

[Regions]



1. The new expedition region of 'Lakrum' has been added in Balaurea.
 - Players can use the Teleporter in the capital or a Return Scroll to get to Lakrum.
 - Teleport statues are located at the respective faction landing sites that lead to the 'Kaisinel Academy/Marchutan Priory'.
 - Lakrum can be reached via the Balaurea Teleporter in 'Kaisinel Academy/Marchutan Priory'.
 - The faction that has conquered the northern Lakrum fortress can enter the 'Makarna of Bitterness' instance.
 - There are 9 Artefact Garrisons in Lakrum and players can receive the 'Genesis Crystal' by conquering all of the bases. Players can use the 'Genesis Crystal' to purchase Enchantment Stones or pieces of equipment.
 - In Lakrum, players encounter various bosses who are carrying valuable items. The 'Raging Anomos' appears at regular intervals and carries ultimate/legendary equipment that is very rare in Atreia.
2. All fortress battles except those in the Eye of Reshanta (Abyss) and in Lakrum have been removed.
 - Since lots of fortresses have been removed, players can no longer receive the Blessing of Ariel or Blessing of Azphel (buff for the outmatched faction).
 - Players can still receive Kaisinel's Blessing and Marchutan's Blessing (boost buff) if the opposing faction occupies the fortresses.
3. The level advancement for Elyos/Asmodians (level 1-75) has been updated so some regions and instances have been removed.
4. Part of the terrain has been altered in the following regions: Poeta, Heiron, Ishalgen, Beluslan, Vengar and the Eye of Reshanta.
5. Some terrain has been changed in the instances Taloc's Hollow and Indratu Fortress.
6. The 'Mounting not possible' function for mounts has been removed in some regions.

[Fortress Battle]

1. League Points in fortress battles have now been replaced by Contribution Points.
 - The Battle League system and League Points have been removed.
 - Legion Contribution Points will be used to decide who takes ownership of a fortress. The Legion Contribution Points are composed of the Contribution Points of members who

took part in the fortress battle.

- The fortress is handed to the legion who made the biggest contribution to defeating the Guardian General.
- The reward for the fortress battle depends on the contributions of the individual players towards the successful siege.
- Attack/defence battles are waged in 'Lakrum Fortress' and siege warfare is waged in the Divine Fortress. The fortress is in the hands of the Balaur before the fortress battle begins.
- A reward has been added for a failed attack/failed defence. 'Participant's Reward Chests' and Abyss/Honour Points are also awarded.

2. The fortress battle times have been changed as follows:

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
9 PM	-	Lakrum Fortress	-	Lakrum Fortress	-	Lakrum Fortress	Gods Fortress

3. Players can reach the Divine Fortress via the 'Eye of Reshanta Corridor' that has opened in the landing site in Lakrum.
- The 'Eye of Reshanta Corridor' appears every Sunday at 8 PM for 2 hours.
 - Since the upper and lower regions of the Abyss have been removed, players can no longer fly there.
4. Players no longer receive the 'Inner Fortress Gate Protection Relic' in the Divine Fortress through a conversation but through an attack. So the faction that succeeds in the attack receives the Protection Relic.
5. The restructure of the fortress battle means all fortresses and artefacts belong to the Balaur.
6. Lakrum Fortress: For multiple, uninterrupted conquests by the enemy faction, a boost buff is also activated for a fortress battle.

Character

1. The character UI has been changed so the character stats are visible at a glance.
 - 'Magic attack' and 'Magic boost' have been combined into 'Magic attack'.
 - 'Physical defence' has been added. The designation 'Defence/Magic defence' has been changed to 'Physical/magic damage reduction'.
 - 'Magic defence' has been added and combined with the existing 'Magic suppression'.
 - 'Attack' has been changed to 'Weapon Attack'. 'Physical attack' has been newly added.
 - 'Additional attack/defence for PvE/PvP' has been added. These differ from the existing 'Physical/magic attack/defence for PvE/PvP'.
 - With newly added items, the inefficient option (Enmity Boost, strike fortitude, fire resist, stun break, etc.) have been removed. Previously existing items remain unchanged.
2. The calculation of the standard stats and the PvP/PvE damage stats has been changed in line with the changed character stats.
3. Change: from level 76 the attack and defence stats in PvP/PvE will only be applied up to max.

100 percent.

4. Change: when using physical skills, the damage effect is only influenced by 'Physical attack'.
5. If the character is not newly created one, the starting point and landing site is Griffioen for Elyos and Habrok for Asmodians.
6. Soul Sickness and the accumulated number of deaths has been reset for all characters.
7. When you die, 'Lunamon's Rescue' is now also available for immediate revival.
8. The Power Shard function has been removed and all equipped Power Shards have been moved to your cube.
9. The casting time of Return to Landing Site has been reduced from 10 sec. to 3 sec.
10. The number of Abyss Points deducted when a player character dies has been changed.
11. The 'Increases the chance of loot' buff for new/returning users has been removed.
12. The 'Energy of Growth' and 'Energy of Salvation' buffs have been removed.

Skills

The skills have been changed due to the level expansion.

1. Joint class skills have been changed as follows:
 - The cooldown of the 'Remove Shock' skill has been changed to 30 seconds and the number of the 'Remove Shock (Chain)' skill has been changed to 1.
 - Skill linked to flying have been removed.
Example: Chanter: 'Wind Mantra' and 'Swiftwing' have been removed.
2. The acquisition of skills has been adjusted according to the level expansion.
 - Skills acquired at levels 1-65 before the updated are now acquired at level 75.
Example: the Assassin skill 'Flash of Speed' has been increased from level 17 to level 73.
3. Some skills have been combined or removed and their stats have been changed.
 - Skills with similar effects or that split the cooldown have been combined.
Example: The Sorcerer skill 'Magic Assist' has improved magical accuracy and the skill 'Supplication of Focus' has been removed.
 - Some positive effects have been changed to passive skills.
Example: the Sorcerer skill 'Flame Robes' has been changed from 'Active Skill' to 'Passive Skill'.
 - There are now only 2 'Divine Power' skills per class.
4. Some skills have been automatically adjusted depending on the class change and level.
 - When a warrior completes the class change to Gladiator with the 'Battle Cry' skill, the skill becomes 'Weakening Blow'. If the class change to Templar is successful, the skill becomes 'Snickering Roar'.
 - The Gladiator skills 'Raging Blow' changes to 'Wild Leap' at level 76.
5. **Daevanion Skills** have been added.



- The Daevanion skill can be used from level 80 onwards; the basic ability can be converted into a new skill with the desired effect.
- Daevanion skills can be learned using the 'Daevanion Skill Book'. The Skill Book can be obtained either in the (Gold Sand) shop or there's a certain probability of getting it when you kill 'Smuggler Shukiruk' (see the list of instances further below).

Instance	Entry level	Max. players
Holy Tower	Level 80	6 people
Narakkalli	Level 80	6 people
Prometun's Workshop	Level 80	6 people
Makarna of Bitterness	Level 80	12 people
Runatorium	Level 76	12 people
Ashunatal Dredgion	Level 76	12 people

- 11 types of Daevanion skills have been added at Ancient level.

Previous skills	Daevanion Skill	Effect of the added skills
Righteous Cleave	Martial Cleave	<ul style="list-style-type: none"> - When using the skill, the cooldown for Wild Leap is reduced by 20%. - If the attack lands a Crit Strike, the target is immobilised for 3 sec.
Break Power	Shatter Power	<ul style="list-style-type: none"> - If the target hit is stumbling, the attack of the next skill increases by 20%. - On a successful crit strike, the probability of the next skill being a crit strike increases
Killing Spree	Second Slash	<ul style="list-style-type: none"> - If the target hit is stunned or poisoned, the probability of the next skill being a crit strike increases
Silencing Shot	Throwing Daggers of Silence	<ul style="list-style-type: none"> - The duration of <i>Silence</i> increases by 2 sec. - Damage increases by 50%
Big Magma Eruption	Huge Volcanic Eruption	<ul style="list-style-type: none"> - After a delay effect of 4 sec., a 1.5 sec. Aether Grasp effect is added
Soul Torrent	Soul Theft	<ul style="list-style-type: none"> - When you use the skill and land a hit, the cooldown for Weaken Spirit and Elemental Smash is reduced by 1 second.

		- A successful crit strike reduces the cooldown by 2 sec.
Divine Touch	Thunder	- Change to a comprehensive skill with a 5 m radius (emanating from the target) - Addition of the stun effect at 0.5 sec.
Resonance Haze	Resonance Disruption	- If the target hit is stumbling, the attack of the next skill increases by 20% On a successful crit strike, the probability of the subsequent skill being a crit strike increases
Restoration Volley	Rapid Fire of Restoration	- When using the skill, the cooldown for Materialised Magic Form is reduced by 10% - You receive twice the HP heal amount on a successful crit strike - Increased attack movement speed
Gust Requiem	Squall Variation	- Change to a comprehensive skill with a 4 m radius (emanating from the target) - Change to the Aether's Hold effect
Cannon Shot Riposte	Counter Cannon Fire	- When using the skill, the cooldown for Sprint Strike is reduced by 50% - A successful crit strike resets the cooldown

6. There are now 5 slots for adjustable chain skills.
7. Fixed an issue where some skill animations could not be used or skill animations received were not shown in the list.
8. Fixed an issue where the description of some skills was displayed incorrectly.
9. Fixed an issue where some passive skills were displayed incorrectly after players acquired them.
10. The level required for acquiring some Stigma skills has been amended.
11. The HP recovery effect has been amended for the following skills:

Many Skill
Counter Leech, Draining Sword, Bloodthirster Surprise Attack Ascended Soul Arrow, Seizure Arrow, Storm Spear, Gas Explosion, Vampiric Wave

12. Gladiator:
 - Fixed an issue where the Aether's Hold of the Gladiator Daevanion skill 'Bloodlust Explosion' ignored resistance to special statuses and was 100% activated.
 - 'Effect of Mana Treatment' has been added to the tooltip for 'Counter Leech'.
 - Change: the MP consumption for using 'Counter Leech' and 'Bloodsucking Punishment' has been reduced to 50%.
13. Templar:
 - The attack strength of the following skills has been partially increased: Break Power, Judgment Blow, Punishment and Elimination Strike.
 - The effect of the HP recovery for 'Empyrean Lord's Armour' has been increased.
 - The cooldown of 'Barricade of Steel' has been reduced from 30 sec. to 18 sec.
14. Physical damage has been added to the Gladiator and Templar skill 'Siegebreaker'.

15. Assassin:

- Some chain skills have been split and can now be used as individual chain skills.
- The 'Signet Silence' skill has been added.
- Fixed an issue where the 'Rune Slash' was not activated.
- The cooldown of 'Deadly Focus' has been reduced.

16. Ranger:

- The 'Reduce attack distance' effect of the 'Tiger's Eye' skill has been changed.
- Chan: the effect of the Ranger Daevanion skill 'Rear Strike' can be removed by the caster.

17. The weapon attack effect has been added to the Assassin and Ranger skill 'Devotion'.

18. Spiritmaster:

- The skill effect of 'Sympathetic Mind' has been adjusted.
- The cooldown of some skills have been changed.
- Some skill effect have been changed.
- The MP consumption of some skills has been changed.
- Fixed an issued where the magic suppression effect was applied to the Spiritmaster skill 'Curse of Magic Power'.
- The tooltip for the Spiritmaster Daevanion skill 'Nightmare Curse' has been changed.
- The 'Reduce Magic Suppression' effect for 'Curse: Water Spirit' and 'Curse: Fire Spirit' has been changed to 'Reduce Magic Defence' and adjusted.
- The casting time for 'Summon Tempest Spirit' and 'Summon Magma Spirit' has been changed to 0 sec.
- The tooltip for the 'Sandblaster' debuff symbol has been expanded with information on 'Reduce Magic Defence'.
- Fixed an issue where a spirit with a lower level was summoned under certain Spiritmaster level sections.

19. Sorcerer:

- The HP Absorption effect has been added to the 'Spear of Wind' tooltip.
- Change: the Sorcerer skill 'Curse of Roots' hits the target at corresponding resistance stats.

20. Chanter:

- The level required for acquiring the 'Inescapable Judgment' skill has been changed.
- 'Magic Suppression' has been changed to 'Magic Defence' in the 'Blessing of Stone' tooltip.
- A stumble effect has been added to 'Deadly Blow'.
- The accuracy effect has been adjusted to the Stigma skill 'Word of Inspiration'.

21. Cleric:

- The Healing Boost has been adjusted for 'Benevolence'.
- The skill damage has been changed for 'Noble Energy' and 'Punishment Energy'.
- 'Magic Suppression' has been changed to 'Magic Defence' in the 'Prayer of Resistance' tooltip.

22. The tooltip for the Cleric skill 'Blessed Shield' and the Chanter skill 'Cross Shield' has been adjusted to match the effect.
23. Aethertech:
 - The tooltip for 'Sighting Shot' has been corrected to match the actual effect.
 - A sentence about activation conditions has been added to the 'Sprint Strike' tooltip.
 - The 'Reduce physical and magic attack' effect for 'Lifeline Slash' has been adjusted.
 - The level for learning 'Flame of Demolition' has been changed.
24. Gunner:
 - The MP reduction of 'Soul Shot', 'Rapid Soul Fire' and 'Soul Volley' has been increased.
25. Bard:
 - The Healing Boost has been adjusted for 'Healing Mode'.
 - The skill damage has been increased for 'Loud Bang'.
 - The physical attack and magical accuracy stats have been changed for 'Wind Harmony'.
 - The resist magic and reduce magic defence stats have been changed for 'March of the Bees'.
 - 'Element defence' has been changed to 'Magic Defence' in the 'Melody of Joy' tooltip.
 - The duration of Aether's Hold has been adjusted for 'Squall Variation'.
 - The tooltip for 'Clearing Melody' has been changed.
 - The skill 'Serenade of Purification' can now also be used while moving.
 - Fixed an issue where the Bard skill 'Melody of Life' was not applied to targets with the effect 'Blessing of Rock'.
 - Fixed an issue where the Bard skill 'Harmony of Silence' was not applied to targets that already had other silencing effects. (This does not include 'Silencing Shot' and 'Throwing Daggers of Silence'.)
26. The display effect has been changed for some minion skills.
27. Shards are now consumed for some class skills.

System

1. The **Transformation system** has now been added.
 - Players can use Transformation to use a special appearance and powerful skills.
 - To perform the Transformation, the Transformation card should be prepared using a Transformation Contract.

<Transformation cards by rank>

Rank	Transformation cards
Normal	Polar Bear, Anubite, Pink Tiger, Pirate, Lepharist Revolutionary, Graveknight, Kobold, White Tiger, Tiger, Yellow Inquin, Purple Inquin, Red Inquin, Orange Inquin, Black Inquin, Green Inquin, Wyvern, Good-

	natured Shugo, Powerful Panda
Large	Wyvern of Victory, Shugo, Super Shugo, Luna Patrol, Jester, Anubite Warrior, Doberman, Tin, Canister, Pomeranian, Chihuahua, Mau, Test Subject, Krall, Rabbit Bandit
Ancient	Bah, Desert Fox, Tiamat Dragonbound, Tarha, Black Mane, Cat, Popoku, Aquan, Tiamat Drakan, Beritra Drakan Ereshkigal Drakan
Legend	Hamerun, Bollvig, Kromede, Tahabata, Mastarius, Herenas, Sita
Ultimate	Kaisinel

- The 'Transformation Scroll' or the 'Transparent Transformation Scroll' are required go be able to use the Transformation card; these can be purchased in the 'Gold Sand Shop'.
- Fusing 2 to 6 Transformation cards gives you a new Transformation card.



- The Transformation fusion costs 5,000 Kinah each time.
 - The fusion cannot fail. If more than 4 cards are fused, the player never receives a card with a low rank.
 - A function lets you repeat the fusion - depending on how many Transformation cards you have registered.
 - If you switch channel or use a Return Scroll during the Transformation fusion, the fusion process will be interrupted.
 - Ultimate cards can only be received via fusion.
 - Single-use Transformation Potions with various abilities can be obtained independent of Transformation cards by defeating monsters.
2. The **Manastone slot expansion system** has been added.
- New items have up to 3 unlockable Manastone slots - depending on their level.
 - The Manastone slot can only be used with 'Manastone Expansion'. These expansions

can be purchased in the 'Gold Sand Shop' or by extracting equipment.



3. The skill/gathering system has been restructured as follows.
 - The following skills have been removed: the 'Gathering' skill that was learned before the class change to Daeva, and the 'Aethertapping' skill that was learned after the class change to Daeva.
 - 'Essencetapping' and 'Substance Transformation' learned after the class change to Daeva have been changed as follows:
 - Essencetapping can now be mastered with Kinah instead of quests.
 - The Alchemical Transformation for Inina, Aria and Iron Ore that are learned with the 'Substance Transformation' skill have been removed.
 - With a few exception, most Substance Transformation formulas have been removed.
 - The level required for acquiring the 'Magical Crafting' skill has been changed from 66 to 76.
 - If the player learned the 'Magical Crafting' skill before the update, this is kept - regardless of the level.
 - A new crafting formula has been added at level 80.
 - Crafting skills (Alchemy/Weapons/Armour/Tailoring/Cooking/Crafting/Furniture) and skills for Magic Morph have been removed.
 - All affected quests and work orders have been removed.
4. The boosts/modification have been restructured.
 - Menus are activated if an element is registered for Boost/Modify.
 - PvP/PvE enchantment functions have been added for items.
 - A new item can only be boosted with a new Enchantment Stone.
 - If the level of the Enchantment Stone is lower than the level of the time, the probability of a successful enchantment drops.
 - Manastone expansions can be obtained by extracting new items; PvP items consume Abyss Points.
 - The Enchantment Stone can no longer be extracted from an item.
5. A levelling system has been added.
 - Players can visit the Equipment Enchanter to enchant items using upgrade materials.
 - The Equipment Enchanter can be found in the respective faction's capital and at the Lakrum landing site.
6. Systems that are no longer used have been removed with the system restructure.

- The Monster Book system has been removed.
 - Das High Daeva system (Power of Creation, Estima) has been removed.
 - The Evolution system has been removed.
 - The Territorial Battle has been removed.
 - The Magic Fusion functions has been removed.
7. The **Cube system** has been added.
- 'Cubes' have been added that allow you to boost your character's abilities.
 - 'Cubelets' can be collected and inserted into a 'Cube'. Different ability stats are applied depending on the number of 'Cubes' you obtain.



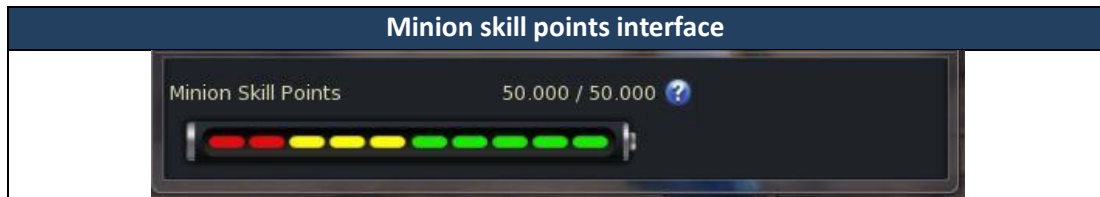
- ① Select the appropriate category to view the Cube list and other information.
- ② Cubes are split into gold/silver/bronze. Whichever of your collected and completed Cubes has the highest level will be applied to the ability stats.
- ③ If you have Cubelets in your inventory, these can be inserted via the <Insert>.
- ④ The list of collected Cubes as well as the ability stats are used together on one account.

- You can get 'Cubelets' either in 'Kubrinerk's Cube Laboratory' or in Lakrum from boss monsters.
 - You can exchange these with the <Merchant for Special Items> in Lakrum for a 'cubelet' with a higher level.
8. The **Minion system** has been overhauled.
- The minion skills have been changed accordingly so that these now support the character even more.
 - 'Skill 1' can be used once by obtaining 100% minion skill points. 'Skill 2' can be used

immediately by summoning the minion.



- The minion skill points can be viewed under [Start menu - Minion list - List].



- The detailed skill list looks as follows.

Minions	Rank	Minion skill effect (The skill effect is applied differently based on the evolution level)		
		Buff type	Skill effect	Effect description
Sita	A	Buff type	Soul Projectile	- 15 sec. additional physical attack increase in PvE and PvP
		Toggle type	Horror Beast	- Certain probability of silenced target on hit
Grendal	A	Buff type	Frozen Domain of Revenge	- Teleport forwards - Increased stats for movement speed and attribute resistance
		Toggle type	Ragman	- Certain probability of cancelling a special status on hits taken
Weda	A	Buff type	Weda's Splendour	- 30 sec. buff effect - Effect of magic skills and attack/casting speed increased - Casting time is reduced - Increase MAX HP
		Toggle type	Enchantment: Old Friend	- Certain probability of 7 sec. buff effect on hits taken - Increased movement/flight speed - Increased effect of recovery skills
Kromede	A	Buff type	Repeated Jolting Strike	- 15 sec. additional physical attack increase in PvE and PvP
		Toggle type	Miserable Struggle	- Certain probability of stunned target on hit
Hyperion	A	Buff type	Energy Discharge	- 15 sec. additional physical defence in PvE and PvP
		Toggle type	Id Aetheric Field	- Certain probability of 5 sec. additional physical defence in PvE and PvP on hit

Karemiwen	B	Buff type	Ice Storm	- Hits from target reflected for 10-15 sec. on hits taken
		Toggle type	Deep Wound	- Certain probability of reduced movement speed on hit
Saendukal	B	Buff type	Mighty Seismic Strike	- On hit, additional wide area hits in the target's vicinity (excluding effect area skill)
		Toggle type	Blind Rage	- Certain probability of stumbling target on hit
Hamerun	B	Buff type	Darting Blow	- 20-30 sec. 1 m increase to attack range
		Toggle type	Hamerun's Wrath	- Certain probability of reduced attack speed effect on hit
Abija	B	Buff type	Magic Missile	- Immediate HP regeneration - HP regeneration at 2-3 sec. intervals
		Toggle type	Improved Stamina	- Certain probability of HP regeneration on hit
Steel Rose	C	Buff type	Powerful Shot	- Additional damage for 20-30 sec. on hit
		Toggle type	Projectile of Mind Division	- Certain probability of reducing target's MP on hits taken
Seiren	C	Buff type	Water Energy	- A protective shield effect protects you from damage for 8-10 sec.
		Toggle type	Summon Waterdrop	- HP regeneration on hits taken
Arch Kerubiel	A	Toggle type	Sleeping Dragon Kick	- Certain probability of additional damage on hit
Kerubiel	B	Toggle type	Sleeping Dragon Kick	- Certain probability of additional damage on hit
Kerubian	C	Toggle type	Sleeping Dragon Kick	- Certain probability of additional damage on hit
Kerubar	D	Toggle type	Sleeping Dragon Kick	- Certain probability of additional damage on hit

- Additional channels have been added by which you can get a Minion Contract or Minionite.

■ Instances

Instance	Monsters and Treasure Chests
Mirash Refuge (Bonus)	Kirshka's Treasure Chest
Garden of Knowledge (Bonus)	Piton
Narakkalli	Simple Narakkalli Treasure Box
Holy Tower	Nergal
Prometun's Workshop	Raging Prigga

- Field boss monster

Monster
Crazed Anomos

- Quest reward

Faction	Quest Name
Elyos	Inggison Area
	[Instance] Taloc's Parasite
	[Instance] Petralith Energy Source
	Kaisinel's Call
	[Instance] Tiamat's End
	[Instance] The Battle against Beritra
	Repairing the Celestial Temple of Lakrum
	The vanished researcher Atis
	On the Trail of the Vanished Legionaries
	Stopping Balaaur supplies
	[Weekly] Conquest Training for Euron West
	[Weekly] Conquest Training for Euron Northwest
	[Weekly] Conquest Training for Euron Centre
	[Weekly] Conquest Training for Euron South
Asmodian	Support in Gelkmaros
	[Instance] Taloc's Natural Enemy
	[Instance] Petralith Drive
	Lord Marchutan's Reputation
	[Instance] Tiamat's End
	[Instance] The Battle against Beritra
	Repairing the Subterranean Temple of Lakrum
	The vanished researcher Rith
	On the Trail of the Vanished Legionaries
	Stopping Balaaur supply deliveries
	[Weekly] Conquest Training for Elgard East
	[Weekly] Conquest Training for Elgard Northeast
	[Weekly] Conquest Training for Elgard Centre
	[Weekly] Conquest Training for Elgard South

- Minion Contracts and Minionite are now available from some monster in the region of Lakrum.
- These Minion Contracts can also be obtained from the NPC for exchanging Coins of Challenge.

NPC for exchanging Coins of Challenge at the Tower of Challenge	
Elyos	Walzen
Asmodian	Kijan

- The methods for getting skill points for minions has changed.

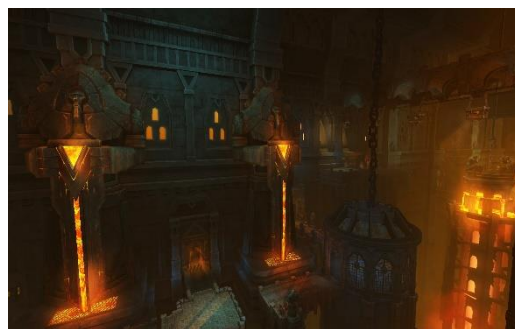
- Part of the XP you receive for quests and hunting is awarded as skill points.
- You receive skill points corresponding to the number of defeats suffered by the opposing faction.
- The function that let players add standard Kinah skill points has been removed.
- Methods have been added that let your receive Growth Points for minions.
 - Part of the XP you receive for quests and hunting is awarded as Growth Points.
 - The function that lets you receive Growth Points from standard other minions is retained.
- The rules and the interface for the fusion of minions have been changed.
 - The probability of a successful fusion has been increased, and a fusion is only possible if you have 4 minions at evolution level 4.
 - It is no longer possible to fuse minions at level D, this can only be used to add Growth Points from other minions.
 - It is no longer possible to fuse level D minions to receive better ones (level C minions). Level D can now only be used to boost (Growth Points) higher level minions (C to S).
 - The tab in the fusion interface has been adjusted accordingly.



- The costs for evolution of Class B and C minions have been reduced.
- Fixed an issue where the accuracy value under the summoning effects for minions at Class B with 1 star was applied incorrectly.
- Change: The summon effect of minions has no influence on resist magic.

Instances

1. The new instance '**Prometun's Workshop**' has been added in Lakrum.



Ereshkigal, with the help of her legion of Lakrum renegades, occupied Prometun's Workshop to build a weapon to allow her to go up against Fregon. Brigade General Prigga had taken the smith Prometun hostage and was trying to produce a weapon for Ereshkigal from Rim Ore, which Prigga had plundered from Lakrum. The tasks of the Daeva is to free the Jotun from the clutches of the Prigga Legion and to recapture the workshop.

- The workshop can be entered via the NPC for instance entry that can be found in Lakrum in the Endorim Chamber.

Max. players	Level	Entry number reset	Entries
6 people	From level 80	Wednesday at 9 AM	4 times per week

- The new instance '**Kubrinerk Cube Laboratory**' has been added..



The ingenious Kubrinerk hid his Cube Laboratory in a spatial tear and was able to dedicate himself to the research of Cubes in peace. But the plundering Shulack specifically search such spatial tears for loot, and found the Cube Laboratory ripe for the taking. Kubrinerk was able to escape, but the rest of the researchers were overwhelmed by the Shulack and forced to produce cubes in large quantities. The high-quality cubes then fell exclusively into the hands of Malarkin, the leader of the Shulack, and self-proclaimed scientist.

Max. players	Level	Entries	Entry number reset
1 person	Level 80	7x	Wednesday at 9 AM

- If a garrison is conquered in Lakrum, there's a probability that the entry NPC 'Cube Laboratory Gate Guardian' will appear near the garrison.
 - The entry NPC will be present for 12 minutes and up to 24 players can enter at a time.
- The execution method and rewards for the 'Tower of Challenge' have been changed.
 - There are now only 24 levels instead of 40.
 - The time limit (Time Attack) applies from Level 1.
 - Players open the door next to the NPC after entering the dungeon. The Time Attack begins and lasts 20 minutes.

- When they defeat the monsters at each level, the players will receive 'Coins of Challenge', which they can exchange with the Crucible NPC for items.
 - Entry is once per week from level 76.
4. The instance buff 'Lunamon Cheer' has been added.
 - When they enter the instance, they can decide whether they want to use the buff or not. The buff is deactivated if the player leaves the instance.
 5. Change: Contest points can be obtained in the Arena of Cooperation.
 6. The schedule for the battlefield/arena has been changed.

Item	Entry level	Entries	Entry time
Arena of Discipline	From level 76	10 x per week	12 PM - 2 PM (daily) 6 PM - 2 AM (daily)
Arena of Cooperation	From level 76	10 x per week	12 PM - 2 PM (daily) 6 PM - Midnight (Mo-Fr) 6 PM - 2 AM (Sa-Su)
Ashunatal Dredgion	From level 76	1 x daily	12 PM - 2 PM (daily) 6 PM - 2 PM (daily) Midnight - 2 AM (daily)
Runatorium	From level 76	1 x daily	8 PM - Midnight (daily)

7. The maximum number of people and the entry level for instances have been changed.

Instances	Entry level	Max	Location
Tiamat's Hideout	57	1	Signia/Vengar
Makarna	66	1	Signia/Vengar
Makarna of Bitterness	80	12	Lakrum
Narakkalli	80	6	Lakrum
Garden of Knowledge	78	3	Lakrum
Holy Tower	80	6	Lakrum
Mirash Refuge	76	1	Lakrum

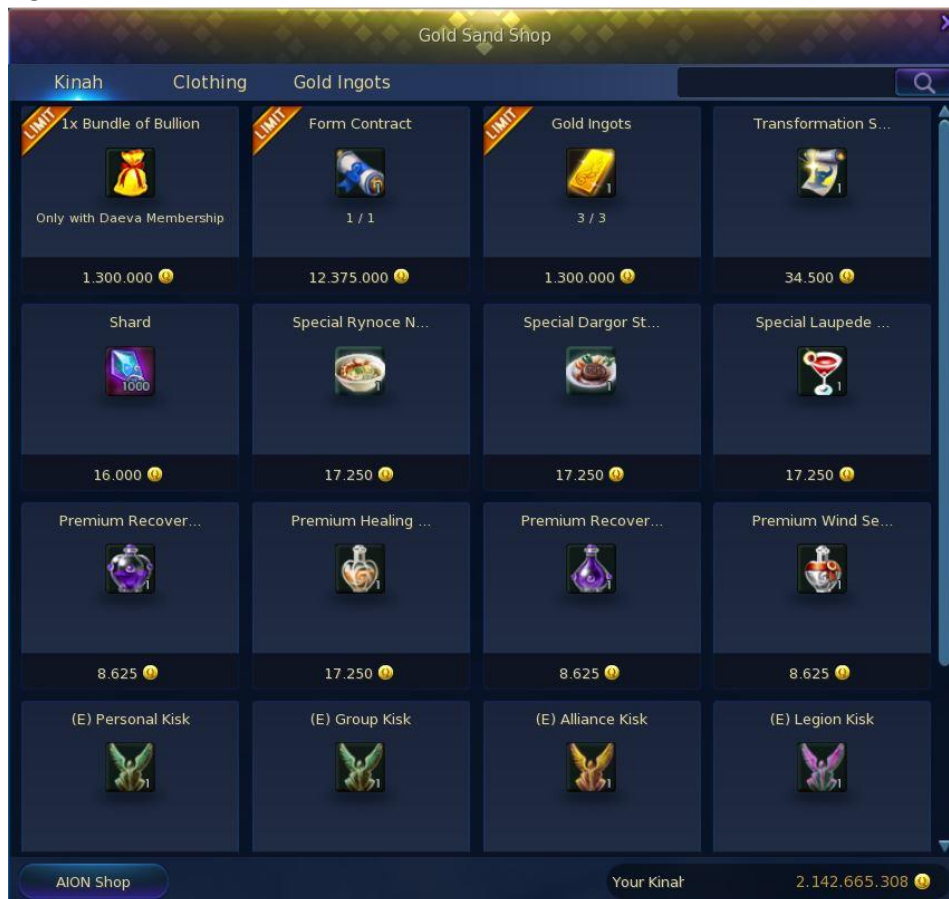
8. Beshmundir's Walk has been added in the regions of Signia and Vengar.
9. Additional entrances to 'Prometun's Workshop' and 'Narakkalli' appear.
 - In Lakrum, 1 entrance randomly appears every 30 minutes at one of the total 9 locations.
 - The entrance is not displayed on the World Map and there is no limit to the number of players.
10. Instance adjustments:
 - Makarna:
 - Fixed an issue where it wasn't possible to carry on in Makarna if Beritra's human form had been defeated.
 - Mirash Refuge:
 - Some of the skill effects and combat schemes have been changed for 'Singing Kirshka' in Mirash Refuge.
 - Garden of Knowledge:
 - The attributes have been changed for some of the items in the 'Garden of Knowledge' instance.

- Fixed an issue where players couldn't reach the end boss area in 'Garden of Knowledge' if the last boss monster 'Piton' had been defeated and they re-entered the instance.
 - Holy Tower:
 - The HP has been reduced for 'Nergal' and the summoned creatures located in the 'Holy Tower'.
 - The stats for 'Warrior of the 31st Tower Protectorate' have been re-levelled from Elite to Common.
 - Change: the effect of special statuses is not applied during an attack on 'Hateful Pelida' in the 'Holy Tower'.
 - Narakkalli:
 - The HP has been reduced for 'Cursed Shureik' and 'Frost Prison' in 'Narakkalli'.
 - Change: the 'Cold Strike' skill used by 'Cursed Shureik' in 'Narakkalli' can be removed with healing magic.
 - Change: as soon as the fight against 'Cursed Shureik' in 'Narakkalli' is over, it disappears right away and only shows up again after a set time.
 - Fixed an issue where 'Bastikan' (in the end boss area in 'Narakkalli') had not destroyed the Frost Branches.
 - The physical defence stat for the end boss in 'Narakkalli' has been reduced.
 - Makarna of Bitterness:
 - The damage dealt by the 'Shadow of Torment' skill used by the end boss in 'Makarna of Bitterness' has been increased.
 - Hero class 'Seal Guardians' summoned in certain locations by an end boss in 'Makarna of Bitterness' have been levelled down to Elite class.
 - Fixed an issuer where Beritra in 'Makarna of Bitterness' didn't use 'Dragon Lord's Energy' in certain circumstances.
 - The HP of 'Immortal Oris' in 'Makarna of Bitterness' has been adjusted.
 - Tower of Challenge:
 - The 'Evasion' and 'Resist Magic' stats of monsters located in levels 1 to 6 in the 'Tower of Challenge' have been reduced.
 - Change: if a player plays through a certain level in the 'Tower of Challenge' within a certain time, they can receive 'Coins of Challenge' as a reward.
 - Tiamat's Hideout
 - Change: if the execution of 'Tiamat's Hideout' fails, an exit appears.
 - Beshmundir Temple:
 - The skill effect has been changed for some monsters within 'Beshmundir Temple'.
 - Indratu Fortress and Bakarma Fortress:
 - Some stats have been changed for the Balaur Castle Gate in 'Indratu Fortress' and 'Bakarma Fortress'.
11. When you play 'Garden of Knowledge' and 'Garden of Knowledge (Bonus)', there's a certain probability that 'Untrained Smuggler Shukiruk' will appear.
- When a monster is defeated, you can get an 'Ancient Daevanion Skill Chest' and there's a low probability of also receiving a 'Legendary Daevanion Skill Chest'.

- When you open the 'Ancient Daevanion Skill Chest' you receive a Skill Book that corresponds to your class.
12. The level of the battlefield rewards for Dredgion, Runatorium and Neviwind Canyon has been increased.
 13. The level of the rewards for Arena of Cooperation and Arena of Cooperation has been increased.
 14. Change: the Kinah award after you complete Arena of Discipline/Arena of Cooperation is paid directly into your inventory.

[Items]

1. The '**Gold Sand Shop**' has been added. Here players can purchase items with Kinah and Gold Ingots.



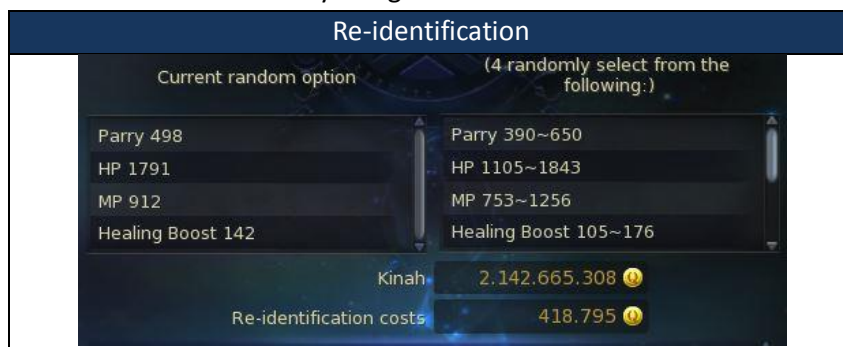
- The player can use the shop by going to the right server and clicking on 'Gold Sand Shop' in the Quickbar or on [Menu - Service - Gold Sand Shop].
2. Characters' Kinah have been changed to Gold Ingots. The Gold Ingots can be used in the 'Gold Sand Shop'.
 3. The cooldown times for a new purchase of special purchase items in the 'Gold Sand Shop' are as follows:
 - Daily at midnight
 - Wednesday at midnight
 4. High Daeva equipment.

- The level requirement for equipping High Daeva items has been removed.
 - Items that were previously only suitable for High Daevas can now be equipped by everyone with no restrictions. Disadvantages will continue to be activated if the recommended level is not observed.
- Equipment with the ranks 'fabled', 'eternal' and 'mythical' worn by High Daevas can now be packaged with no restrictions.
 - Excludes: quest equipment, legion equipment and time-limited equipment.
- 5. The fighting ability show on the item has been removed.
- 6. You can only register items with the Trade Broker that have the note 'Trade Broker hire possible'.
- 7. Destroyed items in your cube are automatically sold when the character logs in.
 - You must sell destroyed items not located in your cube yourself.
 - Fixed an issue where some destroyed items could be exchanged between legion members.
- 8. It is no longer possible to extract unusable items.
- 9. NPCs have been placed in the towns that will exchange the existing Enchantment Stones and Upgrade Serums for a new Enchantment Stone Bundle.

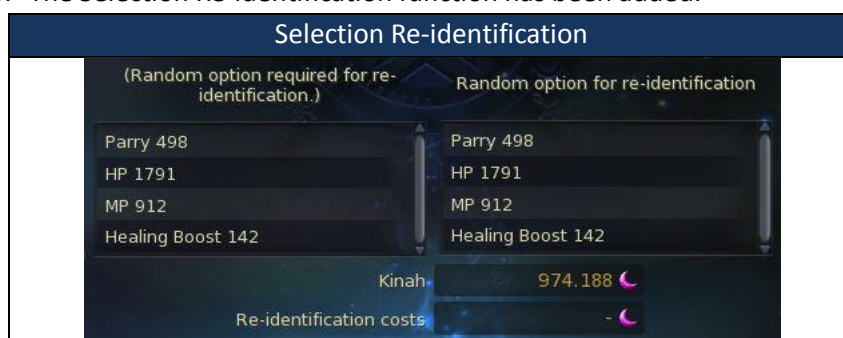
Elyos - <Administrator for Special Consumables>	Asmodians - Pandaemonium Market Street
Seona <Administrator for Special Consumables>	Metera <Administrator for Special Consumables>

- 10. 'Dazzling Symbol of Growth' can no longer be used.
Existing coins can be swapped for items in the Royer/Cheska Friend Shop.
- 11. Scrolls for deleted regions have been changed to reusable scrolls.
 - The Region Return Scroll is now an Integrated Return Scroll.
 - The additional Instance Entry Scroll is now an optional additional Premium Entry Scroll.
- 12. Fixed an issue where the method for carrying out an appearance modification was explained incorrectly in the tooltip for '[Event] Plastic Surgery Ticket'.
- 13. Fixed an issue where 'Godstone Prevention' was displayed twice in the item tooltip.
- 14. Fixed an issue where the appearance of some items was displayed abnormally.
- 15. Added function: accessories (necklaces, earrings, rings), feathers and bracelets can now be extracted.
- 16. The name 'Powerful Artefact Activation Stone' has been changed to 'Special Artefact Activation Stone'.
- 17. Fixed an issue where some character stats that used to be used were not displayed in the item tooltip.
- 18. Some incorrect item descriptions have been corrected.
- 19. Instance items:
 - Ancient equipment has been added as a reward in the 'Mirash Refuge' and 'Garden of Knowledge' instances.
 - Feathers and bracelet chests that were previously received have been excluded.
 - A Stigma Bundle has been added to Kirshka's Treasure Chest in 'Mirash Refuge' as a reward.

- Ancient PvE Enchantment Stones have been added as a reward in the 'Garden of Knowledge', 'Narakkalli', 'Holy Tower' and 'Prometun's Workshop' instances.
 - Ancient items have been added that are dropped by mid-ranking bosses in 'Narakkalli', 'Prometun's Workshop' and 'Makarna'.
20. The stats have been increased for some equipment.
 21. Added function: when you acquire/upgrade ultimate/legendary main equipment, a message is displayed in the acquisition area, the cities (Sanctum/Pandaemonium) and in Lakrum.
 22. The 'Flight Speed' is now increased when you enchant wings.
 23. Fixed an issue where it wasn't possible to modify the appearance of the 'Rabbit Ear Headband' or extract it.
 24. However, a change has been introduced so that now you can also re-identify items without a Re-identification Scroll by using Kinah.



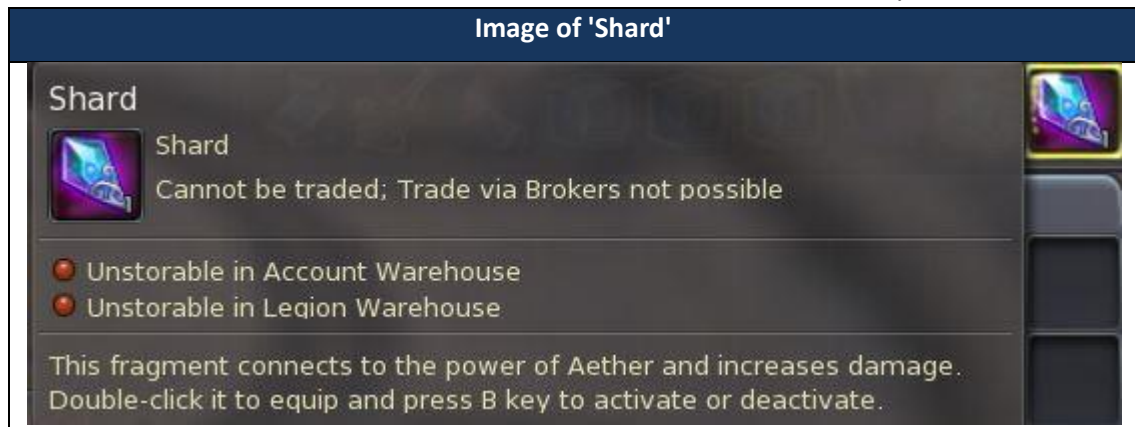
- When a piece of equipment is entered into the Boost/Modify window, you can view the types of options and all of the stats conferred by the re-identification.
 - The cost of the re-identification is paid in Kinah; the price is based on the item level and the classification as Ancient/Legendary/Ultimate.
 - The current options for Re-identification Scrolls are not applicable to items classed as Ancient/Legendary/Ultimate.
25. The Selection Re-identification function has been added.



- The optional stats on items can be selected and changed.
- Equipment identified before 5.8 can be re-identified using Kinah (equipped with new stats) and adjusted.
- The cost of the Selection Re-identification is paid in Luna; the price is based on the classification as Ancient/Legendary/Ultimate.
- Selection Re-identification can be run on identified equipment that was identified before

the update using Kinah following a completed re-identification.

26. A '**Shard**' has been added that can increase effects for attack and recovery.



- Players can equip the 'Shard' in the slot and then press to activate it.
 - Characters who have already equipped the button must set another shortcut key.
 - The settings for the 'Activate/deactivate Shard' shortcut key can be made under [System - Key Mapping - Battle].
 - If the 'Shard' is equipped, the effects are shown on the equipped weapon.
 - Depending on the kind of weapon equipped, 'Shards' are consumed in varying amount during simple attacks.
If a skill is used, the number of 'Shards' (consumed in a simple attack) has no influence.
 - The number of Shards consumed depends on whether this is an attack skill or recovery skill, etc. The number can also be seen under the skill tooltip.
 - This also applies to attack/recovery skills over time, as well as those with a large area of effect. 'Shards' are only consumed once.
 - 'Shards' can be obtained via monster drop or in the Gold Sand Shop.
27. The amount of Kinah you receive when you sell a Daevanion Skill Book in a shop has been increased.
28. Magical Crafting:
- Crafting guidelines have been added to scrolls for Magical Crafting according to the skill points.
 - The number of materials required for Magical Crafting has been reduced (but not for all materials).
29. Reward items that can be purchased with the 'Coin of Challenge' have been changed.
30. Fixed an issue where the appearance of 'Ancient Wings of War of the Black Abyss' and 'Ancient Magic Wings of the Black Abyss' was not visible when these were equipped.
31. The effect displayed depending on the weapon enchantment level has been changed.
- Effect level 1 (red) is shown when it reaches +10.
 - Effect level 2 (purple) is shown when it reaches +15.
32. Fixed an issue where the class specialisations Gunner, Aethertech and Bard could not use 'Noble Master Stigma Box' and 'Special Stigma Box'.
33. The appearance of some armour has been changed.

34. The phenomenon where the item tooltip could not be linked in the chat window when it concerned an armsfused two-handed weapon.
35. Fixed an issue where it wasn't possible to return some levelled equipment using the recover function.

[Sound]

1. Added a function so that using the shortcut key without equipped shards plays a warning sound.

UI

1. The 'Private Shop' has been removed.
2. The 'Trade Kinah' function and the associated user interfaces (Private Store, Account Warehouse, Legion Warehouse, Mail, Group Distribution) have been removed.
3. The Novice Server has been removed.
 - The entry 'Change channel/Novice server' in the menu has been changed to 'Change channel'.
4. The 'Don't show any more today' function has been added to 'AION TV'.
5. The tab 'Item Skill' has been added in the skill window.
6. All system UIs that can't be used any more due to the implemented changes have been removed.
7. The Relic Appraiser under [Start - Additional Functions] has been removed from the menu.
8. The description for the number of repeated activations that can be checked in the skill symbol in the chain skill information window has been removed.
9. The display for the recommended level has been removed from World Map - Instance info/Dungeon info.
10. Fixed an issue where the Quickbar was reset under certain circumstances.
11. A message is now displayed in the region where a character is located when they successfully add a +15 enchantment to legendary or ultimate items.
12. Fixed an issue where the description of attributes was displayed choppy and with a delay if the player was playing with another resolution.
13. Details about the instanced zone have been added to the World Map and information about items that can be acquired has been added to the icon tooltip.
14. Fixed an issue where the Event window was not opened or refreshed under certain circumstances.
15. Descriptions have been added to the tooltip for 'Reward Bundle with Coin of Challenge' and 'Tower of Challenge Reward Bundle'.
16. Fixed an issue where 'Beshmundir Temple' was displayed multiple times in the instance list for server-wide recruiting.
17. Aspects not used as standard information for the map have been deleted.
18. The tooltip for some event items has been expanded.
19. Change: 'Minion' window and 'Transformation' window cannot be used at the same time.
 - If the window is closed during the minion contract or the Transformation fusion a message appears and the process is interrupted.

20. The splash image displayed when starting the game from the launcher has been changed.
21. Fixed an issue where the frame of the 'Change appearance path' button was left behind.
22. Additional options have been added to Game Options -> Minion/Pet.
 - Hide other player's minion

Quest

1. The Ascension Assistant for new/returning Daevas has been restructured.
 - New or returning Daevas receive the quest from the Ascension Trainer in their faction's capital.

Elyos	Asmodian
Reina, <Royer's Friend>	Reicis, <Cheska's Friend>

- Once they reach a certain level, the character receives a chest containing useful items for ascension.
2. A new group quest has been added in Lakrum.

Faction	Group
Elyos	Yustiel's Life Protectorate
Asmodian	Lumiel's Wise Protectorate

3. All affected quests for ascension from level 1 to 75 have been improved.
4. The NPCs for the medal quest in the Arena of Discipline for Elyos and Asmodian and the Arena of Cooperation and in the Ashunatal Dredgion have been changed.

Elyos	Asmodian
Shamichael -> Seiran	Skamish -> Mowati

5. The reappearance time for some quest items has been shortened.
6. Fixed an issue where the position of some quest hunting items was not localised.
7. Fixed an issue where some buttons didn't work while carrying out a quest.
8. The position of some quest items has been changed to make it easier to carry out the quest.
9. Some cut scenes have been changed.
10. The Asmodian Stigma quest can no longer be abandoned.
11. A condition has been added that doesn't allow the tutorial quest to be executed.
12. Fixed an issue where it wasn't possible to carry on some quests after leaving the quest zone.
13. Fixed an issue where some quest items were not retained in a group.
14. Some quests have been added for conquest training and to support Enchantments Stones that can be carried out in Lakrum.
 - After completing the quest for conquest training, players can receive 'Genesis Crystal' as a reward.
 - After complete the Lakrum campaign, players can receive the quest to support Enchantment Stones. Players can receive an 'Ancient PvE Enchantment Stone' after completing this quest.
15. The condition for receiving the quest has been changed for some quests.
16. The position of the monster 'King Myrn' in the campaign 'A method for removing Drana' has been changed to make it easier to find.
17. Fixed an issue where the quest progress of 'Tiamat's Wrongdoing' was reset to the previous section after a certain amount of time.
18. Consumables have been added to some quest rewards in the 'Garden of Knowledge'.

19. A new quest has been added that can be played in 'Kubrinerk's Cube Laboratory'.
20. The quest '[Tutorial] Using Cubes' has been added.
21. A quest has been added where you can receive an Ancient PvP Enchantment Stone if you conquer a garrison in Lakrum.

Faction	Level from which you can learn	Quest Name	Location
Elyos	76	Jeronos' Supply Goods	Garrison 121
	78	Hibedon's Supply Goods	Garrison 122
	79	Eyetes' Supply Goods	Garrison 123
	80	Amonisos' Supply Goods	Garrison 124
	80	Pobota's Supply Goods	Garrison 125
	80	Lekos' Supply Goods	Garrison 126
	80	Veter's Supply Goods	Garrison 127
	80	Luibus' Supply Goods	Garrison 128
	80	Yubenros' Supply Goods	Garrison 129
Asmodian	76	Borkadi's Supply Goods	Garrison 124
	78	Slaydin's Supply Goods	Garrison 125
	79	Urki's Supply Goods	Garrison 126
	80	Skerati's Supply Goods	Garrison 127
	80	Oliv's Supply Goods	Garrison 128
	80	Snobir's Supply Goods	Garrison 129
	80	Denir's Supply Goods	Garrison 121
	80	Prodin's Supply Goods	Garrison 122
	80	Germold's Supply Goods	Garrison 123

22. Fixed an issue where the progress of the Elyos quest 'The Star of Heiron' was not progressed to the next section under certain circumstances.
23. Fixed an issue where some characters could not accept the quest '[Daily] Your Butler's Gift'.

[Housing]

1. The rental period of private homes and palaces has been extended by 8 weeks.
 - The rental costs have been adjusted as follows:

Maintenance Fee		
House Type	5.8	6.2
Palace	20.000.000	16.000.000
Estate	4.000.000	4.000.000
Mansion	2.000.000	1.000.000
House	400.000	250.000

2. Missions that can be acquired in the village have been partially removed.

3. The starting price for a house auction has been decreased.
4. Fixed an issue where certain houses in the southern residential quarter of Heiron were displayed abnormally.
5. Fixed an issue where the Stormwing Figure and Anathe Carpet were not installed correctly.

[Legions]

1. The quests and rewards for legion tasks have been changed.

NPC

1. Fixed an issue where 'Andron' in Beluslan played no sound.
2. Change: Drakan Quartermasters of the 53rd Legion no longer appear in the Ashunatal Dredgion.
3. The skill effect has been changed for some monsters.
4. The cooldown for re-summoning Shuo Envoys has been reduced to 1 minute.
5. A system message is now displayed when Raging Anomos appears.
6. The position of the NPC '<Crucible Director>' who sells consumables in 'Tower of Challenge' has been moved closer to the entrance.
7. Fixed an issue where the skill effect of some monsters was not visible.
8. The ability stats of Scarecrows positioned in some regions have been changed.
9. A Genesis Crystal Administrator has been added in the 'Everlasting Life Refuge' and 'Temple of Perpetual Wisdom' in Lakrum.
10. The ability stats have been increased for some quest NPCs.

Miscellaneous

1. The in-game consumption of Kinah has been modified.
2. New appearances and 6 new hairstyles have been added for characters.
3. The 'Atreia Pass' has been removed.
4. 3 channels have been added in the regions of Heiron and Beluslan.
 - Players can enter other channels under [Start – Change Channel].

[Gameforge features]

1. Goldpack/ Veteran Rewards

With 6.0 many game changes are coming and thus we need to adjust our Gold Pack accordingly. The new Gold Pack will stay active for 30 Days and give players different bonuses than before.

Gold Pack: adjustments have been made to the Gold Pack bonuses. The new bonuses are as follows:

- Remove of starter limitations
- 10% loot buff for instances
- One-off of 40 Luna when you activate a Gold Pack
- Daily login bonus: 30 Shugo Gold / Shugo Vending Machine use

- 11 character spaces
- Bonus for the new veteran reward system
- Special discounts in the AION Shop
- More instance entries

The Shugo Vending Machine can now only be used with the Gold Pack.

- Shugo Gold can no longer be obtained from monster drops
- The items in the Shugo Vending Machine have been adjusted

a) Starter vs Veteran vs. Gold Pack user

We currently support three different models in AION:

- Starter: Users who create an account after F2P was introduced and have no active Gold Pack.
- Veteran: Users who create their accounts before the F2P was introduced have some benefits over the starter user.
- Gold Pack user: Users who activate a Gold Pack (through AION Shop or by an ingame purchase). They have benefits over Starter and Veteran users.

b) Successor Veteran Rewards System

The Gold Pack will be included in the successor of the Veteran Reward System, which will be launched some weeks after the 6.2 release.

Additionally we plan to release a system where users can exchange their accumulated premium time at a later point.

2. Gear Exchange

We will exchange high-end PvE and PvP gear that was enchanted to a certain level with new gear usable in 6.0. Old gears that players have will not be deleted in the exchange!

Old gear	Enchantment Lvl	New gear
Ancient Fallusha Weapon/ Headgear/ Armour/ Wings	15-19	Daeva Protector's Ancient +5 Selection Box
	20-24	Daeva Protector's Ancient +15 Selection Box
	25+	Legendäre +5 Auswahlkiste des Daeva-Beschützers
Enhanced Ancient Fallusha Weapon/ Headgear/Armour/ Wings	15-19	Daeva Protector's Ancient +5 Selection Box
	20	Daeva Protector's Ancient +10 Selection Box
	21	Daeva Protector's Ancient +15 Selection Box
	22-24	Daeva Protector's Legendary +10 Selection Box
	25	Daeva Protector's Legendary +15 Selection Box
	26-27	Daeva Protector's Ultimate Selection Box
	28-29	Daeva Protector's Ultimate +5 Selection Box

	30+	Daeva Protector's Ultimate +7 Selection Box
High Archon Praetor's/ High Guard Praetor's Weapon/ Headgear/Armour/ Wings	15-19	Daeva Fighter's Ancient +5 Selection Box
	20-24	Daeva Fighter's Ancient +15 Selection Box
	25+	Daeva Fighter's Legendary +5 Selection Box
High Archon Commander's/ High Guard Commander's Weapons/ Headgear/Armour/ Wings	15-19	Daeva Fighter's Ancient +5 Selection Box
	20	Daeva Fighter's Ancient +10 Selection Box
	21	Daeva Fighter's Ancient +15 Selection Box
	22-24	Daeva Fighter's Legendary +10 Selection Box
	25	Daeva Fighter's Legendary +15 Selection Box
	26-27	Daeva Fighter's Ultimate Selection Box
	28-29	Daeva Fighter's Ultimate +5 Selection Box
	30+	Daeva Fighter's Ultimate +7 Selection Box
Twisted Sunayaka Weapon	15-19	Daeva's Ancient +5 Weapons Selection Box
	20	Daeva's Ancient +10 Weapons Selection Box
	21	Daeva's Ancient +15 Weapons Selection Box
	22-24	Daeva's Legendary +10 Weapons Selection Box
	25	Daeva's Legendary +15 Weapons Selection Box
	26-27	Daeva's Ultimate Weapons Selection Box
	28-29	Daeva's Ultimate +5 Weapons Selection Box
	30+	Daeva's Ultimate +7 Weapons Selection Box
Gray Wolf Accessoires	5-6	Daeva Protector's Ancient +10 Accessory Selection Box
	7	Daeva Protector's Ancient +15 Accessory Selection Box
	8-9	Daeva Protector's Legendary +10 Accessory Selection Box

	10+	Daeva Protector's Legendary +15 Accessory Selection Box
Gray Wolf Headgear	5-6	Daeva Protector's Ancient +10 Armour Selection Box
	7	Daeva Protector's Ancient +15 Armour Selection Box
	8-9	Daeva Protector's Legendary +10 Armour Selection Box
	10+	Daeva Protector's Legendary +15 Armour Selection Box
Ancient Fallusha / High Archon Praetor's/ High Guard Praetor's Accessoires	5-7	Daeva Protector's Ancient +10 Accessory Selection Box
	8	Daeva Protector's Ancient +15 Accessory Selection Box
	9	Daeva Protector's Legendary +10 Accessory Selection Box
	10+	Daeva Protector's Legendary +15 Accessory Selection Box
Enhanced Ancient Fallusha/ High Archon Commander's/ High Guard Commander's Accessoires	5-6	Daeva Protector's Ancient +10 Accessory Selection Box
	7	Daeva Protector's Ancient +15 Accessory Selection Box
	8	Daeva Protector's Legendary +10 Accessory Selection Box
	9	Daeva Protector's Legendary +15 Accessory Selection Box
	10+	Daeva Protector's Ultimate Accessory Selection Box
Enhanced Shanda Feathers	5-6	Daeva's Ancient +10 Feather Selection Box
	7	Daeva's Ancient +15 Feather Selection Box
	8	Daeva's Legendary +10 Feather Selection Box
	9	Daeva's Legendary +15 Feather Selection Box
	10+	Daeva's Ultimate Feather Selection Box
Lord's Barcelet	5-6	Daeva Fighter's Ancient +10 Bracelet Selection Box
	7	Daeva Fighter's Ancient +15 Bracelet Selection Box
	8	Daeva Fighter's Legendary +10 Bracelet Selection Box
	9	Daeva Fighter's Legendary +15 Bracelet Selection Box

	10+	Daeva Fighter's Ultimate Bracelet Selection Box
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3. Enchantment Items

There are two new NPCs added in the main city of each faction to exchange All-Powerful Enchantment Stones and Holy Upgrade Serums which are not usable on the new gear after 6.2 for the new Enchantment Stones. Abyss Relics can also be exchanged for Abyss Points. Details can be found ingame.

4. Gold Ingots exchange

a) Kinah to Gold Ingots

Exchange rate 8.700.000 Kinah = 1 Gold Ingot.

The maximum a user can receive is capped at 5400 Gold Bars.

b) Estima to Gold Ingots

Estima will also be exchanged to Gold Ingots. There will be no compensation for the stages +0 – +4.

Enchantment Level	+5	+6	+7	+8	+9	+10
Gold Ingot	11	15	23	31	47	80

c) Kinah

As we remove all Kinah with the exchange players won't be able to use ingame features like teleportation or buying items from broker.

To compensate this we will give each player a specific amount of Kinah for every Gold Ingot he had received in the exchange.

5. Migration of Items

The following items will be migrated from 5.8 to 6.0 to another similar item that is available after the update.

a) Return Scrolls

Return Scrolls are not available anymore (e.g. Abyss, Nosra and Esterra...) and will be converted to the following item: Integrated Return Scroll

b) Instance Entry Scrolls

Instance Entry Scrolls are not available anymore after update 6.0 and will be converted to: Premium Entry Scroll

c) Attribute Boost Scrolls

Scrolls that boost specific player attributes (like crit. Strike, Running Speed...) will be converted to: Selection Box: Legendary Transformation Potions (x3)

d) XP Boost Items

XP boost items like Growth Serums will be migrated to the following item:

Recovery Tea - 100% recovery

e) Crafting Improvement Scrolls

All Crafting Improvement Scrolls will be converted to:

Recovery Tea - 100% recovery