

Update 5.3 Patch Notes









Instances

Gold Arena





The Gold Arena has been added.

A total of 32 players take part in the Gold Arena. The duels through which players advance take place regardless of the faction and according to competition tables.

Only High Daevas can enter the arena.

When the entry time begins, the will be activated and players will be able to register.

Entry Prerequisites

Instances	Entry Time	Entry Amount	Entry Reset
Golden Crucible	Weekends (Sat - Sun)	Twice (Gold users)	Every Wednesday at 9
Golden Crucible	12 PM to Midnight	Twice (Starters)	AM

Waiting time

Once they enter the arena, the players wait in the "Golden Crucible".



• Upon entering the Golden Crucible one entry will be deducted from the entry amount.







- The competition table is compiled once all participants are present or a certain amount of time has passed. As soon as the waiting time expires, the players enter the "Gold Arena" and the duels begin.
- NPCs are situated in the Golden Crucible who can be used during the waiting time.
- Once the opponent is set, the competition table is displayed as in the image below.



[Example] Competition table in the finale

- Your own character name is highlighted in red. Players can see which opponents they will face using the class icons.
- The characters in the finale are displayed in the middle. The winner is shown as above.

Duel

- There is a waiting time of 1 minute once a player enters the Gold Arena. A battle lasts for 5 minutes.
- When the battle starts, the players receive the effect "Golden Eagle Eye" every 60 sec. and can use it to see hidden opponents.
- Certain skills and some items cannot be used within the Gold Arena.

Victory and Defeat

- For each victory in a round, you receive 1 point. The first character to score 2 points wins the duel.
- If the battle's 5 minutes have expired and the score is tied, the duel is extended for 2 minutes. In the extended time, the first character to score 1 point wins.
- If the number of points remains the same even after the overtime, the number of Contribution Points, HP and levels are examined internally and used to decide a victory or defeat.
- If no opponent appears during the waiting time after entering the Gold Arena, the player present wins the next round without needing to fight.
- The winner goes through to the next round and the defeated player remains in the Golden Crucible.

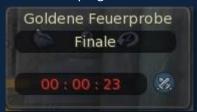






Reward

- The rewards for the respective duels can be viewed under [Confirm reward] in the competition table.
 - You can call up the competition table after entering the Golden Crucible by clicking on the sword symbol on the top right of the screen next to the timer display.



- The rewards for the last round are awarded for a defeat.
 (Example) How character B receives their reward
 - Result of previous round: character A, who lost, receives a reward. Winner B receives nothing.
 - Reward of the sixteen-player round: character B, who lost, receives a reward. The winner, character C, receives nothing.
 - Then character C, who wins the quart-final, semi-final and the finale, receives the reward for the final victor.
- Players can watch duels between other characters in spectator mode whilst waiting for the Golden Crucible.
 - As soon as the duel between the respective characters is over, other players' duels can be viewed in the "Golden Crucible" by clicking on the competition table symbol
 on the top right.
- You can receive contest points in the Golden Crucible.
 - Players can view the rank of the entire server and their own rank at [Start -Community - Ranking list].
 - Contest points are distributed over the season depending on victory/defeat in the individual duels in the Gold Arena.
 - Using the collected points as a benchmark, the rewards are distributed at 9 AM the day after the season ends.

Changes to Instances

- The HP of "Commander Gegares" in the Rift of Oblivion has been reduced.
- A change has been made so that the level 75 Transformation skill can no longer be used within the Rift of Oblivion.
- A change has been made so that the weakening effect of "Enhanced Perception" is now applied to the Vanguard Campsite in "Garden of Knowledge".
- A shield barrier has been applied so that "Barricade on Darkspore Road" in "Kroban Base" can be carried out in stages.
 - The shield barrier vanishes when the previous stage of "Barricade on Darkspore Road" has been completed.
- Experience points have been added for rewards for Balaur Marching Route and for /victory/defeat/undecided in the Runatorium Ruins.
- The amount of Honour Points received for a victory against the final boss in "Ashunatal







- Dredgion" has been reduced from 100 to 180.
- The performance time for Rank D, which forms part of the rank requirements for "Rift of Oblivion", has been changed from 30 minutes to 29 minutes.
- Honour Points, which are received as rewards in the Arena of Glory/Vehemence/Discipline/Cooperation from level 66, have been increased.
- The new medal (Spinel Medal) has been added to the Arena Reward Chest in the Arena of Glory from level 66.
 - New medals (Spinel Medals) have been added to the Arena Reward Chest as a reward for 1st and 2nd place.
- The new medal (Spinel Medal) and Honour Points have been added to the reward for battlefield instances from level 66.

Instances	Result	Honour	Items
		Points	
	Victories	150	750x Shattered Spinel
Balaur Marching Route	Defeats	30	-
	Undecided	30	-
	Victories	150	750x Shattered Spinel
Runatorium Ruins	Defeats	30	-
	Undecided	30	-
Steel Wall Bastion	Victories	300	750x Shattered Spinel
Battlefield	Defeats	60	-
Dattiellelu	Undecided	60	-
Kamar Battlefield	Victories	150	750x Shattered Spinel
	Defeats	30	-
	Undecided	30	-

 An addition has been made so that players now receive Honour Points when they defeat the main monsters in the "Ashunatal Dredgion" instance.

Monster name	Honour Points
Captain Ashunatal	540
Menehune	300
Raima	300

• The entry levels of the instances in the Lower Abyss have been changed.

Instances	Before	After	
Sulphur Tree Nest	Level 30	Level 45	
Left Wing Chamber			
Right Wing Chamber			
Isle of Roots Treasure Chamber	Level 40	Level 45	
Twilight Battlefield Treasure Chamber			
Gale Island Treasure Chamber			
Zephyr Island Treasure Chamber			
Krakon's Dispute Treasure Chamber			







- A change has been made so that the Nochsana Training Camp can no longer be accessed from the Lower Abyss.
- The entrance to Esoterrace has been moved to the Inggison Outpost and Gelkmaros Defence Post.
- The effect of the Transformation skill used in the Rift of Oblivion has been partially altered.
 - The basic attack strength of "Transformation: Incarnation of Earth" has been reduced.
 - Other changes made to the exclusive Transformation skills are as follows:

Transformation Skills	Exclusive Transformation Skills	Change
Transformation: Incarnation of Water	Healing Root	 Cooldown changed to 1 sec. HP healing amount increased to 2,000 This has been changed to "Heals every 1.5 sec. for 4.5 sec.".
Transformation: Incarnation of Earth	Mighty Leap	 Damage from additional hits on Assassin type increased Cooldown changed to 9 sec.
	Stonefist Level 1-2 Floor Smash Strike	Damage from additional hits on Assassin type increased
	Roar of Earth	 Damage from additional hits on Assassin type increased Cooldown changed to 15 sec.

- Fixed an issue where the character couldn't climb down off the Rune Defence Weapon in "Rune Shield Tower" and "Rune Shield Tower (heroic)" after using the "Escape" skill when using it.
- Fixed an issue where players couldn't run the "Azoturan Fortress" instance.







Abyss

• The Abyss region has been reduced and the completion method of the respective Lower/Upper fortresses has been changed.









When Ereshkigal's legion uses the three islands as a base and expands its might, Elyos/Asmodians declare a state of emergency and attempt to gather together capable Daevas.

The Governor of Reshanta explains to the Daevas that Reshanta is in grave danger because of Ereshkigal's legion and encourages them to actively take part in missions.

The summoned Daevas receive the mission to defend the Abyss against Ereshkigal's legion and the opposing faction and march into battle.

- The regions in the Upper/Lower Abyss have been reduced some terrain has been changed.
- The method for fortress battles in Abyss regions has been changed. You can only carry out a fortress attack.
- Battle Leagues can be formed in regions of Kaldor in the Abyss during the fortress battle period. The fortresses must be conquered by Battle Leagues in order to receive the rewards for the fortress conquest. Additionally, "League Leader of the League", "Alliance Leader of the League" and "Alliance Leader" can receive additional items as a reward.
 - o You can find the announcement about the battlefield Battle League in the







announcement below [2].

- o The method for the fortress battle in the Upper Abyss has been changed as follows:
 - You can form Battle Leagues 10 minutes before the start of the fortress battles in the Lower Abyss As soon as the fortress battles begin, Elyos are teleported to Teminon Landing and Asmodians are teleported to Primum Landing.
 - o The Shugo Merchant Troop appears as soon as the fortress battles begin. Kill the Balaur monsters ambushing the merchant troop to conquer it and receive benefits that could be useful in the fortress battle.



Shugo Merchant Troop	Advantage
① Oharunerk's Ship	Summons mercenaries in the Sulphur Fortress.
(Sulphur Archipelago)	Summons an NPC in Teminon/Primum that teleports to Oharunerk's Ship.
② Joarinerk's Ship (Zephyr Island)	A buff is applied that increases PVP defence for 10 mins. Summons an NPC in Teminon/Primum that teleports to Joarinerk's Ship.
③ Temirunerk's Ship (Leibo Island)	A buff is applied that increases Balaur attack for 10 mins. Summons an NPC in Teminon/Primum that teleports to Temirunerk's Ship.
④ Shairinerk's Ship (Gale Island)	A buff is applied that increases PVP defence for 10 mins. Summons an NPC in Teminon/Primum that teleports to Shairinerk's Ship.
⑤ Bominerk's Ship (Siel's Left Wing)	Summons mercenaries in Siel's Western Fortress. Summons an NPC in Teminon/Primum that teleports to Bominerk's Ship.
⑤ Sasuminerk's Ship (Siel's Right Wing)	Summons mercenaries in Siel's Eastern Fortress. Summons an NPC in Teminon/Primum that teleports to Sasuminerk's Ship.







- Once the fortress battle for the 3 fortresses in the Lower Abyss begins, an additional fortress gate appears in the connecting passage to the Guardian General. If 1 Outer Fortress Gate and the Inner Gate are all destroyed, the Guardian General's protective shield will be deactivated and he can be attacked.
- Elyos/Asmodians collect certain Contribution Points while fighting the fortress battle in the Lower Abyss. As soon as a faction wins, the rewards will be issued for victory/defeat.
 - However, if the Balaur conquer the fortresses, neither Elyos nor Asmodians can receive rewards.
- o The method for the fortress battle in the Lower Abyss has been changed as follows:
 - You can form Battle Leagues near the fortresses 10 minutes before the start
 of the fortress battles in the Upper Abyss As soon as the fortress battles
 begin, the characters are split into factions and teleported to the vicinity of
 the fortresses.
 - Once the minimum number for a Battle League has been reached, the Battle League window switches to the score window.



- The points are split into Elyos/Asmodians/Balaur. The Balaur start with 10,000 points. Elyos/Asmodians can reconquer points as soon as they complete the point objects.
 - ★ When units from the opposing faction appear, these can also be killed.
- You can receive points through fragments near the fortresses, commanders, fortress gates, Conquest Stones and other opportunities.
- The faction with the most points conquers the fortress, regardless of whether the Guardian General has been defeated.

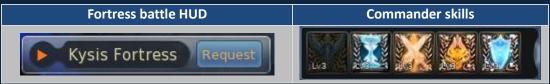
 - ※ If the fortress is conquered by the Elyos/Asmodians, the opposing faction receives the reward for defeat.
- The legion reward for the conquering legion has been removed to ensure all factions can participate in the Abyss fortress battles.







- The levels and attributes of the items in the Upper and Lower Abyss have been increased.
- A Battle League function has been added for characters to join the fortress battle automatically in large numbers and new Commander skills have been added.
 - This applies for all fortress battles. If located in the battle area from 10 minutes prior to the start of the fortress battles (example: the region of Kaldor for the Anoha Fortress Battle), a fortress battle HUD will be displayed in the top right of the window. However, the "Join Battle League" button is only shown near the fortresses.
 - o If the "Join Battle League" button is selected in the fortress battle HUD, the request to join the Battle League is registered and players automatically join the Battle League 5 minutes before the fortress battle begins. (Then all registered characters will be added to the Battle League within 1 minute by the end of the fortress battle.)
 - For automatic Battle League formation, "Leader of the Battle League", "Alliance Leader of the Battle League" and "Alliance Leader" are selected according to the higher rank of the players registered.
 - After the Battle League is automatically put together, the respective alliance leaders can set the composition of the members manually.
 - Up to 576 players can register in the Battle League. Characters from level 45 can register for the Lower Abyss fortresses and players from level 66 can register for all other fortresses.
 - o A minimum of 24 players must have registered for a Battle League.



- All existing groups/alliances are dissolved when you register for the Battle League. Additional group/alliance formations are not possible after this point.
- You can select "Leave Battle League" in the fortress battle HUD to leave the Battle League. You automatically leave the Battle League when you leave the war zone.
- The respective alliance commanders can use the Ban function. Players cannot re-join the Battle League for 5 minutes once banned. (You can re-join the Battle League at any time if you simply leave.)
- After a Battle League is formed, exclusive Commander skills are activated that can only be used by "Leaders of the Battle League", "Alliance Leaders of the Battle League" and "Alliance Leaders".
- The Commander skills can only be used by commanders with a rank higher than Army 1-Star Officer. The skills that can be used change depending on rank.







Skill Name	Cooldown time	Minimum number of members for use	Description
Summon: Battlefield Kisk	30 min.	96 people	Summons a Kisk to which a maximum of 576 characters can bind themselves. Regenerates the HP, MP and flight time of allies in a 15 m radius every 3 seconds and confers a protective shield effect for 1 minute.
Marching Orders	15 min.	48 people	Increases league members' movement speed, attack/casting speed, physical attack and magic boost for 3 min.
Officer's Encouragement	5 min. (Cooldown	12 people	Increases the maximum HP and PVP attack of alliance members for 3 min.
Balaur Destruction	will be split)	12 people	Confers a buff that has a 100% probability for 2 mins. of landing an additional hit on attacks on Balaur by alliance members.
Officer's Protection		12 people	All negative states applied to alliance members will be lifted. Regenerates HP and confers a shield that absorbs 50% damage for 30 sec.

- The Commander skills can first be used the minimum number of alliance/league/Battle League members in the table has been reached.
- The higher the Abyss ranking, the greater the effect of the Commander skills.

Changes

• The time for the fortress battles in the Upper/Lower Abyss and for the Anoha Fortress Battle have been changed.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
6 - 7 PM	Sulphur Tree	Siel's Eastern/ Western Fortress	Sulphur Tree	Siel's Eastern/ Western Fortress	Sulphur Tree Siel's Eastern/ Western Fortress	Sulphur Tree Siel's Eastern/ Western Fortress	Sulphur Tree Siel's Eastern/ Western Fortress
9 - 10 PM	Krotan Miren Kysis	Anoha	Krotan Miren Kysis	Anoha	Krotan Miren Kysis	Pangaea	

- Characters who were bound in the Abyss prior to the "The Balaur Lord's Resurrection" update, or whose bind point is located in the Upper Abyss, will be teleported as follows:
 - o Characters who are bound in the Lower Abyss will not be teleported.

Faction	Region
Elyos	Teminon Landing - Latis Plaza
Asmodians	Primum Landing - Central Red Plaza







• Some artefact settings in the Lower Abyss have been changed.

Artefact	Before	After
Abyssal Aura	800 damage every 4 sec.	1,000 damage every 3 sec.
	for 12 sec.	for 15 sec.
Daevic Efflux	Found in the East	Found in the North
Tenebrous Cloak	Found in the West	Found in the East

• The reward for certain levels of the landing site enhancement in the Upper Abyss has been changed.

Defensive	larigeu.	
Position	Before	After
Level 3	 Contains all benefits of Level 2 Landing Sites Flight Energy appears, which helps to restore flight time Merchants for crafting materials, designs and consumable items as well as one distributor appear [Elyos] Inggison Corridor appears [Asmodian] Gelkmaros Corridor appears 	 Contains all the benefits of Level 2 Landing Sites Flight Energy appears, which helps to restore flight time Merchants for crafting materials, designs and consumable items as well as one distributor appear Akaron Corridor and Kaldor appear
Level 4	 Contains all benefits of Level 3 Landing Sites Life Energy appears, which increases the maximum HP Reinforcement soldier appears for Garrisons 60 to 65 An overseer of the Ancient Relic appears An Akaron Corridor and a Kaldor Corridor appear 	 Contains all the benefits of Level 3 Landing Sites Life Energy appears, which increases the maximum HP Reinforcement soldier appears for Garrisons 60 to 65 Consumables merchant (Insignias of Honour) appears An overseer of the Ancient Relic appears Entry assistant for the Rift of History appears
Level 5	 Contains all benefits of Level 4 Landing Sites Consumables Merchant (Insignias of Honour) appears Energy of the Final Battle appears and increases Attack Entry Assistant for the Rune Shield Tower appears 	 Contains all benefits of Level 4 Landing Sites Materials for Magical Crafting and a Flux seller appear Energy of the Final Battle appears and increases Attack Entry Assistant for the Elemental Lord's Laboratory appears Entry Assistant for the Adma Ruins appears Entry number increased by 1 for the Rift of Oblivion
Level 6	 Contains all benefits of Level 5 Landing Sites Reinforcement soldier for Garrisons 50 to 55 appears 	 Contains all the benefits of Level 5 Landing Sites Reinforcement soldier for Garrisons 50 to 55 appears







	 Equipment Merchant (Battle Medals) appears Entry Assistant for hidden war fortresses appears Entry Assistant for the Runadium appears 	 Equipment Merchant (Insignias of Honour) appears Entry Assistant for the hidden war fortresses appears Entry Assistant for Arkhal's Hidden Space appears Entry number increased by 2 for the Elemental Lord's Laboratory Entry number increased by 2 for the Adma Ruins
Level 7	 Contains all benefits of Level 6 Landing Sites Greater DP enhancer appears Entry Assistant for Katalamize appears Entry number increased by 4 for the Rune Shield Tower and the Rune Shield Tower (heroic) Entry number increased by 4 for the Runadium and the Runadium (heroic) 	 Contains all the benefits of Level 6 Landing Sites Greater DP enhancer appears Entry Assistant for the Kroban Base appears Entry number increased by 3 for Arkhal's Hidden Space
Level 8	 Contains all benefits of Level 7 Landing Sites Reinforcement soldier for Garrisons 56 to 59 appears Greater Augmenter appears Entry Assistant for the Steel Wall Bastion appears Entry number increased by 2 for Katalamize Entry number increased by 2 for the Steel Wall Bastion 	 Contains all the benefits of Level 7 Landing Sites Reinforcement soldier for Garrisons 56 to 59 appears Greater Augmenter appears Entry number increased by 3 for the Kroban Base Entry number increased by 4 for the Library of Knowledge Entry number increased by 4 for the Garden of Knowledge

- o Aside from the changed or removed contents, all bonuses remain the same.
- The completion method of "Anoha Fortress Battle" in Kaldor has been changed.
 - The fortress defence in "Anoha Fortress Battle" has been removed. The fortress is automatically occupied by the Balaur faction before the start of the next fortress battle.
 - Players located near the fortress will be teleported to friendly settlements (Elyos: Saphirunerk Settlement, Asmodians: Rubirinerk Settlement) when the Anoha Fortress Battle starts and can use the tanks for the fortress battle.
 - X The items needed for the tank can be purchased from the merchant for consumables in the Kaldor Base.
 - o If the "Anoha Fortress Battle" was a success 2x, the monster "Enraged Anoha Protector" appears. You automatically receive a quest as soon as you move in the vicinity of the Anoha Fortress.
 - o The monster "Enraged Anoha Protector" is summoned for 60 minutes.
 - o Some artefact settings in Kaldor have been changed.







Artefact	Before	After
Hellfire Array	Deals a total of 5x 3,300 damage.	Deals a total of 5x 3,900 damage.
Soul Destruction	Deals a total of 5x 2,000 MP damage.	Deals damage equal to 95% of MP 5x.

- The fortresses in Inggison and Gelkmaros are locked. Fortress battles no longer occur in these regions.
 - o Due to the lockdown, no more artefacts can be used in Inggison or Gelkmaros.
- The appearance method for Protector monsters near the fortresses has been changed.
 - The fortress conquest must reach a certain number for the monsters near the fortress to appear.

Region	Fortress	Conquest number
Lower Abyss	Sulphur Fortress	Elyos/Asmodians 5x each
	Siel's Western Fortress	
	Siel's Eastern Fortress	
Upper Abyss	Krotan Fortress	Elyos/Asmodians 3x each
	Kysis Fortress	
	Miren Fortress	
Kaldor	Anoha Fortress	Elyos/Asmodians 2x each

- The legion reward for the conquering legion has been removed to ensure all factions can participate in the Abyss fortress battles.
- Due to the change in the regions in the Upper Abyss, the points for landing site enhancement for Elyos/Asmodian have all been reset.
- The levels and attributes of the items in the Upper and Lower Abyss have been increased.
- A change has been made so that the composition of players for the very first Battle League is ordered by character class automatically before the start of the fortress battles.
- The attributes of monsters and NPCs in the "Anoha Fortress" in Kaldor have been changed.
 - o The attributes of the Balaur Guardian General have been reduced.
 - $\circ\quad$ The attributes of monsters positioned in Defensive Bases have been reduced.
 - The HP of the Balaur iron fence positioned in the Defensive Base and that of the Anoha Fortress Gate has been reduced.
- The HP of Raging Anoha, who appears after a certain number of "Anoha Fortress" conquests, has been reduced.
- The colour of the Floating Island on the World Map <M> has been changed for a better view in the Reshanta environment.
- If you join a Battle League during the fortress battle, the max. amount of AP you can receive from PvP in a short time is doubled.
 - This only applies if you have joined a Battle League. If you leave the Battle League or don't join up to start with, the max. amount of AP currently set is retained.







- An addition has been made so that rewards are issued for fortress battles depending on Contribution Points, even if the fortresses are conquered by the Balaur.
 - However, the character must be a member of a Battle League for this and have received a certain number of Contribution Points.
- A temporary settings change has been implemented that means the level 75 Transformation skill cannot be used in Pangaea.

Quests

Added Quests

New quests added for magical morph.

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Faction	Available at level	Quest Name	Quest NPC
Elyos	From level 66	High Daeva skills	<storm daeva=""> Pelen</storm>
Asmodians	From level 66	High Daeva skill	<shadow executor=""> Edorin</shadow>

• A campaign quest has been added that can be carried out by characters from level 66.

Faction	Quest Name	Available
Elyos	The Call of High Priest Jucleas	Automatically available from level 66
Asmodians	The Call of High Priest Balder	Automatically available from level 66

• Quests have been added that can be carried out during the fortress battles in the upper/lower Abyss and in Kaldor.

Lower Abyss

Elyos	Asmodian
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General
of Siel's Western Fortress	of Siel's Western Fortress
[Daily] Purge of the Left Wing Chamber	[Daily] Purge of the Left Wing Chamber
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Protectors of Siel's Western Fortress	Protectors of Siel's Western Fortress
[Urgent Order] Mission to recapture Siel's	[Urgent Order] Mission to recapture Siel's
Western Fortress	Western Fortress
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General
of Siel's Eastern Fortress	of Siel's Eastern Fortress
[Daily] Purge of the Right Wing Chamber	[Daily] Purge of the Right Wing Chamber
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Protector of Siel's Eastern Fortress	Protector of Siel's Eastern Fortress
[Emergency Command] Mission to recapture	[Emergency Command] Mission to recapture
Siel's Eastern Fortress	Siel's Eastern Fortress
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General
of the Sulphur Fortress	of the Sulphur Fortress







[Daily] Purge of the Sulphur Tree Nest	[Daily] Purge of the Sulphur Tree Nest	
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the	
Protectors of the Sulphur Fortress	Protectors of the Sulphur Fortress	
[Emergency Command] Mission to recapture	[Emergency Command] Mission to recapture	
the Sulphur Fortress	the Sulphur Fortress	

Upper Abyss

Elyos	Asmodian
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General
of the Krotan Fortress	of the Krotan Fortress
[Daily] Purge of the Krotan War Fortress	[Daily] Purge of the Krotan War Fortress
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Protectors of the Krotan Fortress	Protectors of the Krotan Fortress
[Emergency Command] Mission to recapture	[Emergency Command] Mission to recapture
the Krotan Fortress	the Krotan Fortress
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General
of the Miren Fortress	of the Miren Fortress
[Daily] Purge of the Miren War Fortress	[Daily] Purge of the Miren War Fortress
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Protectors of the Miren Fortress	Protectors of the Miren Fortress
[Emergency Command] Mission to recapture	[Emergency Command] Mission to recapture
the Miren Fortress	the Miren Fortress
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General
of the Kysis Fortress	of the Kysis Fortress
[Daily] Purge of the Kysis Fortress	[Daily] Purge of the Kysis Fortress
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Protectors of the Kysis Fortress	Protectors of the Kysis Fortress
[Emergency Command] Mission to recapture	[Emergency Command] Mission to recapture
the Kysis Fortress	the Kysis Fortress

Kaldor

Elyos	Asmodian	
[League] Annihilation of the Guardian General	[League] Annihilation of the Guardian General	
of the Anoha Fortress	of the Anoha Fortress	
[Emergency Command] Annihilation of Raging	[Emergency Command] Annihilation of Raging	
Anoha of the Anoha Fortress	Anoha of the Anoha Fortress	
[Emergency Command] Mission to recapture	[Emergency Command] Mission to recapture	
the Anoha Fortress	the Anoha Fortress	







- New Emergency Command quests have been added that can be carried out in the lower Abyss.
 - These quests are automatically received as soon as players enter the respective fortress regions or the Stormy Isles.

Elyos	Asmodian
[Emergency Command] Annihilation of the	[Emergency Command] Elimination of the
Invaders of the Sulphur Fortress	threat to the Sulphur Fortress
[Emergency Command] Annihilation of the	[Emergency Command] Elimination of the
Invaders of Siel's Western Fortress	threat to Siel's Western Fortress
[Emergency Command] Annihilation of the	[Emergency Command] Elimination of the
Invaders of Siel's Eastern Fortress	threat to Siel's Eastern Fortress
[Emergency Command] Annihilation of the	[Emergency Command] Elimination of the
Invaders of the Stormy Isles	threat to the Stormy Isles

- New quests have been added in which the opposing faction must be defeated according to Abyss rank.
 - The new quests are automatically received as soon as players enter the Abyss region with the applied title, which for Elyos can be obtained after completing the quest "New mission for the annihilation of the Asmodian soldiers" and completing the quest "Mission to annihilate new Elyos soldiers" for the Asmodians.

Elyos	Asmodian
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 9 Asmodian soldiers	Level 9 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 8 Asmodian soldiers	Level 8 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 7 Asmodian soldiers	Level 7 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 6 Asmodian soldiers	Level 6 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 5 Asmodian soldiers	Level 5 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 4 Asmodian soldiers	Level 4 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 3 Asmodian soldiers	Level 3 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 2 Asmodian soldiers	Level 2 Elyos soldiers
[Emergency Command] Annihilation of the	[Emergency Command] Annihilation of the
Level 1 Asmodian soldiers	Level 1 Elyos soldiers
[Emergency Command] Confrontation with	[Emergency Command] Confrontation with
Asmodian Officers	Elyos Officers
[Emergency Command] Confrontation with	[Emergency Command] Confrontation with
Asmodian Generals	Elyos Generals







• 2 guests have been added that can be carried out in the Esoterrace instance.

Faction	Quest Name	Quest NPC
Elyos	Message from Esoterrace	Available from the NPC near
	For Recapture	the entrance to the Esoterrace
Asmodians	Request from Esoterrace	Available from the NPC near
	For Recapture	the entrance to the Esoterrace

• Quests have been added that can be carried out in the Gold Arena.

Faction	Quest Name	Quest NPC
Elyos/Asmodians	What does Daeva know about the Gold	<red conglomerate="" sand=""></red>
	Arena, ak?	Peronerk

Changes to Quests

- Some quest-related items have been changed into destroyed items.
 - Affected are quest-related items from campaigns introduced with update 4.7 which are being deleted with the introduction of this update.
 - They can be converted in the [Sell all destroyed items] window.
- The quest receipt/completion level and the reward (experience points/Kinah) for quests in the Upper Abyss have been changed.
- The level for receiving the Abyss entry quests "Testing Flight Skills" for Elyos and "The Last Checkpoint" for Asmodians from level 45 has been changed.
 - Characters below level 45 who have not completed the Abyss entry quest can enter the Abyss after completing the quest at level 45.
- The quest receipt/completion level of some quests in the Lower Abyss has been increased and some completion contents have been changed.
- Due to the removal of fortress battles in Inggison and Gelkmaros, the reduction of the Abyss region and the change in the method for fortress battles, the associated quests have been removed.
 - All quests that have been received or completed already will be cancelled. New quests can be carried out as soon as players enter the respective regions.
- The rewards for some PvP quests have been changed.
 - The Honour Points reward has been increased and Spinel Medal Fragments can be received.
- The quest receipt level for daily quests received by the Elyos Radiant Ops organisation and Asmodian Blood Crusade organisation has been partially corrected.
- Some quests in Akaron, Signia/Vengar in which Ceranium Medals were available have been removed.
- Some of the quest content for level 8 legion missions has been changed.
- A change has been made so that the title item that characters receive after completing the Elyos quest "New mission for the annihilation of the Asmodian soldiers" and the Asmodian quest "Mission to annihilate new Elyos soldiers" is no longer destroyed.
- The quest receipt/completion level has been changed for certain quests that can be carried out in the Upper Abyss.







- Fixed an issue where the Asmodian quest "The secret of the Seiren treasure" was not available in certain situations.
- Fixed an issue where players couldn't attack the "Virago Nest" at certain positions during the Elyos "Lord of the Sky" quest.
- Fixed an issue where characters were teleported to abnormal positions while completing the Elyos quest "Price of Goodwill" and the Asmodian quest "A Suspicious Call".
- Fixed an issue where some Emergency Command quests that couldn't be accepted remained in the quest list.
 - o All guests that have been received or completed already will be cancelled.

Faction	Quest Name
Elyos	[Emergency Command] Telemachus' Command
	[Emergency Command] Perento's Command
Asmodians	[Emergency Command] Aegir's Command
	[Emergency Command] Nerita's Command

- Fixed an issue where the system notification was displayed incorrectly when completing the quest "[Daily] Ladacus' Rehabilitation", which is completed in the Lower Abyss.
- Fixed an issue where the NPC Jafnhar didn't appear during the quest "Jafnhar's Whereabouts".







Items

New Items

- Estima/Estima Sacred Water has been added that can be used by High Daevas.
 - High Daeva Power of Creation is added when equipping Estima depending on the level.
 - o Estima can be equipped in the Estima tab in the character profile (shortcut key: P). The slots are expanded depending on the character level.



- X Depending on the High Daeva's level, the relevant slots are used as adjusted.
 - Estima can be obtained through magical crafting (from crafting skill 60) using set materials.
 - The materials can be produced via magical crafting or purchased from the merchant for magical crafting items in Esterra/Nosra.
 - Estima can be enhanced under [Buffs/remodelling Enhance Estima] with "Estima Sacred Water" or "All-Powerful Enchantment Stone".
 - However, equipped Estima cannot be enhanced and must first be unequipped before attempting the enhancement.
 - The Estima Sacred Water can be obtained from boss monsters in the following instances for High Daevas with a certain probability.

List of instances			
Elemental Lord's Laboratory	Adma Ruins	Arkhal's Hidden Space	
Kroban Base	Library of Knowledge	Garden of Knowledge	

- The "Lord's Bracelet" has been added.
 - The Lord's Bracelet is a new accessory that can be equipped in the new slot.
 - The Lord's Bracelet can be purchases in the capital cities. The information is as follows:







Faction	Item Name	Region	Sale NPC
Elyos	Kaisinel's Bracelet	Sanctum	Fenna
			<modified accessories="" of<="" td=""></modified>
			the Lord>
Asmodians	Marchutan's Bracelet	Pandaemonium	Fedo
			<modified accessories="" of<="" td=""></modified>
			the Lord>

- PvP defence is applied to the Lord's Bracelet as a standard. Successful upgrading with the Holy Upgrade Serum allows you to add additional attributes.
 - PVP attack is added from level +6 and can be upgraded up to a maximum of +10.
- Depending on the upgrade level, Manastone slots are enable on the Lord's Bracelet and the appearance of the item changes.

Upgrade level	Manastone slot	Appearance
Default	Unavailable	
Level 5	1 slot	
Level 7	1 additional expansion (2 slots)	-
Level 10	1 additional expansion (3 slots)	

- * The expanded Manastone can be enhanced with Manastones below level 80. (excludes Manastones for High Daevas)
- * The Manastone slot and the appearance are reset if the upgrade fails and the equipped Manastones disappear.
- New Abyss items have been added for High Daevas.
 - The new equipment can be purchased using "Spinel Medals" and are available from the following NPCs:

Faction	NPC Names	Location
Elyos	Perita, Tegrao, Rapaeon	Kaisinel Academy
		Hall of Fame
Asmodians	Ridar, Jaubark, Kapanem	Marchutan Priory
		Temple of Honour

 If the upgrade of High Daeva accessories fails, the item is destroyed and depending on the accessory type and upgrade level, players can receive "Fragments of the Illusion Stone of Chaos".







 10 "Fragments of the Illusion Stone of Chaos" can be used to make 1 "Illusion Stone of Chaos". This can be exchanged with the Illusion Stone merchant for Abyss Points.

Faction		Location
Elyos	Damurang	Ariel's Refuge in Esterra
Asmodians	Remorung	Azphel's Temple in Nosra

- New High Daeva equipment has been added that is available in some instances and on fields.
 - o If the upgrade of High Daeva accessories fails, the item is destroyed and depending on the accessory type and upgrade level, players can receive "Fragments of the Dimension Stone of Chaos".
- Fountains have been added in the capital of Esterra/Nosra for exchanging the new medals.
 You can exchange Ceranium medals into Spinel medals there.
- New High Daeva items have been added.
 - New High Guard/Archon Defence Troop equipment has been added that can be purchases with "Spinel Medals". These are available from the following NPCs:

Faction	NPC Names	Location
Elyos	Perita, Tegrao, Rapaeon	Kaisinel Academy
		Hall of Fame
Asmodians	Ridar, Jaubark, Kapanem	Marchutan Priory
		Temple of Honour

- o High Daeva equipment has been added that can be obtained in the Upper Abyss.
- o If the upgrade of High Daeva accessories fails, the item is destroyed and depending on the accessory type and upgrade level, players can receive items.

Accessory type	Items
High Guard/Archon Defence Troop	Fragment of the Illusion Stone of Chaos
High Guard/Archon Praetor	Fragment of the Magic Illusion Stone of Chaos
Prigga Legion	Fragment of the Dimension Stone of Chaos
Frost Insignia	Fragment of the Magic Dimension Stone of
	Chaos

o 10 "Fragments of the Illusion Stone of Chaos" can be used to make 1 "Illusion Stone of Chaos". This can be exchanged with the Illusion Stone merchant for Abyss Points.

Faction	<illusion stone<="" th=""><th>Location</th></illusion>	Location
	Merchant>	
Elyos	Damurang	Ariel's Refuge in Esterra
Asmodians	Remorung	Azphel's Temple in Nosra

Players can obtain 1 "Dimension Stone/Magic Dimension Stone of Chaos" from 10
 "Dimension Stone Fragments/Dimension Stone of Chaos Fragments" and can produce 5 different Magic Dimension Stones through magical crafting.







- Fountains have been added in the capital of Esterra/Nosra for exchanging the new medals.
 - The new medals can be exchanged for Ceranium Medals at the exchange fountain with a fixed probability.
- A function has been added to the fountains of the respective factions' bases in the Lower Abyss to exchange Platinum Medals for Gold Medals.
 - You can make an exchange at the current fountain where you exchanged Gold Medals for Silver Medals.
- New magical crafting designs have been added.
 - The equipment designs can be purchased from the merchant for special equipment designs in Nosra/Esterra.
 - The designs for Pet Egg can be purchased from the merchant for special designs in Nosra/Esterra.
- A Pet has been added that gives you Magical Crafting Materials as a reward.
 - This Pet can be obtained through magical crafting. You can receive Lesser/Normal/Greater/Refined Magical Crafting Material from this Pet.
- The number of items offered as food have been reduced for the Pet that produced materials for magical crafting.

Pet Name	Pet Food	Amount of Pet Food	
		Before	After
Indigo Ribbit	Jerky for Pets	4	2
Grassy Drakie	Candy for Pets	8	3
Striped Elroco	Rib for Pets	12	4
White Dagg	Meat for Pets	16	6

- Methods have been added to magical crafting that allow players to craft Sophisticated/Fine Metal/Leader/Fabric/Gemstone Scrolls.
- A crafting design has been added to magical crafting that allow players to craft Magic Powder.
 - The crafting design for Magic Powder is received automatically. The crafting requires Rankino's Dismantling Tool.
 - Rankino's Dismantling Tool can be purchased from the NPCs Kalio (Esterra) or Erendil (Nosra).

Changes to Items

- An automatic charging function has been added to Gold Star.
 - The automatic charging can be switched on/off by right-clicking on the Gold Star Energy symbol.



- o If the automatic charging function is activated, the Gold Star item is automatically used when the Gold Star Energy falls below 4%.
- Some of the functions of mount items have been changed.







- The mount items can be stored in the private warehouse.
- You can own multiple mount items of the same type.
- A change has been made so that the Refined Recovery Potion can be used by both Daevas as well as High Daevas.
- The possible gathering attempts and the gathered amount when gathering have been changed

Gatherable Items	Possible gathering attempt		Gathered amount	
	Before	After	Before	After
Gatherable items ground	3	1	1	3
Gatherable items air (Aether)	5	1	1	3

 The fortress crests of deleted Katalam fortresses (Sillus/Bassen/Prades Fortress) have been destroyed.

Item Name	Sale price
Crest of the Sillus	450 Abyss Points
Fortress	
Crest of the Bassen	560 Abyss Points
Fortress	
Crest of the Prades	560 Abyss Points
Fortress	

- Some unusable quest items have been destroyed and changed so that these are no longer dropped.
- Platinum medals can now be traded.
- From now onwards, destroyed items can no longer be traded or stored.
- A change has been made so that magical morph consumes Kinah after a certain number of attempts.
 - Magical morph is free for 3 attempts per day.
 - From the 4th morph onwards, a certain amount of Kinah will be required for magical crafting.
 - o The amount of possible uses of magical morph is reset every morning at 9 AM.
- The drop rate of equipment has been increased for enemy NPCs who infiltrate the Sky Island and on the ground in Esterra/Nosra.
- The colour of some items has been changed.

- Fixed an issue where the buff effect was not displayed at level 15 and level 20 on some of Lannok's weapons.
- Fixed an issue where the event item which is available through logging in and connecting was not received in some situations.
- Fixed an issue where the symbol for the bonus item which is randomly obtained during magical crafting was not displayed.
- Fixed an issue where killing monsters in regions of Esterra and Nosra led to players receiving items unsuitable for their level.







- Fixed an issue where no materials are obtained when extracting High Daeva shields or when enhancement attempts failed.
- Fixed an issue where magical crafting sometimes resulted in players receiving equipment for the opposing faction.
- Fixed an issue where the +15 animation effect was not displayed correctly on some Ghost weapons.
- Fixed an issue where the colour wasn't displayed correctly on some items even after dyeing.
- Fixed an issue where the item resulting from equipment blessings was displayed in the preview even if this didn't possess any skill of its own.
- Fixed an issue where Apollon's Shield was missing from weapons lists at equipment enhancers in Esterra or Nosra.
- Fixed an issue where the design name of some Fluxes was displayed incorrectly.
- Fixed an issue where the appearance of some Fluxes was displayed incorrectly when equipped.
- Fixed an issue where the specific skill was not applied to the item when players received Luminiel/Peitan weapons via equipment blessing.







UI

Added

- The equipment slot for Lord's Bracelet has been added in the tab Profile Info.
 - The addition of the bracelet slot means the slot for the feathers has been changed as follows:



- The [Bracelet] category has been added to the item categories in the Brokers.
 - o Players can view this under [Engage Trade Broker All Accessory Bracelet].
- An option has been added that stops the system menu from opening by pressing <ESC>.
 - The "Open system menu with ESC" option can be switched on/off under [System Game Options User interface].
- An info window has been added that displays the award status of reward items that are received while connected during event times.
 - You can open the event window by clicking on the () bottom right in the image.
 - If there are unissued items present during event period, the event window will automatically be opened on every connection.



- o If you select "Don't show any more today", the event window stays closed until the next day.
- A shortcut key for Fortress Battle League has been added.
 - <Shift+O> is set as standard. This can be changed in the "Battle League" tab under [Options - Key Mapping - Open/close window].







Changed

• The rewards method for Atreia Pass has been changed.



- Clicking [Receive] on the reward ① adds the item to your inventory immediately. You can receive additional rewards at 9 AM the next day.
- When your very first character connects during the anniversary month, the [Receive] button for reward (2) is activated and you can receive the anniversary reward.
- Rewards that are not accepted remain until they are won by clicking the [Receive] button. Once all Passport Stamps have been stamped you can receive the reward again.
- Rewards located in the Reward Box are sent by mail to the character who was last connected after the update.
- An improvement has been made so that standard quickbars 1-5 are automatically set for the class-specific skills quickbar that is shown again after Transformation is used.
- The display method for the compass that points to the different heights of opposing players has been changed.
 - o If the opposing player is more than 25 m up or down, the () is displayed as translucent.
 - o If the opposing player is out of range, this is shown on the compass.
- A change has been made so that the function "System Key Mapping Select Nearest Enemy PC" first selects the enemy PC who last attacked the character.
- The user friendliness has been improved when registering items for magical crafting.
 - A change has been made so that attempts to register enhanced/upgraded items generate a warning notification.
 - A change has been made so that the "Show all" function excludes the equipped items from the display list.
 - A change has been made so that the "Show all" function puts the equipped items to the very back of the display list.







- The payment method for fees when registering items at the Broker's has been changed.
 - Only a small amount of Kinah is paid as registration costs when you register the items. Once the registered items have been sold, the remaining fee amount will be settled.

Before	After
Payment of the full fee on item registration	Payment of the registration costs on item
	registration
	Pay the rest of the fee after purchasing the item.

^{*} If the registered items are not sold and the registration period has expired, the rest of the fee is not deducted.

- The costs are calculated without the rest of the fee. This sum can be seen under [Broker Total less fees]
- There are no further costs for items registered before the upgrade as the fees have already been paid.

- Fixed an issue where the removal information for the Aethertech is displayed incorrectly in the tooltip when they are in rider status.
- Fixed an issue where the website wasn't opened properly when clicking on "Profile Account information AION bonuses".
- Fixed an issue where the Lord's Bracelet was not shown under "Show details" for other characters.
- Fixed an issue where players would equip 10,000 Power Shards but the number was displayed incorrectly.
- Fixed an issue where the sound during magical crafting wouldn't go away even after closing the window.
- Fixed an issue where the Stigma Master in the Upper Abyss base was not displayed on the World Map <M>.
- Fixed an issue where the names in the house auction list were incorrectly displayed in certain circumstances.
- Fixed an issue where the split storage of items in the Legion Warehouse was not recorded in the usage log.
- Fixed an issue where the "Save and delete" function in the Housing Script wasn't functioning correctly.
- Fixed an issue where the Asmodian character who used the Transformation skill in the Rift of Oblivion shoes up in the opposing faction's search.







NPC

Added NPCs

- A symbol has been added that points to the infiltration operation that appears in Esterra/Nosra at set times. Additionally, an assistant NPC has been added who can help you to reach the lookout post near the Sky Island.
 - A notification is displayed and a symbol appears on the World Map when the opposing faction's assault fleet appears on the Sky Island.

Esterra	Nosra
Archon Assault Fleet	Guardian Assault Fleet
>	>

• When the opposing faction's assault fleets appears on the Sky Island, players can reach the lookout posts near the Sky Island by going to the NPCs listed below:

Faction	action Defence Fleet Officer Location	
Elyos	Pilatos	Ariel's Refuge
Asmodians	Kunak	Azphel's Temple

NPC Changes

- Defeating monsters in the "Ashunatal Dredgion" instance now earns you experience.
- The level of the Radiant Ops NPC in Esterra and Nosra has been changed.
- The appearance/designation/title has been changed for teleport statues that are positioned in the respective Elyos/Asmodian regions.
- The combat scheme of the monsters "Berson" and "Ventus" in Nosra has been partly changed.
- Some sales NPCs have been changed due to the lockdown of "Inggison Fortress" and "Gelkmaros Fortress" in Balaurea.

Faction	NPC Name	Region	Items for Sale
Elyos	Heriel <material merchant=""></material>	Inggison	Carved Master Fragment
	Sabotes <essencetapping items=""></essencetapping>	Sanctum	Morphing Book for
			Morphing Substances
	Maire <aethertapping items=""></aethertapping>	Sanctum	Morphing Book for
			Morphing Substances
Asmodians	Eriams <material merchant=""></material>	Gelkmaros	Carved Master Fragment
	Relir < Essencetapping Items >	Pandaemonium	Morphing Book for
			Morphing Substances
	Areke <aethertapping items=""></aethertapping>	Pandaemonium	Morphing Book for
			Morphing Substances

• An addition has been made so that Abyss items purchased with Abyss Points and Platinum Medals are now also available in the Teminon/Primum Base in Reshanta.







Location	NPC Name
Teminon Fortress	Opeira < Distributor of Powerful Weapons>
	Ruposie < Distributor of Powerful Armour>
	Dirion < Distributor of Powerful Accessories>
Primum Fortress	Roimde <distributor of="" powerful="" weapons=""></distributor>
	Yeperk <distributor armour="" of="" powerful=""></distributor>
	Gnasher < Distributor of Powerful
	Accessories>

- Due to the change to the fortress battle method in the Upper/Lower Abyss, the legion NPCs have been removed and Stigma Masters positioned in their place.
- The properties and attributes of some monsters in the Rift of Oblivion have been changed.
 - The "Commander Gegares" appears randomly as a Warrior/Assassin/Sorcerer or Special type.
 - A change has been made so that status effects can be applied to "Commander Gegares" and "Elite Baranath Legion Raider Boss".
 - o Some attributes of "Commander Gegares" have been changed.
- A change has been made so that a message is displayed when the Guardian General appears during the fortress battles in the Upper Abyss.
- The explosive damage of the Balaur Air Mines positioned in the Lower Abyss has been changed.
- Route leading to the Upper Abyss have been added to the Teleporter located in the base in the Lower Abyss.
- A change has been made so that the "Hide/Show Other PCs" function under [System Key Mapping Function] is not applied to Kisks.

- Fixed an issue where some monsters in Esterra reappeared only 2 hours after being killed.
- Fixed an issue where some boss monsters in Esterra/Nosra didn't appear at the set time in certain circumstances.
- Fixed an issue where the appearance of the NPCs "Vicht" and "Noiman", who are positioned in the Primum Training Camp in the Lower abyss was not displayed.
- Fixed an issue where the DP was not receive as normal when killing the units summoned by some monsters.







Character

Additions to Characters

• Some resurrection binding points have been added to the following regions.

World	Added to Regions
Elysea	Poeta
	Eltnen
	Verteron
	Heiron
	Inggison
	Theobomos
	Signia
	Esterra
Asmodae	Ishalgen
	Morheim
	Altgard
	Beluslan
	Brusthonin
	Gelkmaros
	Vengar
	Nosra
Abyss	Lower Abyss
Balaurea	Silentera Canyon
	Akaron
	Kaldor

Changes to Characters

- The conditions for the calculation of the Abyss ranking on Honour Points has been changed.
 - Honour Points are no longer deducted daily at midday from characters with a rank of Army 1-Star Officer or higher.
 - Characters who have not received any Honour Points in the last 4 weeks will no longer be counted in the ranking calculations, and will from now onwards receive a rank according to the current Abyss point level. Characters who have earned more than 1450 Honour Points within the last 4 weeks will be taken into account for the ranking calculations.
 - After the change to the condition for calculating the Abyss ranking, the Honour Points score for receiving the rank will be temporarily set to 0. The Honour Points status is applied normally after 4 weeks.
 - o These changes do not have any effect on the current amount of Honour Points.
- After updating, the occupation status of the fortresses in the Upper/Lower Abyss and the Anoha Fortress in Kaldor will be changed to "Balaur".
 - Honour Points, which are awarded to the Brigade General of the conquering legion, are collected.
- A change has been made so that High Daevas no longer crash during flight even if the flight time ends, but retain the flight status instead.







- The character cannot move if the flight status is retained.
- o Gathering is not possible in this state.
- Skills and items can be used, however. If the flight time is topped up again by using Wind Potions, the character can move through the air again.
- The skill points for gathering (Essencetapping, Aethertapping) have been reduced.
- A change has been made so that the character can now use the Return skill in flight.
 - The window for the resurrection method, which appears after a character dies, has been partially altered.
 - o When a character dies, all resurrection options are displayed in a window.
 - A resurrection method has been added that lets the character resurrect at a bind point so they can resurrect in the region where they died. This applies when the region where the character died differs to the region where the return bind point is located.



- The maximum number for "Register automatic hunting" has been changed from 10x to 30x.
- The displayed method for titles received has been changed.
 - [Number of normal titles (number of special titles)/max. number of normal titles]

Fixes

- Fixed an issue where the flight time was reduced when the rider status of the mount was terminated by enemy attacks while using the Sprint skill.
- Fixed an issue where the "Martial Arts Master" movement was abnormally displayed with an equipped weapon.
- Fixed an issue where some skill animations activated with Skill Cards were not displayed correctly.
- Fixed an issue where the character landed at the wrong coordinates when they used the Abyss Teleporter in Signia/Vengar.

Faction	Region	NPC Name
Elyos	Signia - New Start Legion Outpost	Gainu
Asmodians	Vengar - Oasis Temple	Peruso

 Fixed an issue where characters resurrected at the enemy base when resurrecting at the bind point in Kaldor.







Skills

Added Skills

- [Skill Cards] have been added that allow you to change the skill animations.
 - Animations can be obtained with Skill Cards. Newly added skills can be viewed under [Skills Skills animation].
 - The animation can be changed by clicking on the detail information of the skill animation.
- The High Daeva skill "Increase Godstone Resistance" has been added.
 - o 3 CP (Power of Creation) are needed for a +1 increase. The resistance can be increased up to +4.
 - With a +1 increase, the Godstone Prevention increases by 0.2% and can be increased up to a max. of 1%.

Changes to Skills

- Depending on the elemental property, the additional hit on monsters has been added as content to the skill tooltip for Transformation: Incarnation of Fire / Water / Wind / Earth.
- Some High Daeva Transformation skills have been changed.
 - The basic attack strength of "Transformation: Incarnation of Earth" has been reduced.
 - Other changes made to the exclusive Transformation skills are as follows:

Transformation	Exclusive	Change
Skills	Transformation	
	Skills	
Transformation:	Healing Root	Cooldown changed to 1 sec.
Incarnation of		The skill can now be used while moving.
Water		• This has been changed to "Heals every 1.5 sec. for 4.5
		sec.".
Transformation:	Mighty Leap	The attack strength of the skill has been increased.
Incarnation of		Cooldown changed to 9 sec.
Earth	Stonefist	The attack strength of the skill has been increased.
	Level 1-2	HP absorption amount regulated.
	Floor Smash	The attack strength of the skill has been increased.
	Strike	
	Roar of Earth	The attack strength of the skill has been increased.
		Cooldown changed to 15 sec.

- Fixed an issue where the cooldown of some skills was not reset normally.
- Fixed an issue where the cooldown of some skills was not reset in certain situations.
- Fixed an issue where the "Summon Group Member" Spiritmaster skill didn't work in some regions in Gelkmaros.
- Fixed an issue where certain skills were not applied according to their conditions.







System

• The position of the obelisks in the capital of each faction (Sanctum/Pandaemonium) has been changed.





Elyos (Exalted Path)

Asmodians (Vifrost Bridge)

- The positions for binding points for return items to Sanctum and Pandaemonium have also been adjusted accordingly.
- Windstreams have been added in Upper Reshanta in order to make it easier to reach fortresses and the Floating Islands.
 - The windstream starts at the Tokanu/Magos Landing Site and ends on Kysis Island.
 - o It's possible to leave the windstream while using it or to enter it from the side.
- When the fortress battles begin in Upper Reshanta, the windstream routes will expand.
- Some terrain details in the "Kromede's Trial" instance have been corrected.
- Some terrain details in the "Rift of Oblivion" instance have been corrected.
- Some terrain details in the Abyss have been corrected.
- Some terrain details in Esterra have been changed.
- Fixed an issue where the Guardian Spirit that appears in the research area near Ariel's Refuge in Esterra if certain conditions are met appears as an Asmodian Guardian Spirit.
- Fixed an issue where some textures in Akaron were displayed incorrectly.





