

# AION<sup>®</sup>

FREE-TO-PLAY

## Frosted Fate Patch Notes - Update 5.8



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## Instances

### Holy Tower

1. Added the 'Holy Tower' instance.



- The instance can be reached from the Landing Site in the Upper Abyss (Elyos: Magos Landing / Asmodian: Tokanu Landing) via the ' Battleship Aerolink' <To the Holy Tower>'.

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

### Mirash Refuge

2. Added the 'Mirash Refuge' instance as a fortress battle reward.



- The faction that conquers the Divine Fortress can enter this instance through the entrance within the Fortress
- For the faction that didn't conquer the Divine Fortress, there's an entrance titled 'Secret Door to Mirash Refuge' outside the fortress through which players can enter the instance.

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

### Additional changes

#### 3. Changed the contents of implementation for 'Neviwind Canyon'.

- Changed conditions for the appearance of boss monsters.

Monster name	Spawn condition	Change
Bagarut of Chaos	Appears 8 min. after the start Appears every 3 min. after completion	Item reward removed and faction that kills the monster receives the buff
Mystical Kaisan	Appears after 37 players Appears every 3 min. after completion	Increase Battlefield Points received on successful completion.
Mahot		-
Dagon		-

- Reduced the stats of monsters within the instance.
  - Players can now win max. 8000 points on the battlefield.
  - Removed the sale NPC for Battlefield Points from the starting point and the items for sale have been changed.
  - Increased the rewards with Battlefield Insignias and AP.
  - An altar has been added inside the garrison. If the character dies on the battlefield they will be resurrected at the altar.
  - If they resurrect at the altar, the character will receive a boost for 30 sec.
  - Players can run behind the garrison from the altar. This area is a neutral zone. Characters in this area cannot be attacked.
  - Anyone who willingly leaves the battlefield before the battle ends will be penalised with a waiting period of 60 min.
  - The waiting period will be refreshed for characters who leave the battlefield normally once the battle ends or are kicked out by the alliance.
  - Increased the reward for 'Neviwind Canyon'. If a player earns more than 4000 points, they can receive additional rewards.
- #### 4. Changed the contents for winning points and other contents in the 3rd round of 'Arena of Chaos/Chaos Training Grounds' and 'Arena of Glory/Glory Training Grounds'.
- If a character dies during the 3rd round then only 50% of the points will be deducted.

Instances	Change
Arena of Chaos/Chaos Training Grounds	50% points reduction for characters in 1st and 2nd place
Arena of Glory/Glory Training Grounds	50% points reduction for character in 1st place

- Points available after killing the opponent will be increased regardless of the rankings 3-fold in 'Arena of Chaos/Chaos Training Grounds' and 4-fold in 'Arena of Glory/Glory Training Grounds'.
  - Removed the symbol that appeared in the 3rd round over the characters who were higher in the rankings.
- #### 5. Decreased the difficulty of the 'Museum of Knowledge' instance.
- Decreased the damage thrown back by 'Ganesh'.
  - Drastically reduced the max. HP of 'Bulion'.
  - Reduced the max. HP of 'Otherworldly Parasite Ampha' summoned by 'Bulion'.
  - Reduced the max. HP of 'Bulion's Heart'.

- Fixed an error where some weakening effects were not removed even after the battle with 'Ganesh' in the 'Museum of Knowledge' instance was over.
6. Players now receive better rewards for completing the side missions in 'Narakkalli' that can be completed within 15 min.
  7. Changes to the Golden Crucible / Golden Crucible (Group Battles)
    - Added a door in 'Golden Crucible' for time to re-equip after death.
    - If you die during the battle, a door appears on either side. The players are teleported (Revival) and can enter the battle arena again after 5 sec.
  8. The following changes have been made to prevent the abuse of some functions in 'Golden Crucible / Golden Crucible (Group Battles)':
    - If a character leaves the 'Golden Crucible' during the contest, their points will be reset.
    - If all group members leave the 'Golden Crucible' during the contest, the team's points will be reset.
  9. The entry number and time for 'Golden Crucible (Group Battles)' have been changed.

Changed	Before	After
Entry Digit	4x	Twice
Entry time	Sat: 9 AM to Midnight Sun: Midnight to Midnight	Sat & Sun: 7 PM to 10 PM

- Due to the change in entry number for 'Golden Crucible (Group Battles)', the points standard for the season reward has been decreased accordingly.
10. It's no longer possible to use the [Manage friends - Search] function in the Arena/Training Grounds.
  11. The season end time for 'Golden Crucible', 'Arena of Discipline', 'Tower of Challenge' and 'Golden Crucible (Group Battles)' has been changed to 7:59 AM.
  12. The new seasons start at the following times:

Instance	Season start
Golden Crucible Arena of Glory	10/2/2018 at 9 AM
Golden Crucible (Group Battles) Tower of Challenge	17/2/2018 at 9 AM

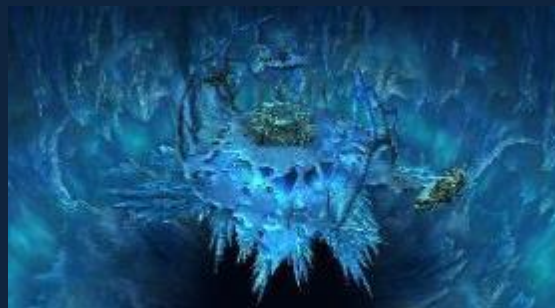
13. Changes to the 'Tower of Challenge':
  - 'Victor's Golden Wings' have been added to the season reward for 1st class, depending on the character class.
  - A Life Serum has been added. The serum can be obtained after entry in the Tower of Challenge from the box located there. Effect of the serum: restores 6000 HP. (Recovery time 2 min.)
  - Additional normal monsters have been added at levels 20, 24 and 28.
  - Skill effects have been added for 'Grendal the Witch' at level 40.
14. The following issues in the 'Tower of Challenge' have been fixed:
  - Fixed an issue where the character crashed due to the terrain in certain circumstances during the battle on levels 33, 34 and 35.
  - Fixed an issue where monsters from different levels appeared together from level 1 onwards following the reset on Wednesday.



- Fixed an issue where a Spirit Transformation on level 17 or 18 remained for some time even after leaving the instance.
  - Fixed an issue where the explosion function of the defence artefact on level 34 didn't work in certain circumstances.
  - Fixed an issue where the contents of some system notifications were displayed incorrectly during execution.
  - Fixed an issue where some skills were not applied correctly on some monsters.
  - Fixed an issue where the 'Remove Shock' skill was not activated when stunning some monsters.
  - Some monsters have had their titles removed.
15. Fixed an issue where the 'Inner Sluice Gate' in 'Steel Wall Bastion' was not properly destroyed.
16. The number of players for 'Padmarashka's Cave' has been shrunk from 48 players to just 12 players.
- The stats of some monsters have been reduced due to this change in player number.
17. Fixed an issue where the recovery time was not shown in the UI for High Daeva skills in the Rift of Oblivion.
18. Fixed an issue where instance names that are not used were displayed in the list of instances.
19. Changes to 'Adma Ruins/Elemental Lord's Laboratory/Arkhal's Hideout/Kroban Base':
- Changed conditions for the appearance of boss monsters.
    - A total of 3 Kisks appear at the boss monster's location.
    - Three players must each select a different Kisk simultaneously for the boss monster to appear.
  - The stats of normal monsters and the boss monster have been reduced, and the combat scheme and some Skill Enhancements have been changed.
  - The number of players has been changed to 3.
  - The entry level has been changed for 'Arkhal's Hideout/Kroban Base'.
- | Instances        | Previous entry level | New entry level |
|------------------|----------------------|-----------------|
| Arkhal's Hideout | From level 66        | From level 69   |
| Kroban Base      | From level 66        | From level 72   |
20. The instances and hidden instance in Miren Fortress, Krotan Fortress and Kysis Fortress have been closed and can no longer be entered.

## Abyss

1. The Divine Fortress that was locked until now has been updated and is accessible again.



- The Divine Fortress is located in the Core of Reshanta. The Core can be reached from the heart of Reshanta (56th Garrison - below the flame area) via simple flight.
- Just like the other fortress battles, you can take part in the fortress battle by joining a Battle League.

- You can receive rewards for the fortress battle such as Spinel Medals or materials like 'Commander's Soulstone' for equipment blessing.
- Faction camps have been added at the entrance to the Abyss Core.

Elyos	Asmodian
Freedom Wings' Marching Post	Chaos Envoys' Marching Post

- The faction camps for the Elyos and Asmodians are located within the Core. The Battlefield Kisks can only be set up at these locations.
- Flight around the fortress will be restricted as soon as the fortress battle begins.
- If the Divine Fortress is captured by the Elyos or Asmodians, Returning Oris Troops will appear in the Core's interior. You can receive XP, AP and Honour Points for killing them.
- Once the fortress battle is over, all players apart from the members of the winning faction's Battle League will be teleported outside the Abyss Core and cannot access the Core's interior for a set amount of time.
- If a fortress in the Upper Abyss with the following marker is captured, players can receive useful siege cannons to help with the fortress battle at the Divine Fortress.



- Capturing the 5 artefacts in the Core's interior lets you destroy the Outer Fortress Gates faster during the fortress battle.
- In addition, Dimension Artefacts, support NPCs for allies, Protective Relics for the Inner Fortress Gate, support units for destroying the gates and much more are available that could be useful to the fortress battle for the Divine Fortress.

## 2. Altered fortress times:

Server time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
6 – 7 PM	Lower Abyss		Lower Abyss		Lower Abyss		
9 – 10 PM	Upper Abyss	Divine Fortress	Upper Abyss	Anoha Fortress	Upper Abyss	Divine Fortress	Pangaea

## 3. The contribution distribution method for the fortress battle reward has been improved.

- Even if characters don't receive any AP, they can receive Contribution Points if the AP received is recorded in the Battle League they've joined.
- However, the character must be located near the fortress, even if they've joined a Battle League.

4. The method for summoning the Protectors in Upper Reshanta has been improved.

Current	Improved
Total number in fortress conquest 2x	Randomly decided number in fortress conquest 1x

5. The HP of Protectors and summoned monsters that appear in Upper Reshanta has been reduced.
6. The number of monsters defending the fortresses has been reduced in the Upper Reshanta fortress battles.
7. Unnecessary information has been removed from the tooltip for the fortress battle (maximum number of conquests).
8. Buffs received by the weaker faction as support if fortresses belonging to the same faction are conquered one after another have been changed.
9. The points received for the Landing Site Reinforcement after killing the fortress commander have been changed.
10. Current benefits resulting from the total number of fortress conquests have been changed by resetting ownership of all Abyss fortresses, which have now been captured by the Balaur.
11. The usage time of 'Battlefield Kisk' and the 'Summon: Battlefield Kisk' skill cooldown have been increased.
12. Balaur monsters that attack the command towers and commander no longer appear in fortress battles in the Upper Abyss.
13. Fixed an issue where level 65 Balaur monsters appeared in the wrong location in the Abyss Core.
14. The Shugo Merchant Troop that confers benefits during fortress battles in the Upper Abyss can no longer be used.
15. An NPC has been added at the respective fleet anchor spots in the Core of Reshanta who summons 'Supporting Siege Cannons' at the start of the fortress battle for the Divine Fortress that can help destroy the outer gates.
- If you speak to the NPC and pay a certain sum of Kinah, they summon 1 'Supporting Siege Cannon'.
  - The 'Supporting Siege Cannon' is summoned in front of the outer gate and helps destroy the gate.

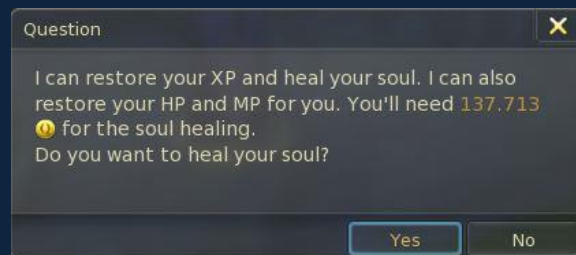
Chaos Envoys' Fleet Anchor Spot	Freedom Wings' Fleet Anchor Spot
Sabirn	Riobell
Vindalf	Hernon
Yuno	Ganimede

16. Fixed an issue where conquering Kaldor Fortress and fortresses in the Upper Abyss led to the conquering legion being displayed in the UI and a message.
17. Fixed an issue where the Balaur commander occasionally didn't appear during the fortress battle in the Upper Abyss.



## Character

1. The 'Holy Soul Heal' function has been added.
  - With this function, HP and MP are also restored alongside the current Heal Soul. Corresponding costs have been added for this.
  - If the player has no XP that can be restored, the 'Holy Soul Heal' function cannot be used.



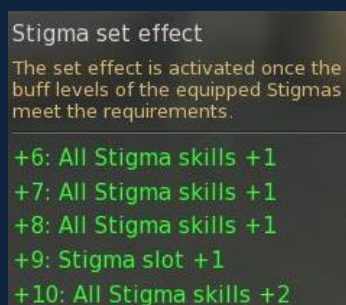
2. When shooting after cancelling 'Private Store', the aether revolver equipped is now shown in the right hand.
3. The movement for 'Toggle Rest' by female characters with '[Motion Card] Ice Skate' has been corrected.
4. The waiting time for flight after leaving the windstream is no longer applied again.
  - If there is no waiting time for taking flight again, players can switch to flight mode straight away. If a waiting time applies, this must be allowed to expire first.
5. The XP required for levelling up Magical Crafting has been reduced.
6. Fixed an issue where switching weapons using the button [Switch character info weapon] reset the character's HP.
7. Fixed an issue where Idian stats attributed to an item were incorrectly applied in certain circumstances.

## Skills

1. The Stigma set effect has been added.
  - The user interface for Stigmas has been changed as shown in the image below.



- A Normal Stigma slot has been added that is activated by the set effect.
- A tooltip has been added to the bottom of the screen that lets you view the set effects.
- The Stigma set effect activates when the enchantment level of all equipped Stigmas meets the criteria. If these criteria are not met, the set effect is deactivated.



2. A success message is now shown in the regional chat for a successful Stigma enchantment from +9.
3. The minimum level required for using the level 2 cleric skill 'Ripple of Purification' has been changed from level 59 to level 49.
4. The information about the range of the skills 'Holy Servant', 'Noble Energy' and 'Punishment Energy' has been edited in the corresponding skill descriptions.
5. Enhanced Stigmas can now be used as material for enchantments.
  - Registration of enhanced Stigmas displays the corresponding info in the enhancement UI.
6. Fixed an issue where the enhanced damage of the 'Blazing Trap' hunter's Stigma stayed the same after a fixed interval.

## User Interface

1. The 'Book of Monsters' has been improved.



- The 'Favourites' tab has been added. This tab will be automatically generated when you register a favourite.
- Favourites can be registered/deleted via the star symbol.
- If a new entry is made, this will be displayed with a rotation effect.
- The number of new entries and the number of entries for which rewards can be obtained are displayed together on the top right of the tab.
- The tab in which players select Elysea/Asmodae has been removed. These will now be displayed on the screen.
- The Book of Monsters now also shows instance monsters.
- The bookmark for instances contains a separate colour and a separate image so this can be differentiated from the bookmark for regions.
- Clicking on [Show Location] in the 'Book of Monsters' no longer shows locations in the area but displays all locations.



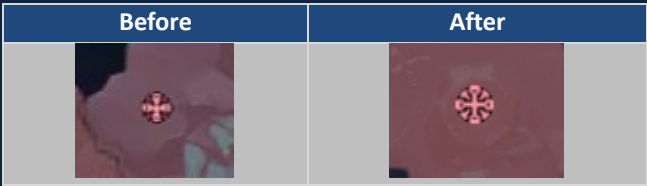
2. The appearance of Atreia Pass has been changed.



3. The chat messages from group leaders are now highlighted.
- The 'Golden Crown' symbol is now displayed to the left of the character name.
  - The symbol disappears if permissions are transferred to another character.

Type	Highlighted person	Highlighted chat
Group	Group leader	Notes, All chat channels, Whisper
Alliance	Alliance leader	Notes, All chat channels, Whisper
League	League leader	League notes, Notes, All chat channels, Whisper
Battle League	Battle League leader	Battle League notes, Union notes, Notes, All chat channels, Whisper

4. When entering a group (Group/Alliance/League/Battle League) or changing the group status, a notification of the group affected is now displayed.
5. The symbols for 'Artefacts' on the map have been enlarged for better recognition.



6. Added the description for resulting items at the top of the Equipment Blessing window.
7. The faction colour (e.g. red for Balaur) is no longer displayed on the World Map (M) to make the terrain in the Abyss Core more easily visible.
8. Fixed an issue where the minion symbol registered in the quickbar disappeared in certain circumstances.
9. Fixed an issue where the monster type could not be selected when opening the Book of Monsters after character login.
10. Fixed an issue where the icon for 'Kaenobikan' under [World Map – Show on Map] was missing.
11. Fixed an issue in 'Rift of Oblivion' where the skill symbol for 'Old High Daeva' flashed every second for 30 sec. after the transformation.

12. Fixed an issue where the number of possible wrappings was not displayed in the result preview in the Equipment Blessing window.
13. Fixed an issue where the number of players in the 'Golden Crucible (Group Battles)' instance was displayed incorrectly.
14. Fixed an issue where the scroll bar was shown in the description for [Skill - Skills animation].

## Minions

1. Added 5 new minions.

Name	Level	Minion skill effect (The skill effect is applied differently based on the evolution level)		Summoning effect
Weda	A	<b>Glory of Healing</b>	<ul style="list-style-type: none"> <li>- Regenerates own HP</li> <li>- Restores additional HP every 2 sec. for 6 sec.</li> </ul>	(Physical) Boosts HP, attack, accuracy, crit strike
		<b>Transformation: Old friend</b>	<ul style="list-style-type: none"> <li>- Transformation and buff effects are applied for 30 sec.</li> <li>- Increases physical and magic attack</li> <li>- Increased attack/casting/movement/flight speed</li> <li>- Increased effect of healing skills</li> <li>- Increased maximum HP</li> </ul>	
Kromede	A	<b>Repeated Jolting Strike</b>	<ul style="list-style-type: none"> <li>- Magic attack on a single target</li> <li>- Deals additional hits when the target is stunned.</li> </ul>	(Magical) Boosts HP, crit spell, magic boost, magical accuracy
		<b>Miserable Struggle</b>	<ul style="list-style-type: none"> <li>- Magic attack on a single target</li> <li>- Stun for 2 sec.</li> <li>- One-off increased effect of subsequent skill</li> </ul>	
Hyperion	A	<b>Energy Discharge</b>	<ul style="list-style-type: none"> <li>- Magic attack on the target and nearby targets</li> <li>- Reduces the target's MP</li> </ul>	(Physical) Boosts HP, attack, crit strike
		<b>Id Aetheric Field</b>	<ul style="list-style-type: none"> <li>- Removes all altered states</li> <li>- Regenerates own HP</li> <li>- Damage reduction for 15 sec.</li> </ul>	
Karemiwen	B	<b>Ice Storm</b>	<ul style="list-style-type: none"> <li>- Magic attack on a single target</li> </ul>	(Physical) Boosts HP, attack, crit strike
		<b>Deep Wound</b>	<ul style="list-style-type: none"> <li>- Magic attack on a single target</li> <li>- The target is hit with magic projectiles every 2 sec. for 10 sec.</li> <li>- Movement speed reduced for 10 sec.</li> </ul>	
Saendukal	B	<b>Mighty Seismic Strike</b>	<ul style="list-style-type: none"> <li>- Magic attack on the target and nearby targets</li> </ul>	(Magical) Boosts HP, magic boost, magical accuracy
		<b>Blind Rage</b>	<ul style="list-style-type: none"> <li>- Magic attack on the target and nearby targets</li> <li>- Chance of stumble</li> </ul>	

2. Increased skill effects and damage for some minions.

Minions affected	Skill effects
Sita	Damage increase in PvE/PvP
Grendal	Damage increase in PvE/PvP
	<b>[Ragman]</b> Increases resistance to silence, binding, sleep, fear, paralysis and shock by 700 for 8 sec., as well as movement/flight speed.
	<b>[Durable Ragman]</b> Movement/flight speed increases, resistance to all altered states increases by 1000.

3. Reduced costs for minion levelling.

Rank	Before	After
Level A	1,800,000 Kinah	500,000 Kinah
Level B	1,000,000 Kinah	300,000 Kinah
Level C	500,000 Kinah	100,000 Kinah

4. Increase the probability from rank C for 'Normal/Greater Minion Contract'.
5. Minion skills are no longer affected by character skill buffs.
6. It is now possible to summon/dismiss minions during flight too.
7. The minimum level required for using a minion has been changed from level 66 to level 10.
  - Characters from level 10 will receive Minion Skill Points after the update.
  - The minimum level required for using minion contracts has been changed to level 10.
8. The level and attributes of summoning effects increase if the player receives more than 50% or 100% Minion Growth Points.
  - The Growth Points are displayed according to the amount received.
9. Drastically reduced the amount of Minionite required for minion evolution to level B and C.
10. Added the item 'Lesser Minion Contract' as an instance reward in 'Rift of Oblivion'.
11. Slightly increased the summoning effects for some minions.
12. Added sounds for some minions.
13. Fixed an issue where the minion functions were occasionally not retained when getting on and off a mount.
14. Fixed an issue where minion functions were cancelled during teleportation with the character sat on a mount.
15. Fixed an issue where no warning notification was displayed when selecting some advanced minions as progress material.
16. Fixed an issue where the contents of some skill tooltips for minion were displayed incorrectly.



## Quests

- Added daily quests in Esterra and Nosra where 'Minionite' can be obtained as a reward.

Faction	Quest NPC	Quest Name
Elyos	Leona	[Daily] Leona's Request
Asmodian	Arund	[Daily] Arund's Request

- Changed the number and execution level of the repeatable quests in the Neviwind Canyon quest.
- Removed the current quest for the invasion in Esterra & Nosra and added a new quest.
- Fixed an issue where characters below level 45 were unable to properly carry out the Elyos quest 'Kinah-Digging Daughter'.
- Changed the rank of the quest item 'Complete Records of Life' from 'Common' to 'Fabled'.
- Fixed an issue where certain quests to be carried out still appeared under the daily group quests 'Alabaster Order' and 'Field Wardens' even though these no longer exist.
  - These quests can be dropped if they were already accepted before the change. New daily group quests will then be assigned.
- Changed part of the contents of implementation for the Daevanion quest 'A Sage's Gift' for Elyos and 'Making the Daevanion Weapon' for Asmodians.
- Quest performance areas and methods have been corrected to make performance of the level 65 Daevanion quest run more effectively in some places.

Faction	Quest Name	Faction	Quest Name
Elyos	Luck	Asmodian	Luck
	Faith		Faith
	<Kaisinel's Army> Trouser Crafting		<Marchutan's Forces> Trouser Crafting
	<Kaisinel's Army> Weaponsmithing		<Marchutan's Forces> Weaponsmithing
	The job of Kaisinel's Army		The job of Marchutan's Forces

- Changed some of the content for implementation of campaigns in 'Museum of Knowledge' since this deviated from the actual content.

Faction	Quest Name	Faction	Quest Name
Elyos	Unstable Artefact of Knowledge	Asmodian	Weakened Artefact of Knowledge

- Fixed an issue where too little XP was awarded for some daily quests.

Faction	Quest Name	Faction	Quest Name
Elyos	[Daily] Defence of the Aether Temple	Asmodian	[Daily] Defence of the Ruins of History

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

Instances	Quest type
Mirash Refuge	Important/Normal Quests
Holy Tower	Important/Normal Quests

- Added campaigns and quests that can be carried out in the Core of Reshanta and in the Divine Fortress.
- Added minion quests that can be carried out from level 10 onwards.
- Added quests from which the player can obtain Spinel Coins as a reward.
- Added quests from which the player can obtain materials for equipment blessing.

16. Replaced the completion NPC 'Siaqua' for the quest 'These Shoes Are Made For Stalking'.
17. Changed the contents of implementation for the campaign quest 'Jiskur's Mission' in the Upper Abyss.
18. Increased the XP for some repeatable quests in instances, and changed both the recommended level and reward.

Instances	Change
Adma Ruins/Elemental Lord's Laboratory/Arkhal's Hideout/Kroban Base	XP increase on repeatable quests Change of recommended level Change to quest rewards
Narakkalli/Library of Knowledge/Garden of Knowledge/Museum of Knowledge/Holy Tower/Mirash Refuge/Rift of Oblivion	XP increase on repeatable quests

19. Increased the XP reward for some quests carried out in Esterra/Nosra.
20. Changed some Spy/Protector quests carried out in Esterra/Nosra into weekly quests.
21. Reduced the difficulty of some hunting quests carried out in Esterra/Nosra.
22. Fixed an issue where sharing league quests was not possible even after the player had joined a league.
23. Changed the contents of implementation for the Asmodian quest 'Caryatid of Abyss' so that this is still possible to perform after reaching the required level.
24. Changed the distribution unit for quest update for some quests in 'Neviwind Canyon' from individual to league.

Neviwind Canyon Quest	
Elyos	[Instance/Group] Stop the Mutated Ancient Creature
	[Instance/from 36 players] The Fragment that fell at the Anvil
Asmodian	[Instance/Group] Stop the Mutated Ancient Creature
	[Instance/from 36 players] The Fragment that appeared at the Anvil

25. Added new garrison quests for the regions of Esterra/Nosra.
26. Added new PvP quests in Esterra/Nosra.
27. Slightly increased the rewards for PvP quests in Esterra/Nosra.
28. Fixed an issue where the Special Shulack Refine could not be used while carrying out the quest 'Siel's Weapon'.

## Items

- Added crafting designed for Powerful Socketing Aid (Fabled, Eternal).
  - Elyos: can be purchased from the Alchemy Merchant in Sanctum/Oriel.
  - Asmodians: can be purchased from the Alchemy Merchant in Pandaemonium/Pernon.
- Added crafting designs for Socketing Aid (Mythical).
- Added 'Spinel Coins' and equipment items these coins can be used to purchase.
  - The 'Spinel Coin Merchant' is located in Esterra/Nosra.

**Esterra – Ariel's Refuge**



**Nosra – Azphel's Temple**



- Added new Abyss weapons, armour, accessories and Abyss Wings for High Daevas.
  - These can be obtained by upgrading the 'Special Elite Guard' or 'High Guard Commander' equipment, which can be purchase with 'Spinel Coins' using Equipment Blessing.
  - The Fate Commander for Equipment Blessing is located in Esterra – Ariel's Refuge for Elyos and in Nosra – Azphel's Temple for Asmodians.

### Equipment Blessing



- The enchantment level for weapons/armour/wings is reduced by 5 after the equipment blessing. The upgrade level for accessories is reduced by 5.
- The materials for equipment blessing can be obtained in the fortress battle in the Core of Reshanta and in the 'Holy Tower', as well as through some quest rewards.

- If enchantment of a piece of Commander's equipment fails, this will not be destroyed. The following rules apply:

Level at enchantment attempt	Penalties of failure
0 to 10	-1 Enchantment Level
11 to 14	Enchantment level drops to 10
15 to 19	Enchantment level drops to 15
From 20	Enchantment level drops to 20

- Commander's equipment cannot be traded. These can be wrapped and traded once on enchantment level +25 or higher.
    - If wrapping has been used once, it cannot be used again even if the item reaches enchantment level +25 again.
  - There's a possibility that an enchantment attempt with a normal value on a piece of Commander's equipment will fail, even if you use 'All-Powerful Enchantment Stone' and 'Socketing Aids'.
- Added skill animations for the High Daeva.
    - Players now also get a High Daeva animation at the same time for '[Skill Cards]' skills that also have a High Daeva skill.
    - Characters who already had this skill animation before the update will automatically receive the High Daeva animation under [Skills – Skills animation].
  - Added new equipment that can be gained through 'Magical Crafting'.
  - Simplified some of the conditions for "Magical Crafting".
    - Reduced the quantity of materials required for some crafting operations.
    - Reduced the waiting time for crafting Diogenite and Magic Dimension Stone again.
    - Some Pet Egg crafting operations are now automatically successful.
    - Increased the probability of critical crafting for some crafting operations.
  - Fixed an issue where the appearance of some ranged weapons among the Bygone Atreia weapons could not be changed.
  - Fixed an issue where the Boost/Modify window opened when attempting to socket a Manastone on an item in the inventory for which Manastone socketing is not possible.
  - Changed some of the Sky Island reward items.
  - Corrected the casting speed of 'Scion Daeva's Stringed Instrument'.
  - Fixed an issue where even though Gold Star Energy was consumed, the level restriction for XP received meant no additional XP could be received.
  - Fixed an issue where it wasn't possible to use Gold Star items in 'Trillioner's Gold Vault'.
  - The optional stats have been corrected for 'Ancient Fallusha's Chain Handguards', which can be obtained in the 'Narakkalli' instance.
  - Boost/Modify is now no longer possible on weapons/armour/accessories/wings below 'Heroic' rank. 'Boost/Modify not possible' has been added to the item properties.
    - Enchantment, equipment evolution, Manastone, Godstone, Armsfusion, Idian, Enhance, Wrapping, Re-identification, Upgrade, Remove soul-binding, Remove Manastone, Armsbreaking is no longer possible.
    - Dyes, Appearance modify, Extract, Extract AP is still possible as before, however.
  - Equipment chests obtainable in the 'Library of Knowledge' and the 'Garden of Knowledge' now stack 100 times.

17. Fixed an issue where some items were not received after killing boss monsters in 'Adma Ruins'.
18. Fixed an issue where the +17 boost stat of some aether revolvers was applied to 'Physical and magic defence in PvE' instead of 'Physical and magic attack in PvE'.
19. Fixed an issue where attempts to upgrade Refined Feathers resulted in the combat power displayed in the Boost/Modify window being shown to be the same value as before the upgrade.
20. Fixed an issue where it wasn't possible to modify the appearance of and dye some items in certain circumstances.
21. The various effects of 'Fortified Scroll of Increased Magic Suppression' and 'Fortified Crit Strike Scroll' are now each applied when both scrolls are used together.
22. Fixed an issue where the appearance of some costumes was displayed strangely during combat mode.
23. Fixed an issue where the stats of some items were not applied correctly in some cases.
24. Changed the optional stats for some items among the Holy Apollon's equipment and Ancient Fallusha's equipment.
  - Added the 'Healing Boost' attribute to the 'Holy Apollon's/Ancient Fallusha's Sainted Mace' items.
  - Increase the optional stats for the 'Healing Boost' attribute applied to armour.
25. Changed some rewards in 'Atreia Pass'.
26. A notification is now displayed if attempting an enchantment when all Socketing Aids have been used stating that Kinah will be used instead of Socketing Aids.
27. Increased the drop probability for some crafting materials left behind by monsters.
28. Changed the sales list for some equipment distributors.
29. Players can now use Prone's equipment, which can be made with 'Magical Crafting', for 'Magical Morph'.
30. Corrected the optional stats for 'Prone's Chain Shoulder Straps/Pauldrons'.
31. Fixed an issue where the effect for +20 enchantment was not displayed for Shulack Refugee's Mace and Assassin's Shield.
32. Fixed an issue where the appearance of some items was displayed abnormally.
33. Changed and added the boss monster reward in 'Adma Ruins/Elemental Lord's Laboratory/Arkhal's Hideout/Kroban Base'.

Instances	Items that can be received
Adma Ruins /Elemental Lord's Laboratory	Noble +4 Manastone Bundle
Arkhal's Hideout	Accessories (Eternal/Mythic), Bundle of Illusion Godstones, Estima Sacred Water, Bundle of Ancient Relics (low probability of receiving 'Holy Upgrade Serum'.)
Kroban Base	Accessories (Eternal/Mythic), Wings (Mythic), Idian (Eternal), Estima Sacred Water, DP charging (low probability of receiving 'Holy Upgrade Serum'.)

34. Fixed an error where the cooldown for some items used within Neviwind Canyon was split with other items.
35. Fixed an issue where the appearance of some items was displayed incorrectly.
36. Changed some items obtainable in 'Arkhal's Hideout' and 'Kroban Base'.
37. Fixed an issue where the number of possible wrappings of Daeva accessories below level 65 was reset in certain circumstances.
38. The number of wrappings possible is now added from enchantment level 20 or high following the equipment blessing on Daeva accessories below level 65.

## NPC

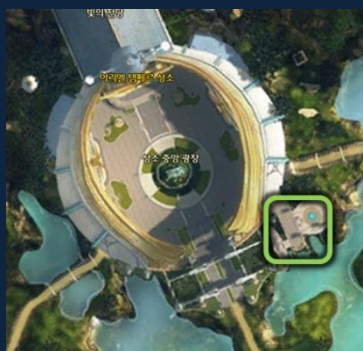
- Changed the scheme for Mid-ranking/High-ranking Assault Daeva: Sky Island Assault.
  - Mid-ranking Assault appears daily from 12 PM to 1 AM on the following day every hour in the respective regions in Esterra/Nosra.
  - High-ranking Assault appears on weekends (Sat/Sun) at 7 PM. No mid-ranking assault appears at these times.

Weekday	Invasion Fleet	Invasion Corridor
Saturday 7 PM	Nosra – Invasion of the Elyos Fleet	Esterra – Invasion Corridor
Sunday 7 PM	Esterra – Invasion of the Asmodian Fleet	Nosra – Invasion Corridor

- No Mid-ranking/High-ranking Assaults appear in Esterra/Nosra even if certain monsters are killed.
- Changed the combat scheme for the boss monster 'Grendal the Witch' on level 40 in the 'Tower of Challenge'.
    - Changed the 'Ice Storm of Rancour' attack scheme for 'Grendal the Witch'.
    - Fixed an issue where the skill 'Ice Storm of Rancour' used by 'Grendal the Witch' was avoidable from a certain position.
    - Following improvements, the effects of some skills are clearly shown by an effect area for 'Grendal the Witch'.
  - Fixed an issue where no boss monsters appeared during the invasions on the weekends.
    - Lowered the stats of Tanks/Tank Transports and invasion monsters.
    - There is now a 2-minute waiting period for monster summoning by Tanks/Tank Transports.
    - The invasion monsters now vanish 45 min. after they appear.
    - The change in monsters means quests and reward items have also been changed.
  - Fixed an issue where players could select the afterimages left by some vanished corpses of a monster they'd killed.
  - Fixed an issue where some guards in Vengar couldn't recognize Elyos.
  - Changed the invasion position for Mid-ranking Assault Daeva: Sky Island.
    - The rift for the Mid-ranking Assault and the opposing infiltration right now appear at the Esterra/Nosra Landing Site.

### Mid-ranking Assault Daeva: entry point in Esterra/Nosra

Esterra



Nosra



- Added teleporter NPCs to make it possible to teleport to the Esterra/Nosra Landing Site when leaving Mid-ranking Assault Daeva.



7. Added Commander Soulstones Exchange Merchants in Esterra/Nosra.

- Players can purchase equipment blessing materials for Commander's equipment from the Commander Soulstones Exchange Merchant in exchange for 'Grey Wolf Insignias' and AP.

Faction	NPC Name	Region
<b>Elyos</b>	Laknius <Commander Soulstones Merchant>	Esterra: Ariel's Refuge
<b>Asmodian</b>	Umpals <Commander Soulstones Merchant>	Nosra: Azphel's Temple

8. Changed the position, level and some stats of monsters in Esterra/Nosra.

- Reduced placement density in some regions.
- Reduced level and stats of some monsters.

9. Added special merchant NPCs that players can visit after conquering garrisons in Esterra/Nosra.

- Appear after the conquest of Esterra Garrison (Elyos)/Nosra Garrison (Asmodians)
- These items can be purchased with Spinel Coins, Spinel Medals, Grey Wolf Insignias, Grey Wolf Serums, AP, etc.
- Some NPCs only have a limited selection.

Faction	Garrison	NPC Name	Items for Sale
<b>Elyos</b>	108th Garrison	Kuanie Consumables Merchant (Spinel Coins)	Power Shard Bundle: +50 Kisk: Soul Healer (own use)
	109th Garrison	Shuled <All-Powerful Enchantment Stones Administrator>	Box of Enchantment Stones
		Marurin Consumables Merchant (Spinel Coins)	Level C Minion Contract Grey Wolf Insignia
	110th Garrison	Shuroken <Consumables Merchant (Spinel Medals)>	Regenerating Manastone Bundle (Level 70) Box of Illusion Godstones (Level 65) Stigma Bundle
	111th Garrison	Ethesia <Consumables Merchant (Spinel Medals)>	Grey Wolf Serum
		Pashas <Holy Upgrade Serum Distributor>	Box of Upgrade Serum (Grey Wolf Serums/Insignias or AP are required to purchase items.)
<b>Asmodian</b>	208th Garrison	Perdestan Consumables Merchant (Spinel Coins)	Power Shard Bundle: +50 Kisk: Soul Healer (own use)
	209th Garrison	Piabeolus <All-Powerful Enchantment Stones Administrator>	Box of Enchantment Stones
		Fletri Consumables Merchant (Spinel Coins)	Level C Minion Contract Grey Wolf Insignia
	210th Garrison	Dupal's <Consumables Merchant (Spinel Medals)>	Regenerating Manastone Bundle (Level 70) Box of Illusion Godstones (Level 65) Stigma Bundle
	211th Garrison	Niroro <Consumables Merchant (Spinel Medals)>	Grey Wolf Serum
		Duabel <Holy Upgrade Serum Distributor>	Box of Upgrade Serum

## Miscellaneous

1. Removed the construction and fence in the centre of Pandaemonium Plaza.
2. It is now possible to summon/dismiss pets during flight too.
3. The corridor that appears during the invasion of Esterra/Nosra now stays open for longer.
4. Changed some terrain in the instances 'Tower of Challenge', 'Museum of Knowledge' and 'Narakkalli' as well as in the regions of 'Ishalgen', 'Nosra' and in the Abyss.
5. Fixed an issue where the mid-ranking Guardian Storm Troops in certain regions of Nosra could not be attacked.
6. Fixed an issue where the background music was not played in some areas in Mist Mane Village in Morheim.
7. Fixed an issue where it wasn't possible to use some windstreams in Signia and Vengar.
8. Fixed an issue where automatic alliance formation was not possible when entering the Sky Island in Esterra/Nosra.
9. Fixed an issue where the character name of the butler and the character name on the bottom of the Relationship Crystal were occasionally displayed differently.
10. Changed the symbols and colours of some pets obtainable through magic crafting.
11. Added a new Artefact Garrison for the garrison battle in Esterra/Nosra.

Region	Garrison name	Placement region
Esterra	108th Garrison - Battlefield Encouragement	Coast of the Doomed
	109th Garrison - The Hand of Bitter Battle	Wind Valley
	110th Garrison - Battlefield Encouragement	Aether Temple
	111th Garrison - The Hand of Bitter Battle	Tarha Village
Nosra	208th Garrison - Battlefield Encouragement	Sphiro's Territory
	209th Garrison - The Hand of Bitter Battle	Calyda Canyon
	210th Garrison - Battlefield Encouragement	Ruins of History
	211th Garrison - The Hand of Bitter Battle	Zenzen Territory

- The garrison can be captured if the Commander or Legate in the garrison is killed.
  - Monsters appear that continuously try to infiltrate the garrison in order to kill the Legate.
  - The faction that has captured the garrison can activate the Artefact.
    - The Artefact requires 2x Powerful Artefact Activation Stones to activate.
  - If the garrison has been captured, other garrisons can be reached using the teleporter.
  - Obelisks and Soul Healers have been positioned at some points around the garrison to simplify repeated infiltrations of the garrisons.
  - If the garrison is captured, allied NPCs will appear such as Consumables Merchants or Distributors.
  - Exchange NPCs for consumables, special materials or relic merchants appear when some garrisons are captured.
12. Defence NPCs will appear if all of the garrisons in enemy territory have been captured. Killing these NPCs activates rewards.
    - The defence NPCs disappear if even only 1 enemy garrison is recaptured.