

AION[®]

FREE-TO-PLAY

Update 5.6 Patch Notes



Contents

Instances	3
Narakkalli.....	3
Museum of Knowledge	3
Tower of Challenge	4
Neviwind Canyon	5
Golden Crucible (Group Battles)	6
Changes	7
Minions	8
User Interface	10
Quest.....	13
NPC	14
Item.....	14
Abyss	18
Character	18
Skills	19
System	20
Miscellaneous.....	21

Instances

Narakkalli

1. Added the 'Narakkalli' instance.



- Can be entered via the 'Narakkalli entrance', which can be found near the Miren Fortress in the Upper Abyss.
- Within the instance, the level-dependent info of the main missions and additional tasks will be displayed to the top right of the screen.

Number of Players	Level	Entry Reset	Entry Number
12 players	From level 66	Wednesday at 9 AM	4x (Gold User) 2x (Starters)

Museum of Knowledge

2. Added the 'Museum of Knowledge' instance.

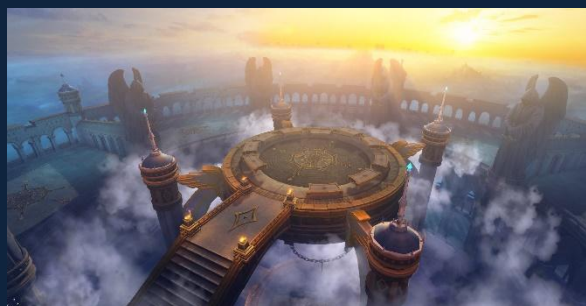


- Can be entered via 'Artefact of Knowledge' in the Tower of Eternity after the campaign quests from the Library of Knowledge/Garden of Knowledge are complete.
- Can also be entered via the entrance portal that appears after defeating the final boss monster of 'Garden of Knowledge'.

Number of Players	Level	Entry Reset	Entry Number
6 players	From level 66	Wednesday at 9 AM	4x (Gold User) 2x (Starters)

Tower of Challenge

3. Added the 'Tower of Challenge' instance.



- The 'Tower of Challenge' can be entered via the entrance located between the Emphyrean Crucible and the Crucible Challenge in Kaisinel's Academy/Marchutan's Priory.


Number of Players	Entry Level	Entry Reset	Entry Number
1 player	From level 66	Every Wednesday at 9 AM	3x (Gold User) 2x (Starters)

- There are a total of 40 levels in the tower. Completing one level lets you enter the next.
- You can receive a reward each time you complete a level. Additional rewards are available in levels where boss monsters appear.
- Revival skills as well as use of items are both restricted. If the character dies, then they can be resurrected at the entrance (Crucible Lobby). However, upon re-entering the entry number is reduced.
- If you try again, you will enter the level that comes immediately after the last successful level. The level progress is reset to level 1 every Wednesday at 9 AM.
 - Characters who have successfully completed all 40 levels can continue to play the 40th level if they play again before the reset.
 - After the reset (every Wednesday at 9 AM), the characters can decide on their first entry whether they want to enter the last level they reached before the reset or to start at the 1st level.
- Unlike with other instances, the entry number for 'Tower of Challenge' is not reset when the server is switched off.
- A new quest has been added that can be completed in 'Tower of Challenge'.
- When the 'Tower of Challenge' season begins, the record for destroying the boss monster in the 40th level is entered into the ranking list.
- Only the 300 quickest players of their class are entered into the ranking list, those who have beaten the boss monster within 3 minutes.
- At the end of the season, the players with rank 1-100 keep their Titles and Honour Points.

Newiwind Canyon

4. Added the 'Newiwind Canyon' instance.



- Entry
 - Newiwind Canyon can be entered by selecting 'Big Battlefields ()' to the bottom right of the screen.
 - A minimum of 24 people is required to enter Elyos/Asmodians. Additional players that have entered via Quick Entry will be added to the corresponding faction one after another.
 - However, 15 mins. after entry no more players will be added.
- Style of play
 - There are battlefield supply boosters set up at the starting point. Items can be bought using Battlefield Points which are given out during the instance. However, these can only be used during the instance.
 - You receive Battlefield Points based on how long you're in the instance, or by defeating monsters or enemy characters.
 - Additional monsters and point NPCs appear depending on how many participants there are. Items that can be used to implement advantageous strategies can be acquired via the Shugo that appears at certain positions.

Number of Players	Level	Entry Reset
Min. 24 - max. 96 players	From level 66	Every 15 minutes

Golden Crucible (Group Battles)

5. Added 'Golden Crucible (Group Battles)'.



- Group battles in the Golden Crucible take place with two teams of 6 players each. Depending on the order they are registered in, 6 players are formed into a group. Once a total of 16 teams have been formed, players enter the lounge of the Golden Crucible and 1 entry number is deducted.
- Once the contestants have been chosen, a contest table is displayed and the players enter the arena after 1 minute to face off against the opposing team.
- Following a waiting time of 1 minute, the battle runs for 8 minutes. 6 minutes after the battle starts, certain areas of the arena burst into flames.
- If a character dies in the arena, they will resurrect at the start. The more often a character dies, the longer the waiting time until they resurrect.
- Certain skills and some items cannot be used within the Gold Arena.
- You must wipe out the opposing team in the time specified or defeat more participants than your opponent. Even if the number of enemies you kill is comparatively high, you lose if all the members of your group die.
- If an equal number of participants are killed, other conditions for deciding the victory such as contributions or HP are taken into account, and the winner is decided.
- If the contest ends by defeat or a final victory then rewards are given out. The rewards get better as the team reaches higher rounds.

Changes

6. Changed the entry time for some instances. All times not mentioned have not been changed.

Instances	Before	After
Dredgion	Mo - So 7 PM to 9 PM	Mo - So 6 PM to 9 PM
Jormungand Marching Route	Mo - So 7 PM to 9 PM	Mo - So 6 PM to 9 PM
Runatorium	Mo - So 10 PM to Midnight	Mo - So 8 PM to Midnight
Runatorium Ruins	Mo - So 10 PM to Midnight	Mo - So 8 PM to Midnight
Balaur Marching Route	Mo - So 7 PM to 9 PM	Mo - So 6 PM to 9 PM
Arena of Discipline	Saturday Midnight - Midnight	Saturday 9 AM - Midnight

7. 'Commander Gegares' now appears with a different monster type in Rift of Oblivion.
8. Higher level characters do not receive items any more in the following instances: Steel Rake, Nochsana Training Camp, Draupnir Cave, Fire Temple, Adma Stronghold and Theobomos Lab.
9. Changed the detection radius of 'Captain Xasta' in Rentus Base.
10. Fixed an issue in the Library of Knowledge where the combat scheme would activate incorrectly even after activating all 4 artefacts.
11. Increased the amount of XP received for killing certain monsters in Adma Ruins and in Elemental Lord's Laboratory.
12. Fixed some errors with the 1st place reward in the Arena of Glory.
13. Fixed an issue where it wasn't possible to enter the battle arena from the Lounge of the Golden Crucible if certain confirmation windows were open.
14. Changed where the 'Sealed Rune Relic' appears in 'Runatorium Ruins'.
15. Added a teleporter to the Room of Decision in the 'Library of Knowledge'.
16. Removed the 'Howl of Wrath' schema from the 'Library of Knowledge' that activated after a certain time during combat against the boss monster in the Archive and in the Archive of the Inception.

Minions

1. Minions have been added that stand at the High Daeva's side during fights.



2. You can acquire minion contracts in instances or at the distributor in the Shrine of Glory.

Source for minion contracts	
Instances	Shrine/Sanctuary of Glory
Neviwind Canyon	<General Items Distributor>
Museum of Knowledge	Elyos: Calypso
Narakkalli	Asmodian: Kathua

3. Minion contracts can be used by High Daeva (from level 66). Once a minion contract has been used, you receive a random assortment of rank A - rank D minions.
4. You can keep up to 200 minions. The list of minions the player has received can be found under Start Menu - View Minion List.



5. Added summoning effect stats to the character while summoning minions and minions' skills can be used.
6. The minions' skills can set off Godstones. Other weapon modifications have no effect on minion skills.
7. Stronger summoning effects and skill effects can be received when minions are evolved based on upgrades.
8. Minions' skill points are consumed each time a minion skill is used. If all the skill points are consumed, they can be replenished using Kinah.
9. When minions of the same level are merged, you will randomly receive either 1 next level minion or 1 same level minion.
10. Only one minion can be summoned at a time from the minions in your collection. Once a minion is summoned, no pets or guardian angels can be summoned.
11. It is not possible to summon minions while riding. Summoned minions remain even if you reset your connection.
12. Apart from special minions, some minions can use additional functions.
 - After paying with Kinah, all minions can be used for the following functions for 30 days.

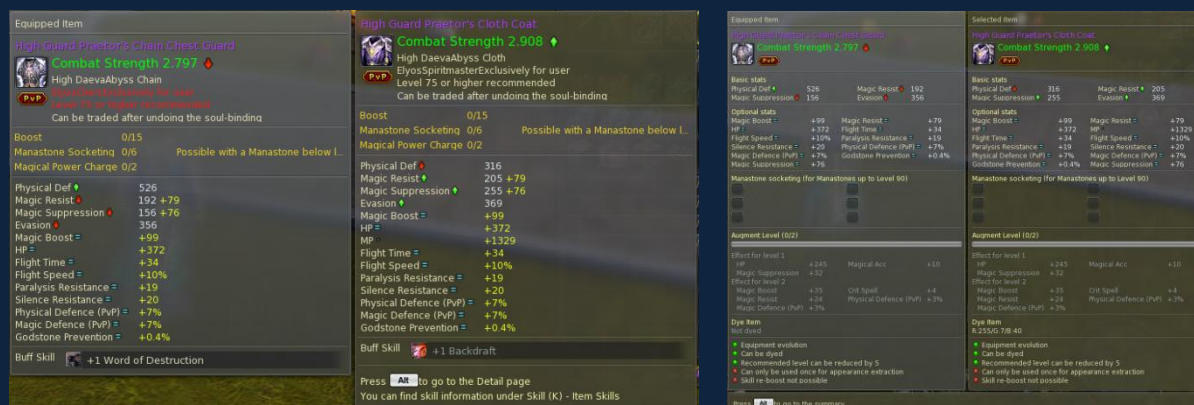
Minion Function	
Function	Description
Auto-Loot	Sets aside items that have been left behind for you.
Buff Master	Automatically uses food and magical items (max. 4 units)
Alert Dialogue	Warns you when there are enemies within a particular radius.

13. Growth points can be obtained by using other minions as materials. If you reach the maximum amount of growth points, 'Minionite' can be used as a material for evolution to the next level.

Source of Minionite	
Region	Monster
Esterra	Archon Cannon Kaenobikan
Nosra	Old Guardian Weapon Tetranon

User Interface

1. Changed the item tooltips.



- It's been separated into Summary/Details.
- Now, instead of using '<Alt> + Scroll Wheel' to go through the details, you just use the <Alt> key.
- If you have weapons in both hands, pressing Ctrl will display the equipment info of the other hand's item.
- Split the Details page for item tooltips with lots of content into multiple pages. This has been shortened to 1 page and players can use the scroll wheel to see content above and below.
- The standard/optional stats on the item tooltip Details page will only show the stats of the selected item.
- The item tooltips' Details page for items that can receive equipment blessing shows information on the requirements for equipment blessing, blessing materials and the result.
- Item skills are no longer displayed in the item tooltip in Details, and have instead been added to the Skills window. (Tab Skill (K) - Item Skill)

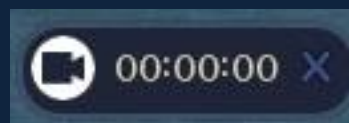
2. Some of the Profile - Equipment Set settings functions have been improved.

- If the items in the 'Equipment Set settings' can no longer be equipped because of level/rank restrictions or because the items were removed/moved, this will be displayed in slots.
- Swapping equipment sets becomes possible once the unequippable items have been removed from the set.
- Certain circumstances cause the activation of Power Shards to turn off when swapping equipment sets. To combat this, Power Shards can no longer be registered in equipment sets.

3. Added the video recording function into the game.

- At the moment this function can only be used with the 32 bit client.
- Click on Start Menu - Additional Functions - Video Recording to display the video recording UI at the top left of the screen.
- The recording options can be changed under Options -> Recording Options.

- The 'Video Recording', and 'Begin/Stop Recording' functions can be registered to a shortcut key.



4. Changed some functions of Books of Monsters.
 - Removed the 'Display All' tab. Replaced it with the Normal/Rare tabs.
 - Added the amount of Books of Monsters obtained under the Normal/Rare tabs. (Amount Received/ Amount Total)
5. Changed the display method for the reward level of Books of Monsters.
 - Added the Reward Received effect once the rewards for each Book of Monsters level have been received.
 - The XP awarded for each reward level is now displayed in % depending on the character.
 - After the final level 5 reward has been received, the XP bar is no longer displayed.
6. The tab 'Item Skill' has been added in the skill window.



- The info can be viewed at the top right of the menu by selecting All/Enhancement Skill/Own Skill/Appearance Skill.
 - If skills are received by equipping items, the skill symbol is activated and the activated skill can also be viewed in the 'Active' tab.
7. The term 'Customised Skill Use', with which activations or collectors can be used as chain skills, has been renamed to 'Custom Chain Skills'.
 8. Fixed an issue where an incorrect system message was displayed when the mouse was used under Skills - Custom Chain Skills.
 9. Changed the description of Power of Creation as displayed in the XP bar.
 10. Added a system message for when the Union Leader of a Fortress Battle League is changed.

11. Changed so that Books of Monsters display monster info.
12. Added to the equipment buffs description that is displayed in the Buffs/Remodelling window.
13. Corrected the system message that is displayed when an item is registered to the wrong slot under Profile - Equipment Set Settings.
14. Corrected the description displayed in the Buffs/Remodelling window when decreasing the recommended equipment level.
15. Fixed an issue where the quest marker wasn't shown upon entering certain instances.
16. Fixed an issue where the group window appeared slightly blurry when selecting a group member.
17. An addition has been made so that when registering target items in the 'Manastone Socketing' tab, 'Idian Enhancement' for Boost/Modify, the level of the materials that can be enhanced is shown in yellow.
18. An addition has been made so that when registering target items in the 'Armsfusion' tab for Boost/Modify, the level of the materials that can be enhanced is shown in yellow.
19. Fixed an issue in Armsfusion where some of the optional stats for the secondary weapon were not applied.
20. Added the ability to identify where teleporters appear in advance by looking at marks on the map once the invasion battle in Esterra/Nosra begins.
 - These markings disappear when each teleporter appears.
21. Changed so that the restriction conditions for an item are shown when you use that item.
 - The level restriction of the selected item is displayed when using Manastone Socketing, Idian Enhancement and Armsfusion, as well as in the item tooltip and in the description under Start Menu - Boost/Modify.
 - The attribute 'Weaken' is shown depending on the stat in Idian Enhancement and Enhance/Magic Assist.
22. Changed the transparency of the transparent map in the 'Golden Crucible'.

Quest

1. Quests have been added that can be carried out in the new instances.

New Quests	
Instances	Quest type
Museum of Knowledge	Campaign/Important/Normal Quests
Narakkalli	Campaign/Important/Normal Quests
Neviwind Canyon	Important/Normal Quests

2. Minions can be acquired via newly added quests (Elyos: 'New comrade for High Daevas' / Asmodian: 'New companion for High Daevas').
3. Added quests from which the player can obtain Power of Creation and Estima.
4. Spy and Quick Command quests have been added that can be played by High Daevas in Esterra/Nosra.
5. Added the video 'Immortality: Ice Flower'. Displayed to characters from level 10 and up.
6. Changed the implementation of the Elyos/Asmodian quest 'Lost Memories'.
7. You now receive the 'Sealed Letter from Pernos/Munin' from the 'High Priest' NPC instead of from the mailbox.
8. Changed the contents of the Elyos/Asmodian quest 'The Most Important Mission'. The quest can be played by Returning Daevas.
9. Increased the XP for certain Rift of Oblivion, Adma Ruins, Elemental Lord's Laboratory, Arkhal's Hideout, Kroban Base, and Garden of Knowledge quests.
10. Some Esterra/Nosra quests can now be played daily.
11. Changed the Abyss Garrison quest so it can now be played three times a week instead of only once.
12. Changed some of the quest reward items in the Garden of Knowledge.
13. Changed the progress of the Asmodian quest 'Heart in Love'.
14. The Elyos quest 'Sleeping on the Job' and the Asmodian quest 'On Your Feet!' now also have scrolls as rewards.
15. The pre-quest requirement has been removed for some campaign quests carried out in the 'Library of Knowledge' so that the campaign quest is received immediately upon entering the instance.
16. Fixed an issue where teleporting to the Abyss doesn't work during the Elyos Quest 'Regained Memory' and the Asmodian Quest 'Fateful Duel'.
17. Fixed an issue where certain classes couldn't carry out the campaign quest 'Life and Death Battle'.

NPC

1. Set up the <Spinel Medal Trader> NPC in Esterra/Nosra.
 - This NPC can trade 'Petra Medal' for 'Shattered Spinel' or 'Spinel Medal'.
2. Limited items have been added to the traders/rewards traders for magical crafting items in Esterra and Nosra.
3. Changed the system message that displays while receiving damage in the damage area of the Garden of Knowledge.
4. Changed the title received from certain monsters in the Lower Abyss.
5. Fixed an issue where some monsters killed in Reshanta dropped lower level items as loot.

Item

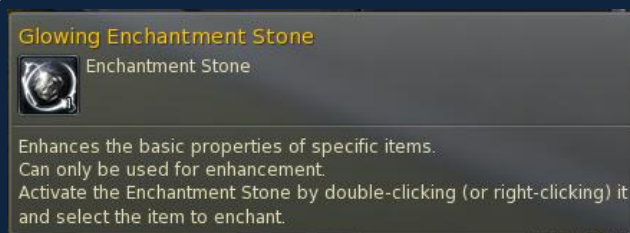
1. Added the category 'Combat Strength' to the weapon/armour/accessory tooltips.



- 'Combat Strength' displays the total item stats.
 - This is first displayed after the player ascends to Daeva. A different 'Combat Strength' is displayed for the same item depending on class.
 - Boosting or changes to equipment are reflected in 'Combat Strength', which changes accordingly.
 - 'Combat Strength' is not available for appearance changing items, as they have no stats.
2. Increased the number of Manastone slots that the Lord's Bracelet can increase based on advancement level.

Upgrade level	1	2	3	4	5	6	7	8	9	10
Manastone slot (before)	0	0	0	0	1	1	2	2	2	3
Manastone slot (after)	0	0	0	0	1	1	2	3	4	6

3. Added the 'Glowing Enchantment Stone' item.



- There is a small chance of receiving a 'Glowing Enchantment Stone' by combining 1000 'Magic Powder'.
 - Using the 'Glowing Enchantment Stone', there is a smaller chance than with an 'All-Powerful Enchantment Stone' but a higher chance than with an 'Enchantment Stone' to successfully enchant an item.
- ### 4. Added Petra Medals.
- Replaced Silver/Gold/Platinum/Mithril/Ceranium Medals as rewards with Petra Medals.
 - All Silver/Gold/Platinum/Mithril/Ceranium Medals owned by the player can be dismantled and turned into Petra Medals.
 - Changed the price of certain Abyss equipment, seal costs, quest rewards, items for sale, and rewards as a result of the changes to the medals.
 - Changed so that the current skill pattern for a Ceranium Medallion is no longer sold and are all changed to destroyed items.
- ### 5. Starting with Enchantment Level 16 the following new stats were added to some of the High Daeva equipment.

Boost Stats	
Physical and magic attack in PvE	Physical and magic attack in PvP
Physical and magic defence in PvE	Physical and magic defence in PvP

- ### 6. Changed the stats added during enchantment and equipment evolution of Daeva equipment (up to level 65).
- ### 7. Changed so that additional stats for weapon/armour enchantment are applied from equipment evolution +16 rather than +21.
- ### 8. An addition has been made so that after paying with Kinah, enchanting with Enchantment Stone/Manastone can produce the same effect as socketing aids, even if there are no or too few socketing aids available.
- ### 9. Added cost for boost/modify and stigma boost.

Added enhancement costs	
Enchantment	Manastone Socketing
Godstone Socketing	Enhance Estima
Idian Enhancement	Stigma Boost

- ### 10. Changed the maximum amount of charge for Gold Star. Changed the 'Automatic charging available' stats to 2%.
- ### 11. Changed the automatic refill benchmark of Gold Star Energy.
- If the Gold Star Energy is below 60% after using the automatic charging function, Lodas' Golden Stars are automatically used until energy is above 60%.

12. Changed so that during skills/magic skills the inventory shop does not open.
13. Changed the rewards received from certain monsters in the Upper Abyss.
14. Equipment from Antriksha's Ascension Site has had its stats raised slightly.
15. Fixed an issue where in certain situations a weapon would equip to the left hand when changing settings under Profile - Equipment Set settings.
16. Added 'Scion Daeva's Equipment Chest' and 'Elite Scion Daeva's Equipment Chest' for new Daeva.
17. Changed the appearance of the standard items that are given out while characters are being created. Added gloves and shoes.
18. The appearance of training items and of some items that can be obtained in the start area, is the representative appearance.
19. Changed chance of success for 'Enchantment Stone' and 'All-Powerful Enchantment Stone'.
20. Using Socketing Aids for normal enchanting leads to a higher chance of success. The enchantment will take place without fail if you use Large Socketing Aids when enchanting with an All-Powerful Enchantment Stone.
21. Increased the chance of successful equipment evolution.
22. Changed so that more Godstones or Manastones are refunded if enchanting High Daeva equipment fails.
23. If normal enchantment fails, there is a certain probability that equipped Godstones and Manastones will be refunded.
24. If equipment evolution fails, there is up to a 100% chance that an equipped Godstone will be refunded. Equipped Manastones have a higher probability of being refunded than during normal enchantment.
25. The previous Idians can no longer be acquired. New Idians will be received that have persistent stats.
 - Idians will no longer be sold in the General's Corridor or at the Badge of Honour sale.
 - Idians made by crafting or magical crafting will be replaced by new Idians.
 - The crafting patterns for Idians with resistance, support will no longer be sold.
 - The crafting patterns for Idians with resistance, support will be changed to destroyed items.
26. Contents of Godstones were changed based on quality/earnings/crafting.
 - Changed the item levels of Illusion Godstones from level 65 onwards and of bundle items from which these Godstones are obtainable, to Epic.
 - The Godstones players receive from certain monsters or bundles have been changed to Illusion Godstones.
 - Changed so that the affected items are no longer sold in Godstone traders' or crafting pattern traders' lists of items for sale. Crafting patterns currently owned by the player will be changed to destroyed items.
 - Changed the price of Godstones.
27. Changed the price of certain serums that can be bought using Abyss Points.

Items	Before	After
Refined Divine Recovery Serum	3000 Abyss Points	2000 Abyss Points
Refined Honourable Divine Recovery Serum	2700 Abyss Points	1800 Abyss Points

28. Added the ability to use equipment evolution to change High Guard/High Archon Defence Troop War Wings into High Guard/High Archon Praetor War Wings.
29. Added new mounts and wings to magical crafting.
30. The price of Large Socketing Aids has been increased.
31. Reduced the cost of equipment evolution, remove manastone and extract.
32. Added a certain chance to receive an All-Powerful Enchantment Stone during the Invasion of the Ancient Weapons in Esterra/Nosra.
33. Changed the reward for the Sky Island infiltration operation carried out in Esterra/Nosra.
34. Changed some of the possible loot items found in High Daeva instances or acquired by defeating monsters in Esterra and Nosra.
35. Changed equipment items that can be obtained in the 'Library of Knowledge', 'Garden of Knowledge', 'Arkhal's Hideout' and 'Kroban Base' instances.
36. Changed so that the optional stats of equipment items received in the Adma Ruins and in the Elemental Lord's Laboratory have persistent stats.
37. Added a certain chance to receive Holy Upgrade Serum in some High Daeva instances.
38. Changed the amount of Magic Powder received from Magic Powder Bundles won via Magical Crafting.
39. Drastically increased the price of High Daeva equipment at the shops.
40. Fixed an issue where the mount's name in 'Box: Quick Frillneck' was displayed incorrectly.
41. Fixed an issue where the +20 enchantment effect of certain weapons wasn't displayed.
42. Removed the Abyss rank equipment restriction on certain level 65 Abyss equipment.
43. Changed the stats of certain equipment.
44. Changed so a message is now displayed when receiving Holy Upgrade Serum and All-Powerful Enchantment Stones from monsters in the affected zone.
45. Added 'Flexible Hair Dye', with which the player can choose the colour themselves.
46. Added the 'Magical Reviving Elemental Stone'. Even if you have Revival Stones with the same effect in your inventory (Reviving Elemental Stone, Tombstone of Revival), the Magical Elemental Stone is used first.
47. Changed the property applied to certain wings received as a reward from High Daeva instances, from magic infusion to GK infusion.
48. Fixed an issue where some armour bundles contained invalid items.
49. Fixed an issue where the appearance of certain armour was displayed abnormally.
50. The colour of some equipment received in the starting area (levels 1-10) has been changed.
51. Fixed an issue where wearing certain costumes while performing certain emotes caused them to display abnormally.
52. Changed so that Heroic class weapons/armour cannot be enhanced with Enchant/ Extract/ Armsfusion/ Manastone Socketing.
 - However, items that have already been Enchanted/Extracted/Fused/Socketed with Manastone remain intact.
53. The stats for Shadow Commando equipment have been increased and the cost of borrowing has been reduced.
54. Fixed an issue where the system message that displayed when certain Illusion Godstones' effects activated looked unnatural.
55. The item 'Complete Records of Life' has been added, which can be obtained from the boss

monster in the 'Library of Knowledge'.


56. Decreased the amount of Magic Powder required in Magical Crafting for making Pet Food Fragments.
57. Changed the standard reward for pets that can be obtained via Magical Crafting.
58. Fixed an issue where Manastone Socketing wasn't possible on certain items, and this was registered in the 'Boost/Modify' window.
59. Fixed an issue where the 'Deep Sea Stringed Instrument' was too small.

Abyss

1. Fixed an issue where changing the Union Leader of a Fortress Battle League would not display to other union members properly.
2. Fixed an issue where the Landing Site Reinforcement meant the entry number for instances sometimes wasn't increased correctly.
3. Fixed an issue where no Balaur showed up after a certain amount of time if players had the Artefact.

Character

1. Fixed an issue where the effect of boost skills for High Daeva items would not be applied under certain conditions.
2. Fixed an issue where the new stats were applied incorrectly when a level 75 High Daeva transformed while holding a two-handed weapon.
3. It is no longer possible to form a group in solo instances.
4. Changed the character boost and the setting stats of Daeva/High Daeva Skills given via Power of Creation.
 - Changed the amount of 1st skill given per level under Boost Character from 5 to 6.
 - Changed it so the Daeva/High Daeva Skill boost stats increase from +5 to +8.
5. Added the 'Min. Power of Creation' condition to learning via Power of Creation.

Information on the current granting of the Power of Creation	
Skill received	
Creation Points needed 15 CP	
Order: Spirit Barrier Level 1	
<Summon>	
Acquired Level 66	
Min. Power of Creation 105	
Target	Self
Effect	Commands the spirit to use its protective skills. The spirit creates a Protective Shield to protect the caster and nearby allies. (The Shield absorbs a total of 3,500 damage.) Order: Perfect Preserving Spirit
Usage Cost	MP 299
Cast Time	0s
Cooldown	3m
Split cooldown time	 Command: Preserve Spirit

6. Changed the amount of Estima Slots and the method for opening socketing.

- Expanded the amount of slots from 3 to 6.
- Changed so that, depending on the player's level, instead of socketing being open, 6 slots are opened upon reaching High Daeva.



- Increased and changed the associated stats along with the various basic stats (Power, Health, Accuracy, Agility, Knowledge, Will).
 - Increased the Attack stat of 'Power' and drastically increased Physical Defence.
 - Increased the HP/HP Regen/Block stats of 'Health'.
 - Increased the Crit Strike stat of 'Accuracy' and drastically increased Accuracy/Magical Accuracy.
 - Increased the Evasion/Parry/Concentrate stats of 'Agility' and drastically increased Crit Strike Resist.
 - Increased the Magic Boost/Crit Spell stats of 'Knowledge' and drastically increased Magic Suppression.
 - Increased the MP/MP Regen/SPELL Resist/Resist Magic stats of 'Will'.
- Fixed an issue where the Ghost of the Spiritmaster would cause monsters' rage stat to reset.
- Changed it so the Guardian General transformation is possible when entering the enemy zone in Esterra/Nosra.
- Fixed an issue where if the player had an item equipped that changed their appearance if they were resting or fighting, climbing onto a mount caused the player's appearance to display incorrectly.

Skills

- Added a High Daeva skill to each class which can be learned using Power of Creation.
- Fixed an issue where the Ghost of the Spiritmaster suffers damage when flying through the protective shield in your own faction's base.

System

1. Reworked the Poeta and Ishalgen areas.



2. The positions of NPCs have been rearranged and the respective quests have been changed as part of the changes to the area.
3. Changed some of the terrain in Reshanta.
4. Invasion of the Archon Cannon/Ancient Guardian Weapon appears every weekend in Esterra/Nosra.
 - The invasion of the Ancient Weapon takes place between 7 PM and 9 PM every Sa/So.
5. Changed the appearance time and conditions for invasions in Esterra/Nosra.
 - At the same time as the monster appears, a portal appears in the enemy faction's territory that leads to where the monster appeared.

Saturday 8 PM	Sunday 8 PM
Kaenobikan appears in Esterra	Tetranon appears in Nosra

6. Changed some of the terrain in Esterra.
7. 24 people can now enter the Invasion Corridor that can be used in the invasion battle in Esterra/Nosra after the monsters appear.
8. Fixed an issue where the boss monster's dialogue text in the invasion battle Esterra/Nosra was displayed more than once.
9. Improved it so players can receive additional uses of the Rift in Esterra/Nosra by consuming AP if all their standard uses have been used up.
 - Even if all standard uses have been used up, the Rift stays open for additional uses.
 - Additional uses consume AP. The Rift disappears when there are no more additional uses.
 - Effects appear around the Rift if the status of the Rift switches to additional use.



10. Partially changed the implementation method for the invasion battle in Esterra/Nosra.
 - The Invasion Corridor appears the moment the Invasion Battle begins.
 - Changed so that players are able to join a Union in the affected area at the same time as the invasion battle begins.
 - Changed where Union members are resurrected after death in the affected area.
11. Fixed an issue where the background music was not played in some areas in Mist Mane Village in Morheim.

Miscellaneous

1. The 'Returning Stone of Refuge' is no longer available. It is no longer possible to enter the Refuge of Returnees.
2. Fixed an issue where the buff function of Buff Pets was deactivated in certain situations.
3. Fixed an issue where the 'Buff Master' function didn't work properly during a fight.
4. Changed Luna Cubes.
 - Reduced the amount of rewards available for 'Munirunerk's Treasure Chamber' from 3 to 1.
 - Changed the rewards for both Luna instances, and you now receive more Luna Materials.
 - 'Luna's Blessing' has been removed and is no longer required for 'Karunerk's Workshop'.
 - 'Luna's Blessings' are swapped out for 'Used Luna's Blessings'. Open this to receive Luna Materials.