigal Legion	
	Underground Troop in the Ruins of Roah	
	Underground Troop in Asteria	

o New quests have been added in which garrison battles are carried out in the abyss area and Honour Points/Battle Medallions can be looted.

Faction	Quest	Amount (Type)	Available From
Elyos	[Weekly] Protection of the x. Garrison	16	Garrison
	[Weekly] Defence of the x. Garrison	16	
Asmodians	[Weekly] Protection of the x. Garrison	16	Garrison
	[Weekly] Defence of the x. Garrison	16	

o PvP quests have been added that can be carried out in the Upper Abyss.

Faction	Quest	Amount (Type)	Available From
Elyos	[Emergency Command] Captain's Request	9	Garrison
	[Emergency Command] Protection of the Magos Landing Site	1	
	[Emergency Command] Attack on the Tokanu Landing Site	1	
	[Emergency Command] Protection of the Upper Abyss	1	
Asmodians	[Emergency Command] Captain's Request	9	Garrison
	[Emergency Command] Protection of the Tokan Landing Site	1	
	[Emergency Command] Attack on the Magos Landing Site	1	
	[Emergency Command] Protection of the Upper Abyss	1	

o Quests have been added, in which boss monsters can be eliminated in the Upper Abyss.

Faction	Quest Description	Available From
Elyos	[Union] Fight against Diflonax	Palmer <Centurion of the Wings of Freedom>
	[Union] Fight against Diflodox	
	[Group] The East Attackers	

Faction	Quest Description	NPC
	[Group] The Island Attackers	
	[Group] The West Attackers	
Asmodians	[Union] Fight against Diflonax	Lakos <Centurion of the Harbingers of Chaos>
	[Union] Fight against Diflodox	
	[Group] The East Attackers	
	[Group] The Island Attackers	
	[Group] The West Attackers	

- Quests have been added which can be carried out in the Lower Abyss.

Faction	Quest Description	NPC
Elyos	[Alliance] The Fortress Gatekeepers	Michalis <Governor of Reshanta>
	Fight against Basrash	Puella <Legionnaire of the Teminon Protectors>
Asmodians	[Alliance] The Fortress Gatekeepers	Votan <Governor of Reshanta>
	Fight against Basrash	Larbig <Legionnaire of the Primum Protectors>

- Daily quests have been added that can be carried out in the Stormy Isles area in the Lower Abyss. A prior requirement is the completion of the following quests:

Faction	Quest	Level	Available From
Elyos	The Stormy Isles	45	Teminon Fortress
Asmodians	The Stormy Isles	45	Primum Fortress

- New quests have been added that serve as the lead quest for the new abyss landing sites.

Faction	Quest	Quest Accepted From
Elyos	Help for Magos	Atmos <Governor of the Expedition Troop>
Asmodians	Help for Tokanu	Haldor <Governor of the Expedition Troop >

- A quest has been added in which the protection monster in the Upper Abyss has to be eliminated. This quest can only be accepted by a legion brigade general who is in possession of the pendant of the corresponding protector.
  - This will then be given as a reward to the legion brigade general upon successfully defending the fortress of Krotan/Kysis/Miren.

Faction	Quest	NPC
Elyos	Krotan Protector's Chain	Moirai <Staff Officer>
	Miren Protector's Chain	Taigeta <Staff Officer>
	Kysis Protector's Chain	Musai <Staff Officer>
Asmodians	Krotan Protector's Chain	Hildebrant <Staff Officer>
	Miren Protector's Chain	Dehitine <Staff Officer>
	Kysis Protector's Chain	Etzel <Staff Officer>

Quest Changes

- The following quests can only be received by entering the areas through a fissure. Before you could receive them as soon as the fissure appeared.

Faction	Area	Quest Description
Elyos	Eltnen	[Emergency Command] Telemachus' Command
	Heiron	[Emergency Command] Perento's Command
	Inggison	[Emergency Command] Tillen's Command
Asmodians	Morheim	[Emergency Command] Aegir's Command
	Gelkmaros	[Emergency Command] Nerita's Command
	Beluslan	[Emergency Command] Relyt's Command

- The areas for some emergency command quests have been enhanced. Own territories were defended while areas from the opposing faction could be attacked.

Quest Areas	Faction	Quest
Eltnen, Morheim	Elyos	[Emergency Command] Telemachus' Command
	Asmodians	[Emergency Command] Aegir's Command
Heiron, Beluslan	Elyos	[Emergency Command] Perento's Command
	Asmodians	[Emergency Command] Nerita's Command

- In the Asmodian quests 'Scolopen Poison' and 'Harvesting Tripeed', the items Scolopen Poison and Tripeed Fruit have been removed.
- The target object in the quest '[Instance/Group] The Last Hope' (Elyos and Asmodians) at

the Rentus Base has been changed.

Target	
Before	Now
Captain Xastra Explosion Master Kuhara	Captain Xastra Archmagus Upadi

- The Asmodian quest '[Coin/Group] Training Problems' for the Alquimia Lab can now be accepted from Jahok (Archon Scout) in the Abandoned Campsite in Beluslan.
- The number of quest repetitions for '[Instance/Coin/Group] Play with Fire' and '[Instance/Coin/Group] Hannet's Revenge for the Fire Temple' has been changed to 250x.
- The distribution of Helper Summoning Scrolls have been removed for the following quests:

Faction	Quest
Elyos	Creating a Monster
	Brigade General Indratu
Asmodians	A Spy Among Lepharists
	Infiltrating the Alquimia Research Centre
	Destroying the Bakarma Legion

- In the Asmodian quest '[Instance] Attack on the Draupnir Cave' and '[Instance/Group] Spying Out the Draupnir Cave' the rewards have been changed.
- In the 'Nute Warrens' in Heiron the number of quest objects has been adjusted.
- Aethertech items have been added to Signia and Vengar mission quests.
- Particular rewards from some repeatable quests will only be received once in future.
- Some content of the Asmodian quest 'Supply Requests' has been changed.
- In quests for returning Daevas a few rewards have been changed.
  - Instead of receiving 'Proof of a Hero/Proof of an Elite Hero' as it was before, characters now receive Hero's Coins, which can be exchanged for 'Proof of a Hero' and 'Proof of an Elite Hero' amongst other things.
- The information about the monster that the ingredient for the Asmodian quest 'Irresistible Soup' can be looted from has been corrected.
- The quest 'Reward for Antriksha's Downfall' that is carried out in Antriksha's Ascension Site is now reset every Wednesday at 9 AM CET.
- The rewards for the quests that are carried out in the Upper Abyss in the battle fortresses have been partially changed.
  - The usual reward of Abyss Points has been replaced with 'Shattered Ceranium'.

Faction	NPC appears in	Quest
Elyos	Krotan Fortress	Defeat the Krotan Dragon Lord
	Kysis Fortress	Defeat the Kysis Duke
	Miren Fortress	Defeat the Miren Prince
Asmodians	Krotan Fortress	Defeat the Krotan Dragon Lord
	Kysis Fortress	Defeat the Kysis Duke
	Miren Fortress	Defeat the Miren Prince

- The quest marking for a cube expansion is only shown at the production experts'. Affected quests: A Bigger Warehouse (Elyos), An Expert's Reward (Asmodians).
- By the changing the looting system for Manastones, the normal quests for Manastone exchange and Manastone bundle exchange cannot be accepted anymore.
- By changing the abyss areas some quests have been removed.
- The Asmodian quest '[Profession] Crystal Production' can now only be accepted by those who are 'Weaponsmithing Masters'.
- The rule for updating shareable quests has been changed according to quest type and according to stage.
- Monster objects have been added to the quest 'The Enemy of My Enemy' that is carried out in Eltnen.

Error Corrections

- An error that led to the quest '[Alliance] Battle with Beritra' for legions from level 8 not being carried out properly, has been fixed.
- An error in which some objects were missing in the quest 'Marmeia's Krall Research', has been fixed.
- An error in which the follow up quests to 'Pluma Attack' (Elyos), [Group] Balaur Weapons (Asmodians) and 'The Krall Scouting Mission' were accepted multiple times, has been fixed.
- An error in which part of the selection reward of the Signia mission quest 'Mysterious Ruins' was not accepted, has been fixed.
- An error was fixed in which the quests '[Instance/Coin] The Results Report' for Elyos and '[Instance/Coin] Training Reports' for Asmodians were not correctly carried on in the instance 'Mantor'.
- An error in which the quest item 'Beritra's Darkness' was not received for the quest '[Spy/Group] A Many Splendored Ring, has been fixed.
- An error was fixed in which the last step of '[Spy] The Space-Time Rift in Signia' and [Spy] The Space-Time Rift in Vengar' was not correctly carried on, has been fixed.
- An error was fixed in which the last stage of the quest 'Fight to the Death' for Elyos and Asmodians was not correctly carried out.
- An error in which the quest for boss hunting in the Upper Abyss in an alliance was not updated, has been fixed.

Faction	Quest
Elyos	[Union] Battle against Diflonax
	[Union] Battle against Diflodox
Asmodians	[Union] Battle against Diflonax
	[Union] Battle against Diflodox

- An error was fixed in which the Elyos quest 'Rift Stone' could not be accepted properly.
- An error in which the quests [Weekly] Anoha's Sword / [Weekly] Rune Ruins (Elyos) and [Weekly] Anoha's Sword (Asmodians) could not be carried out any further even though the corresponding quest items were available has been fixed.
- An error that led to the level 30 Daevanion quest not being correctly carried on, has been fixed.

Faction	Quest
Elyos	A Sage's Gift
Asmodians	Making the Daevanion Weapon

- An error that led to the Elyos Daevanion quest '[Spy] The Space-Time Rift in Signia' not being updated while carrying out the quest in the garden of the Dragon Lord, has been fixed.
- The error that the quest NPC 'Jafnar' did not appear on the 'Black Cloud Island', has been fixed.

NPCs

- An NPC has been added for renting out equipment from the 'Mystical' class.
  - The rented equipment can be used within 14 days of purchase.
  - The discount items can be purchased from the following NPCs in the 'Refuge of Returnees'.

Faction	Area	NPC Title	NPC Name
Elyos	Refuge of Returnees	<Merchant for Superb Mist Weapons>	Junion
		<Merchant for Superb Mist Armour>	Amilia
	Sanctum: Luxury Hall	<Merchant for Superb Mist Weapons>	Lankas
		<Merchant for Superb Mist Armour>	Morinas
Asmodians	Refuge of Returnees	<Merchant for Superb Mist	Juman

		Weapons>	
		<Merchant for Superb Mist Armour>	Amillota
	Pandaemonium: Market Street	<Merchant for Superb Mist Weapons>	Lankai
		<Merchant for Superb Mist Armour>	Moreata

- New portals have been added to the 'Refuge of Returnees'.

Faction	NPC	Area	Destination to be Reached
Elyos	Atreia Defence Corridor	Verteron	Verteron Citadel
			Entrance to Haramel
		Eltnen	Entrance to the Nochsana Training Camp
			Entrance to the Fire Temple
		Heiron	Heiron Gate
Asmodians	Atreia Defence Corridor	Altgard	Altgard Fortress
			Entrance to Haramel
		Morheim	Entrance to the Nochsana Training Camp
			Entrance to the Fire Temple
		Beluslan	Beluslan Fortress

- New teleport statues have been added in Sanctum and Pandaemonium.
  - o Teleport statue at the Exalted Path (Sanctum)
  - o Teleport statue at Pandaemonium Plaza (Pandaemonium)
- In Sanctum, the bind point for the teleport statue of the Cloister of Kaisinel and in Pandaemonium the bind point for the teleport statue of the Convent of Marchutan has been removed.
- An exchange NPC has been placed in the Upper Abyss for Ceranium Medals.
  - o The NPCs appear after conquest of the corresponding garrison.

Faction	Area	NPC
Elyos	60th Garrison	Unirunerk
	63rd Garrison	Uirunerk
Asmodians	60th Garrison	Sonirunerk
	63rd Garrison	Henirunerk

- In Ishalgen a teleport statue has been added.

NPC	Area
Ishalgen Teleport Statue	Anturoon Crossing, Forsaken Hollow

- The Shugo NPC for draconian designs and the NPC for ancient relics have been moved from the Upper Abyss to the Lower Abyss.
- A new boss monster now appears in the Upper Abyss.
  - The monster appears on particular weekdays between 11PM (CET) and 1AM (CET).
- With activation of the 'Crystal Sword' in the Upper Abyss, a protector monster appears.
  - It appears 30 minutes after activating a sword.
  - To summon the monster, the corresponding pendant is needed. This will then be given as a reward to the legion brigade general upon successfully defending the Krotan Refuge or the Miren or Kysis Fortress and can be used 1 day after receipt, before it disappears.
- The invasion monster in the Upper and Lower Abyss now appear at different times.
  - Upper Abyss: every week Mon, Tue, Wed, Thu 6PM (CET) – 10PM (CET).
  - Lower Abyss: at a given time, 6PM (CET) – 10PM (CET).

Faction	Teleporter NPC
Elyos	Gainu in Signia
Asmodians	Peruso in Vengar

- Some boss monsters that previously appeared in the Upper Abyss are now in the Lower Abyss.
- Beritra in Makarna's battle mechanism has been changed.
- The Asmodian NPC 'Pjama' in the front of the 'Fire Temple' can now not be attacked by Elyos anymore.
- The summoning mechanism for the seal guards and shadow protectors of Beritra in Makarna now don't change even under particular circumstances.
- The attributes of the companions of some monsters in Signia have been changed.
- Some battle mechanisms have been changed for legionnaires that have been summoned by Commander Bakarma in the Draupnir Cave.
- The skill radius of the companion that was summoned by Triroan in the Theobomos Lab has been changed.
- The number of Abyss Points that can be looted by hunting some monsters in Reshanta has been increased.
- The values of the Divine Guard Generals from the Upper Abyss Fortress have been increased.
- Some battle mechanisms of the Brigade General Vasharti in the instances 'Rentus Base

(Heroic)' and the 'Rentus Base' have been changed.

- ○ The attributes of the companions 'Dancing Blue Flame' and 'Dancing Red Flame' have been increased.
- ○ 10 minutes after the start of a battle, Vasharti now uses an enhancement spell.
- From now on you cannot receive any abyss points from the guard NPC in the legion village in the Vengar Temple.
- The reappearance time of the leader NPCs of the Garrisons in Eltnen, Morheim, Heiron and Beluslan have been shortened.
- The position of the exit portal for the rift in the Underground Temple of Eracus in Eltnen has been changed.
- By eliminating the Balaur barricade in the Poeta of Darkness, no more EP and DP can be received anymore.
- The Ereshkigal legion's monsters positioned in the central fortress of the Upper Abyss have been increased to level 65. Their battle mechanism has also been adjusted.
- The level of the objects for fortresses and artefacts has been adjusted to level 50.
- The values of some monsters in Signia have been changed.
- The skill damage of some Balaur monsters in the Upper Abyss has been reduced.
- Some sound effects of the Angry Divine Guard General in the battle fortress in the Upper Abyss have been changed.
- The boost effect of the Beritra objects in Roah and Asteria in the Upper Abyss has been changed to a weakening effect. The new effect reduces the defence and the HP value of the object.
- The monster Staff Commander Barkus in Beluslan's equipped weapon has been changed.

Error Corrections

- An error was fixed in which Asmodian characters in the Gelkmaros area could not use the 'Conquest Offering' in the 'Secret Portal' or the 'Portal of Questions', has been fixed.
- An error that led to the Brigade General Vasharti not using the right battle mechanisms under certain circumstances in the 'Rentus Base (Heroic)' and the 'Rentus Base', has been fixed.
- An error in which the movement speed of 'Captain Xastra' in the 'Rentus Base (Heroic) and the 'Rentus Base' was unusually accelerated, has been fixed.
- An error in which some invasion monsters showed incorrect messages has been fixed.
- An error in which loot distribution sometimes didn't work after defeating Beritra in Makaran, has been fixed.
- An error in which the movements of some NPCs in Vengar appeared unnatural, has been fixed.
- An error in which some NPCS in Heiron did not display any emotes, has been fixed.
- An error in which particular monsters in the 'Upper Abyss' did not appear, has been fixed.
- An error in which Kisks at the Asmodian Base were displayed as Elyos Kisks has been fixed.
- The error in which attacking a single monster in an abyss garrison led to all monsters in

the garrison attacking the character, has been fixed.

Skills

- The level for learning class skills has been changed.

Class	Skill	Before (Level)	Now (Level)
Gladiator	Counter Leech	60	47
	Body Blow	62	61
Templar	Bloodsword Slash	61	26
Assassin	Cyclone Slash	53	48
	Deadly Focus	55	54
Ranger	Manaleech Shot	58	38
	Spread Shot	60	59
Sorcerer	Summon Meteorite	60	47
	Repeated Protective Shield	62	61
Spiritmaster	Spirit Pique	59	44
Chanter	Divine Curtain	51	46
Cleric	Healing Lightning Bolt	59	49
Gunner	Specific Weakness Shot	59	49
Bard	Peaceful Serenade	40	38
Aethertech	Repeated Rush	37	27

- Surface skills are now no longer aimed at a radius on the ground, but are also extended above and below.
    - Surface skills with boost effect: the effect surface has been extended to above and below with the same radius.
    - Surface skills with attack effect: the effect surface has been extended by a small value to above and below with the same radius.
- The skill 'Bandage Heal' cannot be used during flight anymore.
- The skill 'Honour: Lord's Shield' has been added.

Condition	1 weapon (or shield) + 5 pieces of armour have to be enchanted and worn on level +20
	If the conditions are not fulfilled, the skill is removed e.g.) when taking equipment off or reducing the enchantment level
Effect	Reduces the received damage for yourself and your group members by 10% for 20 seconds.

	Group members have to be within a 15m radius of the character using the effect.

- The application of flight skills used during movement without an activation time, has been changed.

Before	If no further character controls are used while carrying out attack skills during movement, the character stands still and uses the skill
Now	If no further character controls are used while carrying out attack skills during movement, the character runs after the target and uses the skill

Error Corrections

- An error in which the 'Cloaking Word' **Spiritmaster skill's** effect of hiding the spirit was not removed from the character, has been fixed.
- An error in which the **Spiritmaster skill** 'Large-Scale Absorption' was used on targets over a 25m distance depending the equipped weapon, has been fixed.
- An error in which sending a spirit out after using the **Spiritmaster skill** 'Spirit Bundling' was not possible under certain circumstances, has been fixed.
- An error in which the tooltip contents of the **Aethertech skill** 'Sprint Strike' differentiated from the skill effect, has been fixed.
- An error in which the **Bard skill** 'Requiem of Oblivion' removed weakening magic from the Spiritmaster spirit of the same faction, has been fixed.
- An error in which the damage of the **Ranger skill** 'Arrow Deluge' was not correctly applied on level 8, has been fixed.
- An error in which the damage of the **Templar skill** 'Shield Counter' was not correctly applied on levels 4 and 10, has been fixed.
- An error in which MP usage of the **Gladiator skill** 'Crashing Blow' was not correctly applied on levels 1 and 2, has been fixed.
- An error in which the vision stigma was not applied correctly to some effects of the **Chanter skill** 'Blast Spell', has been fixed.
- An error in which the **Chanter skill** 'Roaring Wind Bludgeon' could be used even without weapon equipment, has been fixed.
- An error in which effects of the applied **Chanter skill** 'Rage Spell' were not displayed correctly in the case of a restraint, has been fixed.
- An error in which the **Cleric skill** 'Noble Grace' did not overlap with the Chanter skill 'Word of Protection', has been fixed.
- An error in which the **Cleric skill** 'Lightning Bolt of Retaliation (5th Level)' caused an unusually high consumption of MP, has been fixed.
- An error in which there was no sound for some **Sorcerer skills**, has been fixed.

- An error that led to characters occasionally not being controllable if 'Remove Shock' was used during 'Air Bind', has been fixed.
- An error that led to spirits not being displayed that had been summoned through the 'Abyss Energy' skill by the Divine Guard General of the Asmodians, has been fixed.

Character

- Character movement during Air Bind has been changed.
- An error in which information from the bound Kisk disappears when the character logs back in because of automatic restoration of particular items, has been fixed.
- An error in which characters can give commands to spirits while they are sitting on mounts, has been fixed.
- An error in which the character's Returning Stone of Refuge disappeared in particular circumstances, has been fixed.
- An error in which Aethertech characters stood up in a wrong position, has been fixed.
- An error in which an invisible character sometimes became visible after a location change, has been fixed.
- An error in which the Transformation Buff of the character sometimes remained a permanent fixture, has been fixed.
- An error in which the movement of an Aethertech in a Mech looked unnatural while gathering Aether, has been fixed.
- An error in which the buff effect of the 'Deed to Studio' was not displayed anymore after switching to the beginner and instance server, has been fixed.
- An error in which some characters' earrings were shown in an incorrect position after using the 'Martial Arts Master' emote has been fixed.
- An error in which the character was displayed unusually after using Transformation Candy, has been fixed. The following items were affected:
  - Transformation Candy: Brave Durable Furball / Transformation Candy: Wise Durable Furball / Transformation Candy: Quick Durable Furball
- An error in which the eye colour of a character was only shown as black, has been fixed.
- An error in which certain style settings made the skin colour of a character darker, has been fixed.

Legion

- Under [Menu – Community – Legion Search] a legion search function has been added.
 - o You can apply for and enter a legion in the window.

  - o The legion Brigade General can change the entry proceedings, entry level limits and more in the Legion Menu in the settings for registration. Amongst other things they can also specify the number of applicants in the applicant tab.

Settings for Legion Entry	Description
Entry Proceedings	- Anyone can join: possible without confirmation - Entry after confirmation: a registration is possible, but joining is only possible after confirmation by the Brigade General - Entry not possible: registration not possible
Entry Level Limit	Characters over the specified entry level can register
Write an Introduction	Max. 32 characters

  - o If applying to join a legion is possible, the button for applications is activated.
  - o Only legion-less characters can apply to join a legion.

- o You can only apply to join one legion at a time.
- o If the application is withdrawn before the entry process is finished, the entry is cancelled.
- o While applying for entry into a legion, you cannot accept a legion invitation.

Settings for Legion Entry	Applicant
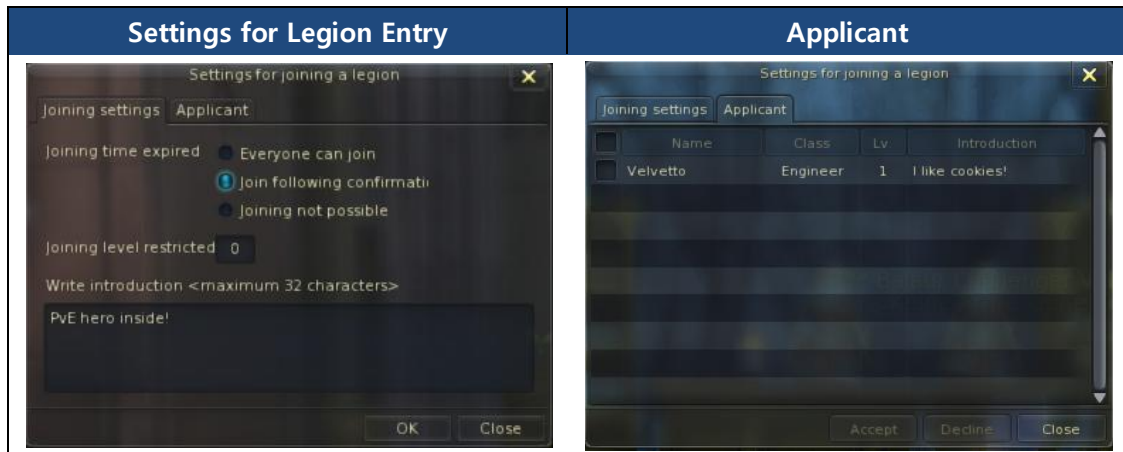
- Removing a character from the legion can now also be carried out by the Legionnaire.
  - o Characters under the legion rank Tribunus will be thrown out of their legion if they attempt to remove a character.
  - o Even if they cancel the character removal, they will leave the legion.
- After leaving a legion you have to wait 24 hours before you can found a new legion or apply to another legion.
  - o The waiting time will be calculated according to the entry time of the abandoned legion. For example: if you leave the legion after 4 hours, you have to wait another 20 hours until you can found a new legion or apply to another legion.
  - o This does not go for the dissolution of a legion. If this is the case you can found a new legion straight away or apply to another straight away.

Housing

- An error that made removing the furniture item 'Adamantium Outdoor Lighting' problematic, has been fixed.
- A problem in which the housing reward effects did not work on the beginner server and the instance server, has been fixed.

Environment

- An error in which collecting some objects in Akaron did not work, has been fixed.
- Some environment graphics in Signia, Vengar, Ishalgen, Haramel, Heiron, the Arena of Discipline and the Discipline Training Grounds have been revised.
- Some environment graphics in the Adma Fortress, the Theobomos Lab, the entrance area

to the Alquimia Lab, the Abyss, in Katalamize and Pangaea have been changed.

- An error in which Kisks could be placed in some neutral zones in Kaldor, has been fixed.
- Some collectibles in Vengar had been put in unreachable positions. This error has been fixed.

Miscellaneous

- The number of experience points that you require to go up from level 55 to 65 have been reduced.
- An error in which switching channels didn't make any effects appear, has been fixed.
- In the Options under [Audio Settings – Function] you can now activate/deactivate the sound of pets. The setting only affects your own pet.
  - In its default setting, sound is activated.
  - When sound is deactivated, the sound of the pet is only played when you click on it.