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PATCH NOTES



»Ariel & Azphel«

Update 8.4.2



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Aphsaranta

1. Changed the lords of the Elyos and Asmodians in Aphsaranta.
2. The Elyos and Asmodian Corps in Aphsaranta have been changed.

Faction	Lord	Agent	Corps
Elyos	Ariel	Weda	Heavenly Lights
		Apheliotes	Sundew
Asmodian	Azphel	Peregran	Shadowbringers
		Ankou	Black Dawn

- Changed the corps for the posting quest.
3. Changed the agent taking part in the Agent Battle in Aphsaranta.
 4. Modified the requirements for using the base teleporters at the Guardian and Archon Garrisons.

Faction	Teleporter	Condition	Glory condition
Elyos	4th Base	Captured 4th Base	Not applicable
	7th Base	Captured 7th Base	Reach Glory level 2 in the Sundew Corps
	8th Base	Captured 8th Base	Reach Glory level 2 in the Heavenly Lights Corps
Asmodian	4th Base	Captured 4th Base	Not applicable
	7th Base	Captured 7th Base	Reach Glory level 2 in the Shadowbringers Corps
	8th Base	Captured 8th Base	Reach Glory level 2 in the Black Dawn Corps

5. Added an emergency teleporter at the Guardian and Archon Garrisons.

Teleporter	Requirement for Creation	Requirement for Use
Emergency Teleporter at Mesio River	Once the 4th, 7th and 8th Base has been captured by the enemy faction.	Forty minutes after creating an emergency teleporter, it can be used for 20 minutes
Emergency Teleporter in Enril Plain		
Emergency Teleporter in Keterr Wilds		

- Using an emergency teleporter consumes 1 lo Crystal.
- The emergency teleporter will be removed if the conquest status of the 4th, 7th or 8th Base changes.
- At the end of the emergency teleporter's duration, it has a certain chance of becoming an emergency teleporter which leads to the respective base.

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6. Vaizel and Triniel's Amulets are no longer available, Ariel and Azphel's Amulets have been added instead.
 - ※ Vaizel and Triniel's Amulets can continue to be used, but they can no longer be upgraded.
 - Sakhril is a seasonal item (see item description), and hence will be removed from the game with the update.
 - Ariel and Azphel's Amulets can only be upgraded while the respective lord/lady is present.
 - They can be used until the next lords following Ariel and Azphel are dispatched.
 - Players can use Abyss Points to purchase a level 1 amulet from the Amulet Enchanter of their respective faction in Apsaranta's garrisons.
 - The buff skill effects of each amulet level (I to IX) have been improved.
 - New support effects have been added to the buff skills on Ariel and Azphel's Amulets I to IX.
7. Reduced the difficulty of certain corps quests.
 - Changed the rewards for some corps and posting quests.
8. Fixed an issue where some monsters would spawn in the terrain.
9. Changed the movement areas of NPCs at the Archon Garrison.

Lord's Sacred Water

1. Added Ariel's Relic and Azphel's Relic to the lord relics, replacing the previous ones of Vaizel and Triniel.
2. Added a new Lord's Sacred Water.
 - Players can go to the respective faction's Base Communicator to exchange the Sacred Water for Corps Insignias.
 - This item can also be magically crafted.
3. Removed the Lord's Sacred Water for Vaizel and Triniel from the game.

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Transformations

1. New transformations have been added.

Class	Transformation	Attributes
Ultimate	Ariel	Attack speed +60% Casting speed +55% Movement speed +100% Healing boost +82 Additional PvP attack +420 Additional PvE attack +620 Additional PvP defence +217 Additional PvE defence +217 Accuracy +378 Magical accuracy +413 Crit strike +365 Crit spell +415
	Azphel	Attack speed +60% Casting speed +55% Movement speed +100% Healing boost +82 Additional PvP attack +420 Additional PvE attack +620 Additional PvP defence +217 Additional PvE defence +217 Accuracy +413 Magical accuracy +378 Crit strike +415 Crit spell +365

2. New collections have been added.

Collection	Improved Attributes	Skill Reward
Time of Light	Spell Fortitude +70	
Time of Shadows	Strike Fortitude +70	
Lord of Elysea	Physical attack +350 (physical classes) Magic attack +350 (magic classes)	
Lord of Asmodae	Physical defence +350 (physical classes) Magic defence +350 (magic classes)	
Ultimate Transformation Conqueror	HP +10,000	Summon: Alliance

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Balaurea

1. Changed the location of the rift to the Agent Battle in the Inggison Illusion Fortress and Gelkmaros Fortress.

Instances

1. New: Victors of the raid on Kubrinerk's Cube Laboratory can now purchase a Cube Extraction Scroll from Cheerful Kubrinerk.

Fortress Battle

1. Reduced the hit points of the Guardian General and gate in the Fortress Battle.
2. Reduced the Balaur Guardian General's max. HP.
3. Increased the stats of the guards at the entrance to the Divine Fortress and the respawn point.
4. Fortress Battle contribution points are no longer awarded for killing players of the enemy faction at the entrance to the Divine Fortress or the respawn point.

Arena

1. It is no longer possible to glide below the Abyss Bridge in the Arena of Discipline and Discipline Training Grounds.

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Ranking

1. Changed and added items which can be acquired from Venerated Daeva Merit Officers.
 - Added a Season Limited tab.
2. Changed the contents and win chances for items in the [Rune] Venerated Daeva Chest.
3. Changed the symbols and names of some of the Venerated Daeva reward items.
4. The Venerated Daeva Celebration Token tooltip now indicates the item's expiry date.

Items

1. Added runes for Vaizel and Triniel's transformations.

Lord	Attack Rune	Support Rune	Enhancement Rune
Ariel	Light Attack Rune	Light Support Rune	Light Enhancement Rune
Azphel	Shadow Attack Rune	Shadow Support Rune	Shadow Enhancement Rune

- The runes can be obtained by combining the Powerful Rune Chest and Major Rune Fragment.
2. Added information on how to acquire Intio Paper to the item info.
 3. Improved the appearance of the Luminariae Costume Ball outfit.
 4. Added information on how to acquire certain items to their tooltips.
 5. The tooltip for Sakhril and Sakhril Chests now includes the expiry date.
 6. Added new Sakhril reward bundles.
 - Available from NPCs in the Adad Raid and Apsu Corps Invasion.
 7. The Commander's Sakhril Chest and Lahmu Material Crate now contain more Sakhril.
 8. Fixed: When Asmodians wore the Fabulous Fascinator Style, the back hair was displayed intermittently.
 9. Fixed: Re-identifying attributes for the Painter's special Apsu gear did not work correctly.

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Characters

1. Improved the Raccoon Campfire movement.
2. Fixed: Certain jumping movements were not displayed correctly.

Magical Crafting

1. Reduced the skill points for magically crafting Revitalising Star Bunny, Marine and Deep Sea clothing.
2. Fixed: Magically crafting items from the following sets was occasionally interrupted:
 - Revitalising Star Bunny
 - Deep Sea
 - Marine

Miscellaneous

1. Changed the URL for DirectX error messages.
2. Changed the message displayed upon receiving extra cubes from 'System Information – Item information' to 'System Information – Received item'.
3. Fixed: Character movements were not correctly executed in certain situations.
4. Fixed: Altered items occasionally couldn't be restored.
5. Fixed: Ranking badges occasionally weren't displayed correctly.

UI

1. Fixed an issue where the Kinah transfer window was shown in the mail.
2. Added an announcement for issues with cross-server recruitment in the Arena of Discipline.
3. Fixed: The mount cube could be opened without any registered mounts.
4. Fixed: An error message about changing genders was displayed when changing appearance with Luna.

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Sound

1. Fixed: Jumping sound effects were occasionally not played correctly.
2. The stun sound effect is now only played once.

Skills

1. Fixed: Daevanion skills were not executed correctly.
2. Fixed: Oath skills could be applied stacked.