

AION

Patch Notes 7.0



Contents

Environment	3
System	6
Fortress Battle	8
Altar Siege Battle	9
Garrison Battles	9
Instances	10
Character	14
Skills	15
Transformation	17
Items	19
NPC	22
UI	22
Quests	23
Minions	24
Housing	24
Missions	24
GF Features 7.0v	26

Environment

1. The new region of 'Dumaha' has been added to Balaurea.



Dumaha was once a very fertile area as the once Dragon Lord Apsu reigned. Yet after Tiamat defeated him, the region fell into oblivion. Tiamat, who took Apsu's place as Dragon Lord, has turned the region into a barren wasteland. All who remained were some Sapiens, who pay homage to Apsu. Dumaha was left fallow for a long time, until alongside Tiamat's henchmen the Stella Corporation arrived, formed by the Elyos and Asmodians, to cultivate the land.

- a. You can reach Dumaha using a teleporter in Lakrum after completing the first campaign in Dumaha.
- b. In Dumaha there are various raid monsters who hold some valuable items.

2. Altar Siege Battle has been added to Dumaha.



Dumaha has been populated by a Sapiens faction known as the Snuwa for a very long time. Under Dragon Lord Apsu, the land flourished. It was for this reason that the Snuwa worshipped Apsu as a god. For this reason the Snuwa erected Apsu Altars all over Dumaha to celebrate Apsu's might. After Tiamat murdered Apsu and Dumaha was laid to waste, Apsu's power protected the Apsu Altars from their destruction and the Snuwa refused to be driven out of Dumaha. The altars, which hold the might of the Dragon Lord within, gave the Snuwa trust and hope. The Snuwa took it as their most important calling to protect the Apsu Altars. For this reason, the Stella Corporation asks players to defeat the evil Snuwa and to conquer their altars, to push forward the development of Dumaha. The Daevas decided to support the Stella Corporation.

- a. The Altar Siege Battle takes place twice daily: at 2 PM and 8 PM. The faction that defeats the Snuwa Head Priest first conquers the altar. The altar belongs to the legion that reaches the highest contribution point score.
- b. The start of the Altar Siege Battle only deviates slightly according to server as with the fortress battles.
- c. There are 3 different Altar Sieges: the battle for Ara Minima, the Ara Mediocra and the Ara Magna.
 - i. The battle for Ara Minima takes 15 minutes; the battle for Ara Mediocra 20 minutes.
- d. All Altars have a set chance of receiving Apsu's Blessing. In certain circumstances you receive a new effect.

Altar Size	Requirement for Apsu's Blessing	Bonus Effect
Ara Minima	Kill Snuwa	Strengthen Allies
Ara Mediocra	Occupy Apsu's Fire	Boost that increases attack of allies

- e. If the Altar with Apsu's Blessing is conquered, the legion that occupies the altar will receive a special random effect.
- f. Depending on the effect, coupons for legendary or ultimate Enchantment Stones, Entry Scrolls for the Stella Development Laboratory or Summoning Scrolls for Ancient Creatures can be purchased. Additionally, an NPC for the new instance 'Stella Development Laboratory' may appear.
- g. The faction that has difficulty with the conquest of altars will receive support depending on the amount of failed conquest attempts.

Failed conquest count	1	2	3	4	5	6	7	8	9	10	11	12	13
Marchutan's/Kaisinel's Blessing		Level 1			Level 2		Level 3			Level 4		Level 5	
Teleporter			Portal										
Regeneration of 20% of HP every 5 sec.							Buff						
Strengthen Allies											Boost		

- h. The influence ratio will change depending on the result of the Altar Siege and Fortress battles. On lower influence ratios the Elyos will receive Ariel's Blessing and the Asmodians Blessing of Azphel.
3. The duration of 'Creepy Secret/Abandoned Secret Passage' is 55 minutes.
 - a. As soon as the duration of the passage expires, the characters automatically leave the location.
 4. Skills and items can't be used at the Meeting Point.
 5. The Landing Sites for each faction in Dumaha have Soul Healers present.

System

1. The 'Item manual' has been added, which provides information on items that can be attained.



- a. The manual shows items that are better than the ones that are currently equipped. It also states where and how they can be found.
- b. The manual can be found under Profile - Item manual, Start menu - Item manual or in the Selection of resurrection method window which is displayed when the character dies.

2. Lugbug's mission has been added.



- a. It can be found under Start menu - Lugbug's mission.
 - b. There are daily and weekly missions. After completing a mission the player receives a reward when they click on 'Reward received'.
 - c. If a player completes a set amount of missions, they will receive a final reward.
 - d. Daily missions are reset every day at 9 AM and weekly ones are always reset on Wednesday at 9 AM.
3. A shard symbol can be found underneath the player's portrait. Clicking on this activates or deactivates shards.
 4. Standard costs for expanding the inventory have been changed.

	Default costs	Cost after change
Level 1	2,000	200
Level 2	20,000	2,000
Level 3	50,000	5,000

5. Character slots have been increased from a max of 11 per account to a max of 13 per account.
6. An error has been fixed where a minion was visible during the hide skill.
7. When a minion is hidden, it cannot be selected when reattempting to summon it.
8. If a player suffers certain statuses, the skills that he cannot use for this effect period will be marked red.

Fortress Battle

1. Fortress battles can now take place in Dumaha.
 - a. Depending on the server, the actual start times for the fortress battle differ.
 - b. Depending on victory or defeat, participating players receive a military reward or a participant reward for fortress fighters.
 - c. The reward takes different forms depending on the victory, defeat and performance (e.g. Kinah, Genesis Crystal, Legendary PvP Enchantment Stones, Abyss Points, Honour Points) and classes.



2. Times for the fortress battle have been changed as follows:

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
9 PM		Dumaha Lakrum Divine Fortress		Dumaha Lakrum Divine Fortress		Dumaha Lakrum Divine Fortress	Dumaha Lakrum Divine Fortress

3. On the day of the fortress battle, a corridor will appear in Lakrum on the Elyos and Asmodian Landing Sites. When players use it for participation in a fortress battle, they will also have the auto-group/alliance function available to them.

Faction	Region	Level	Usage	Appears
Elyos	Everlasting Life Refuge	80	192 times	8 PM
Asmodians	Temple of Perpetual Wisdom			

4. The rewards for victory and defeat in the fortress battle have been changed slightly.
5. A system message will be displayed with the appearance of the teleport Shugo during an active fortress battle.

Altar Siege Battle

1. Altar Siege battles have been added for the big altars 9, 10 and 11.
 - a. If the player has been chosen for Apsu's Blessing, they have access to a support weapon from the Stella Corporation with a specific amount of victories over the Snuwa.
2. Rewards for class 2 have been added to the Altar Siege Battle.

Altar	Number of Players	Rewards per player
Ara Minima	48	5x Stellium
Ara Mediocra	96	6x Stellium
Ara Magna	192	7x Stellium

3. The resetting of the altar symbols on the minimap as well as the tooltips now work without issue.

Garrison Battles

4. An error has been resolved where the artefact skill effect in Lakrum and the buff tooltip did not match.

Instances

1. New instance 'Stella Development Laboratory' added.



The Stella Development Laboratory is a giant building in which the main products of the Stella Corporation are made and processed. A handful of outlaws have managed to infiltrate into the Stella Development Laboratory to steal its products. The waste in the Laboratory has made the criminals lose their minds, resulting in chaos in the Laboratory. Although the security system has been activated, the situation is still out of control.

- a. The entrance can be found in the Stella Industrial Site in Dumaha.

Max. players	Level	Entries	Reset
2-6	From 80	Gold Pack: 4 times per week Starter: 2 times per week	Wednesday at 9 AM

- b. There are two difficulty levels with varying rewards: easy and normal.

2. The Golden Crucible (3 vs. 3) has been added.

- a. It can be entered Fridays, Saturdays and Sundays from 8 till 10 PM via the entry interface.
- b. It can only be entered once per day (3 times a week).
- c. Group Entry is only for a group of 3 players.
- d. Private Entry and Quick Entry are unavailable.

3. If you enter Runatorium or the Ashunatal Dredgion, some artefact buffs will now be removed.
4. Some NPCs in the Pandora Offices Siege battle now appear after the battle starts.
5. Some attributes of monsters in the 'Tower of Challenge' have been changed.
6. Some passages to the Tranquil Path in Narakkalli have been changed.
7. Some sections of the Rim Ore Store and of Prometun's Furnace in Prometun's Workshop have been changed.
8. If players do not beat certain monsters in the allotted time in Prometun's Workshop, the monsters that follow will have the border enhancement effect reduced.
9. Level 21 has now been set as the entry level for Nochsana Training Camp.
10. The campaign instances have been removed from the server-wide recruitment list.
11. The Kumuki Hideout has been removed from the Instance Info.
12. The magnetic field in Stella Development Laboratory will disappear again after a set period of time on victory over the Weakling Daeva Mob Leader and the Daeva Mob Leader.
13. If the player dies to the boss monster in Stella Development Laboratory then they will be revived in close vicinity.
14. Rewards have been added or modified in selected instances.
 - a. There is a set chance of looting added equipment items.

Instance	Monster	Rewards per player	Contents
Prometun's Workshop	Prigga	Ultimate armour of the Raging Blue Flame (Shoulder Gear/Gloves)	Added
Makarna of Bitterness	Beritra's Shroud	Ultimate armour of the Raging Blue Flame (Pants/Shoes)	Added
Stella Development Laboratory (easy)	Weakling Daeva Mob Leader	Ancient Merciless Intruder's ultimate armour (top/head)	Added
		Ancient Merciless Intruder's ultimate armour (shoulder gear/gloves)	Removed

15. Prometun's Workshop (difficult) has been added.
 - a. Entry now is available via the 129th Garrison.
 - b. Different than is usual in Prometun's Workshop, the boss monster in the Rim Ore Storeroom must be defeated in order to complete the instance successfully.
 - c. On victory over the boss monster, the player receives PvE blessings material from the Prometun's Workshop Treasure Chest, ultimate War/Magic Earrings as well as PvE Enchantment Stones.
 - d. A second boss monster has been added: Suffering Raging Prometun

Max. players	Level	Entries	Reset
2-6	80	Gold Pack: 4 times per week Starter: 2 times per week	Wednesday at 9 AM

16. If boss monster Paplap has put up his shield in Stella Development Laboratory, then the player's skills now take effect with enhanced adjustment.
17. At the end of the attack on the 24th floor of the Tower of Challenge, a new window will now open.
18. On entry to the Tower of Challenge now, one artefact buff from Lakrum will be lost.
19. The Kamar Battlefield instance has been added.

Instance	Number of Players	Entry Level	Entry	Period
Kamar Battlefield	12 vs. 12	76-80	Once	Saturday 12:00 - 2:00 PM 8:00 PM - 2:00 AM

20. The player will receive Abyss Points, Stigma Bundles or legendary/ultimate Etium as a reward according to the result (victory/defeat/draw).
21. Some instances now have changed entry requirements. Depending on the level, an entry request will be added that provides quicker entry.

Instance	Entry level	Permitted levels for entry request	Entry request menu	Entries
Fire Temple	From 31	31-39		1x daily
Esoterrace	From 40	40-48		1x daily
Beshmundir Temple	From 49	49-57		1x daily
Rentus Base	From 58	58-66		Gold Pack: 5 times per week Starter: 3 times per week
Tiamat's Fortress	From 67	67-75		Gold Pack: 2 times per week Starter: 1 time per week

22. If the players level exceeds the required level for entry requests, they can now simply enter the instance using the entrance.
23. Some solo instances are now accessible to groups of up to 6 players.

Faction	Instance
Elyos/Asmodians	Haramel, Nightmare, Taloc's Hollow, Lower Udas Temple, Tiamat's Hideout, Makarna
Elyos	Aetherogenetics Lab, Indratu Fortress
Asmodians	Alquimia Research Centre, Bakarma Fortress

- a. The instance names have been expanded with the term "Campaign".

24. In Narakkalli and in Holy Tower the difficulty has been lowered and the entry requirements as well as location of the entrance have been changed.

Instance	Faction	Entry level	Max. players	Location
Narakkalli	Elyos	From 76	1	Lookout Post of the Dragonfly Forest
	Asmodian			Lookout Post of the Mysterious Mushroom Colony
Holy Tower	Elyos	From 78	2-3	Lookout Post of the Dragonfly Forest
	Asmodian			Lookout Post of the Mysterious Mushroom Colony

25. Difficulty of the 'Tower of Challenge' has been changed. A new ranking list and season has also been added.

- a. The new season will start on 24th July at 2:00 AM.

26. An entrance to Prometun's Workshop has been added and the difficulty reduced.

Elyos	Garrison 123 (conquest)	Asmodians	Garrison 126 (conquest)
-------	-------------------------	-----------	-------------------------

27. The player count for entry into Makarna of Bitterness has been changed to 6 players. The difficulty has been reduced.

28. A new version of the Nochsana Training Camp has been added.

- a. Players get entry using an Entry Notification for Nochsana Training Camp.

Entry Notification	Description
Low-ranking Entry Notification	1 time entry for levels 11 to 40
Mid-ranking Entry Notification	1 time entry for levels 41 to 55
High-ranking Entry Notification	1 time entry for levels 56 to 70

29. The following instances have been removed:

- a. Mirash Refuge
- b. Garden of Knowledge

30. A minimum amount of players has been added to instanced zones.

Character

1. Added the new class specialisation 'Painter'.



The History of the Painter starts with the Original Painter, Irunin. Together with Siel's support he created the Aether Colours and took gifted students under his wing. Yet after Siel sacrificed herself in the Cataclysm, Irunin disappeared and the Painters were left behind, with no direction to follow. Finally, on the Day of the Storm, chaos broke out anew in Atreia and countless Painters gave their lives saving innocents. It is to the merit of these heroes that the specialisation of Painter is now officially recognised.

- a. Artists can now choose the Painter option at class change.
 - b. The Painter fights with Paint Rings and bears a cloth armour with physical effects. The weapon shoots paint.
2. The limitation on the sale price in the weekly stores that is dependent on the character's level has been increased.
 3. If an Aethertech player with the effects of a transformation buff rides on a mech they are no longer thrown off.

Skills

1. Skill damage of Leaping Strike for the Gladiator has been increased.
2. The damage and additional damage of Daevanion skills for the Assassin's Second Slash, Boosted Second Slash and Soulbreak have been increased.
3. The Gladiator and Templar skill Ferocious Strike no longer shows a message stating that the Healing Boost has been weakened.
4. An error has been resolved where the attack effect of the skill Power: Dark Dragon King's Energy was displayed incorrectly.
5. An error was resolved where the Daevanion skills were changed in certain circumstances when switching the weapon.
6. The Daevanion skill of the Assassins Swift Storm Attack is now cancelled with the reduction of movement speed.
7. Added an increase to physical defence for the Painter skills Portrait of Resurrection, Colour of Transcendence, Colour of Resistance and Colour of Agility.
8. On use of the Painter skill 'Band of Fierceness' and 'Band of Forbearance' on characters, the damage will be applied without reduction.
9. If an Aethertech player is hit with 'Punishment Strap' when in his mech, then the effect will disappear after a set time.
10. The tooltip for the Bard skill Soft Resonance now fully displays again.
11. The damage values for the Gladiator skills have been increased.
12. The additional damage values for Assassin skills have been increased.
13. The Spiritmaster skill Flames of Anguish no longer casts incorrectly when suffering from weakening skill effects.
14. The Spiritmaster skills Curse: Water Spirit, Curse: Fire Spirit, Nightmare Scream, Nightmare Sorrow and Nightmare Curse no longer collide with each other.
15. Effects of Painter skills have been modified in places.
 - a. Time Holding, Gravity Binding and Time Binding have had physical damage effects added.
 - b. Colour Grenade has had an MP absorption effect added.
 - c. The cooldown of Instant Petrification has been modified.
 - d. Instant Petrification counters the buff effect of Remove Shock and removes it.
 - e. The attribute for the removal of special circumstances has been increased on 'Colourful Rain'.
16. The Spiritmaster skill Fear: Ginseng no longer collides with Nightmare Scream, Nightmare Sorrow and Nightmare Curse.
17. Sharpen Arrows, Barricade of Steel and Word of Inspiration can now be enhanced with stigma stones without issue.
18. If an Aethertech player suffers Petrification when mech riding, then the effect will now apply correctly.
19. The tooltip has been changed for some skills.
20. False content in the tooltips have been corrected.
21. The tooltip for some skills is now shown as requested.
22. The use is now correctly displayed in the tooltip for some skills.
23. The tooltip for return skills now correctly shows the affected kisk.

- 24. The tooltip for Sea Variation has been modified.
- 25. The cooldown that is shortened by improving the stigma stone has been changed.
 - a. Empyrean Providence, Illusion Storm, Cyclone Strike, Arcane Thunderbolt and Bow of Blessing
- 26. An error has been resolved where the name of the Sorcerer's daevanion skill 'Swift Spear' was displayed incorrectly.
- 27. Enchantment Level +12 of the stigma set effect grants the effect 'Additional Greater Stigma Slot +1'.
 - a. Vision Stigmas are not influenced by Greater Stigmas and cannot be received twice.
- 28. The effects when enchanting Stigmas have been changed.
- 29. The attributes have been changed for some skills.
- 30. False content in the tooltips for some skills have been corrected.
- 31. The tooltips for character/collection/minion skills have been improved.

Tooltip before	Tooltip after
<p>Chilling Harmony Level 2 <Attack></p> <p>Target Selected Target Effect Deals 272 magical water damage to a target within 25m.</p> <hr/> <p>Usage Cost MP 49 Cast Time 1s Cooldown 8s Condition Stringed Instrument can be used when equipped Shard consumption 6 Pieces</p>	<p>Chilling Harmony Level 2</p> <p>Usage Cost MP 49 Shard consumption 6 Pieces</p> <hr/> <p>Deals 272 magical water damage.</p> <p>Target Selected Target Cast Time 1s Usage distance 25m Cooldown 8s</p> <p style="text-align: right;">Area of application</p> <hr/> <p>Condition Stringed Instrument can be used when equipped</p>

- 32. Some weakening skill effects can now be lifted one time through high-ranking healing potions and dispel skills.

Target Skills				
Ankle Snare	Chain of Suffering	Seal of Judgement	Blast Spell	Mountain Crash
Venomous Strike	Shackle Arrow	Curse of Weakness	Infernal Blight	

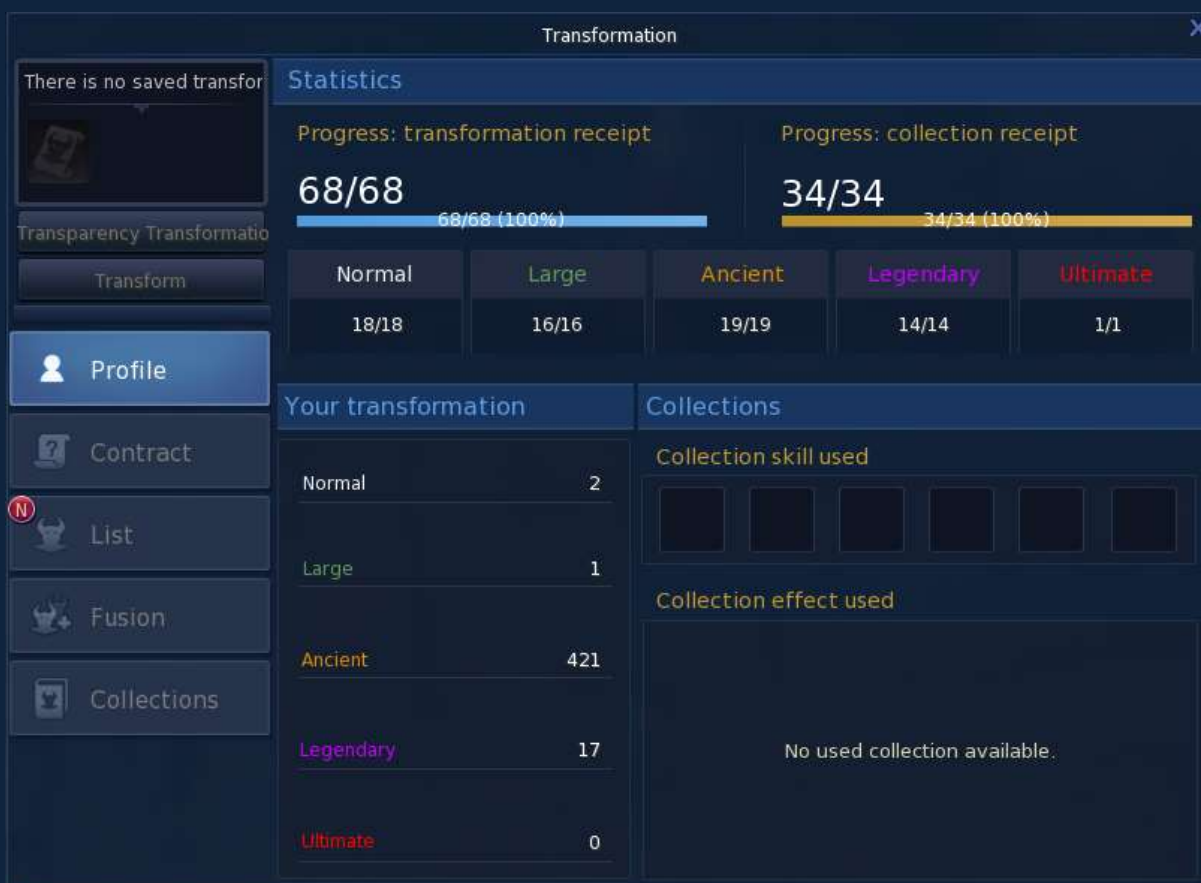
- 33. Attributes and skill effects of Guardian General have been increased.

Transformation

1. The area of application for transformation has been changed.

Current	Changed
Apply on all servers for the whole account	Apply on one server for the whole account

2. 'Blurs of Colour' has been added as a new ancient transformation.
3. A max of 6 transformation collections can be selected and all their effects applied.
4. Changed the interface for the transformation system.
 - a. All information on the transformation received or currently applied will now be shown in a newly-added profile.



5. New transformations have been added.

Rank	Transformation	Attribute
Legendary	Valiant Hanbok Pixel	Attack speed +36%
		Movement speed +61%
		Physical attack: +120
		Accuracy: +358
		Magical accuracy: +358
		Crit strike: +315
Legendary	Wise Hanbok Pixel	Casting speed: +36%
		Movement speed +61%
		Healing boost: +76
		Magic attack: +120
		Magical accuracy: +358
		Crit. spell: +315
Legendary	Cunning Hanbok Pixel	Attack speed: +26%
		Casting speed: +19%
		Movement speed +61%
		Physical attack: +120
		Magic attack: +120
		Crit strike: +315
		Crit. spell: +315
Legendary	Irunin	Attack speed +36%
		Movement speed +61%
		Physical attack: +120
		Physical defence: +124
		Accuracy: +358
		Crit strike: +315

6. New transformation collections have been added.

Collections	Improved attributes
We are one, though we are not the same.	Physical defence: +152
What is a Pixel anyway?	Magic defence: +152
Another Pixel after 100 days of prayer.	Physical and magic attack: +152
Welcome! You don't know Hanbok yet, right?	Crit strike/crit spell: +411
Archers, attack!	Physical attack: +171

7. The amount of conditions for the receipt of collections is now displayed correctly.
8. If players teleport in the Transparency Transformation status, their appearance will no longer be displayed in a usual transformation.
9. The transformation of players in Weda, Kromede and Hamerun completes correctly now without any transparent parts.
10. Some transformations now complete correctly without any transparent parts.
11. The appearance of the wings in transformation status is now correctly displayed.

Items

1. Added new equipment items ranked ancient, legendary and ultimate. They belong to the new Type 2 (T2).
 - a. Genesis Crystal (PvP equipment T1) and the Daeva Fighter's equipment can be levelled up to PvP equipment T2 provided all requirements are met.
 - b. T2 manastones added.
 - c. T2 items are now available through magical crafting.
 - d. A new magical craft method for T2 manastones has been added.
2. Individual instance rewards have been changed.
3. Plate armour parts have been added as new Aethertech equipment.
 - a. Players level 10 and above can equip the new Aethertech equipment.
 - b. Magical plate armour parts are now part of quest, loot and coin rewards.
 - c. Only the T2 equipment of plate armour parts counts as Aethertech equipment.
 - d. If the chain T1 PvP equipment is increased to T2, then it can be changed from T2 chain armour to T2 plate armour.
 - e. The PvP upgrade from a T2 chain armour to a T2 plate armour is possible without further limitation.

4. The Daevanion Skill Book is now available at a different location.

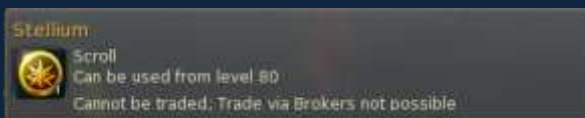
Instance	Splendid Shukiruk	Smuggler Shukiruk	Untrained Smuggler Shukiruk
Holy Tower			yes
Hererim Mine	yes	yes	
Prometun's Workshop	yes	yes	
Makarna of Bitterness	yes	yes	
Senekta	yes	yes	
Stella Development Laboratory	yes	yes	
Dredgion	yes	yes	
Runatorium	yes	yes	

- Shukiruk no longer appears in Narakkalli.
- The chance for Smuggler Shukiruk's appearance is now adjusted to the difficulty of Prometun's Workshop and Makarna of Bitterness.

5. New buffs that can be used with a transformation: Flame Blessing, Bitter Ice Blessing.

New Transformation Items	How to get them	Transformation duration	Attributes
Flame Blessing	Reward for winners of the Golden Crucible	10 min.	Attack speed: 3% Casting speed: 3% Movement speed: 3% Physical defence: 100 Magic defence: 100 HP: 100
Bitter Ice Blessing (7 days)	Reward for 1st Place in the Tower of Challenge	10 min.	Attack speed: 3% Casting speed: 3% Movement speed: 3% Accuracy: 100 Magical accuracy: 100 HP: 100

6. New currency 'Stellium' added.



- Available from Altar Siege battles or as a quest reward.
- Can be exchanged with currency merchants for upgrade materials, coupons for Enchantment Stones and other consumables.

- c. Stellium can also be used directly as a consumable. On use your additional PvP attack increases by 150 for 10 minutes.
7. The new cube class 'Platinum Cube' has been added.
8. The silver and gold cubes now have more levels.
 - a. Silver cube: new level 5
 - b. Gold cube: new levels 4 and 5
9. Items of level 1-75 have been improved.
 - a. The attributes of items of level 1-75 have been improved. Movement speed has been added to footwear.
 - b. In level 1-75 instances, ancient PvE Enchantment Stones and legendary equipment have been added as rewards.
10. Gold cubelets can no longer be traded through Brokers.
 - a. Gold cubelets from Ereshkigal Hunters as well as Gold cubelets from Ereshkigal Experts will remain available for trade through Brokers.
11. Reduced the cost for Armsfusion.
12. Items for sale in the Gold Sand shop have been changed.
13. Certain stigmas have a different grade.
14. Minion Contract Stones for the minion function have been added.
 - a. Minion Contract Stones are permanently available in the Gold Sand shop. They are also available as a quest reward.
 - b. No minion functions can be used with Kinah anymore.
15. An error has been resolved where Armsfusion with a Pandora weapon did not apply some optional stats on the secondary weapon.
16. An error was resolved where the appearance of Refreshing Beachwear was not correctly displayed in certain situations.
17. An error has been resolved where the socketing was deactivated upon login after a sealed item was registered in a socket.
18. The enchantment effect of an item skill is not applied on a Daevanion skill.
19. The cooldown of items that are available from Pandora quests differ from the cooldown of potions.
20. An error has been resolved where the appearance made a weapon disappear when you wore legendary Beshmundir orbs and then switched to battle mode.
21. There are now Painter skills included in the '[Rune] Daevanion Skill Selection Box (10 types)'.
22. The tooltip for affected equipment selection boxes now include the note that they are not available for Painters.
23. The chance for gaining crit strike/attack manastones that also allow for magical crafting has been increased.
24. The cooldowns for '[Skill Pearl] Avalanche of Colour' and for 'Explosive Pearl' from the Nightmare campaign instance now function as intended again.
25. Fixed an issue where the movement of mounts could not be displayed smoothly in certain situations.
26. '[Event] Lodal's Growth Serum' will now be shown correctly in the Broker search.
27. The storage location for Leibo Jam has been switched from the quest cube to the normal inventory.
28. The appearance of some equipment has been modified.

29. The symbols of some equipment has been modified.
30. Typed mistakes in the tooltips have been corrected.
31. Level and attributes of the Two-handed Weapons that players loot from individual boss monsters in Heiron/Beluslan have been rebalanced.
32. The amount of ancient and legendary transformation potions in selection boxes in campaign rewards has been set to 10.
33. The tooltip for Chest of Leibo Traces has been expanded.
34. The options for equipment items from Lakrum quests have been improved.
35. Fixed an issue where the appearance of equipment items were not displayed correctly.
36. The options for the Ancient Bold Protector's Battle Shield have been corrected.
37. The players can now receive new items that grant them set effects when they are equipped.
38. The colours of some items have been modified.
39. The classes of some items have been modified.
40. The appearance of some items have been modified.
41. You can now dismantle boxes and bundles without issue.
42. The appearance of some robes have been modified.

NPC

1. The voices of some NPC's have been changed.
2. Fixed an error where the Scout Leader Kabar reappeared in Lakrum in certain situations.
3. Fixed an issue where the sales list for limited items was reset when the NPC reappeared.
4. Some NPC greetings have changed.
5. The respawn rate of The Raging Anomos has been increased.
6. New named monsters have been added to regions for the levels 1-75.
 - a. For defeating the named monsters, players will receive legendary weapons as well as ancient or legendary transformation potions.
7. The Genesis Crystal Trader no longer appears after conquest of the Lakrum Garrison.
8. All traders who exchange Genesis Crystals for PvE equipment In Lakrum have been removed from the landing sites.
9. All traders who exchange Genesis Crystals for PvP equipment In Lakrum are now at each of the landing sites next to the Stigma Master.
10. Looting items from monsters in campaigns now works without issue again.
11. Level 1-75 boss monsters now appear every 10 minutes.

UI

1. Fixed an error where in the creation of a character, the preview for the Artist's outfit did not match its symbol.

2. Fixed an error where unselected regions were displayed in the Social window.
3. Items in the mailbox can now be received all at once.
4. If no items are registered in the Boost/Modify window then all buttons will now be deactivated.
5. When attempting to register a normal skill as the enchantment object of a Daevanion skill, the message will now be displayed correctly.
6. Fixed an error where sometimes the tooltip was not displayed in the identification window after the enchantment of a Daevanion skill.
7. If you hover the mouse over an enchantment object when enchanting a Daevanion skill, the skill effects for the next enchantment level will be displayed.
8. You can no longer directly click on 'Show rank' in the menu for the Golden Crucible (3 vs. 3).
9. The markings for 'Altar' have been added under World Map - Show on Map.
10. The entry time has been removed from the Instance Info.
11. The player skills and wing effects will now be shown correctly again in character creation.
12. Markings for raid monsters will now again be displayed correctly when switching between channels.

Quests

1. Incorrect phrasing in some quests have been corrected.
2. Some monsters have been added to make it easier to receive items for the 'On the Trail of the Vanished Legionaries' quest in Lakrum.
3. Players now receive the missions 'Inggison Area' and 'Support in Gelkmaros' from level 40 on.
4. New quests added in Ara Magna (9th to 11th Altar).
5. All legion missions can now be completed without issue in Narakkalli.
6. The campaigns for level 55, 'The Best Decision' (Elyos) and 'At the Crossroads' (Asmodians) now work without issue.
7. Players may now attempt a new quest for Prometun's Workshop (difficult).
8. Added 4 quests for Dumaha's fortress battle as well as region quests.
9. In the '[Instance] To the Tower of Challenge!' for Elyos and the '[Instance] The Tower of Challenge' for Asmodians, different rewards will now be awarded.
10. The video sequence now plays to all members on group entry in affected campaign instances.
11. Stella Problem-solving quests added to Dumaha's Stellusia region.
 - a. Players can carry out each 1 of the 5 quests and earn material for a special reward.
12. Added a Windstream training quest in Dumaha.
13. New campaigns and quests added in Dumaha.
14. Quests added in Stella Development Laboratory.
15. Reworked quests in Lakrum.
16. Quests added in Narakkalli.
17. Existing quests have been adjusted for the new Painter class.
18. Added new ascension campaigns for new level up rewards.

Campaign	Level Requirement
[Progress/Reward] Tezabobo's Gift	1/10/25/76/79
[Progress/Reward] Leonor's Gift	20/35/45
[Progress/Reward] Pixel's Gift	56/65/71/75

19. Added new tutorial quests.

Quest	Level Requirement
[Tutorial] Shards	56
[Tutorial] Transformations	65
[Tutorial] Using the App Center	80
[Tutorial] The Luna Market	41

20. Added instance quests for the levels 1-75.

21. Existing cube quests have been removed and replaced by new cube quests.

22. The requirements for 'The Best Decision' (Elyos) and 'At the Crossroads' (Asmodians) have been removed. They are now automatically accessible from level 55.

23. The level requirements, the execution and rewards for tutorial quests have been changed in places.

24. Some quest stigma rewards were change in accordance with the change to stigma classes.

25. The manastone reward has been changed for some quests.

26. There are new quests that allow for up to 8 participations in fortress battles.

Minions

1. Fixed an error where the message that announces that a player has received an item was displayed even if the item was not received through the plundering of a minion/pet.

Housing

1. The 'Screenshot' button on the 'Decorate House' function has been removed.

Missions

1. Added 2 types of 'Lugbug's mission' in Dumaha.

2. Boss monsters in the '[Instance] No mercy!' now have to be defeated 5 times at the levels 1-75.
3. At the end of all missions and receipt of the reward, the display for daily missions in the bottom-right will disappear.
4. An event mission system is now available exclusively in the event period.
5. A new weekly mission '[Instance] Is it really that difficult?' plays out now for levels 76-80.
6. The existing mission '[Universal] A perfect week' has been removed for levels 76-80.
7. Missions now correctly update on the hunt for specific monsters.
8. The level 76-80 daily mission '[Instance] No mercy!' has been renamed to '[Instance] In the name of justice!'.

GF Features 7.0v

1. Gold Pack

The following changes have been applied:

- The amount of character spots has been increased from 11 to 13.
- The buff for more loot has been increased from 10% to 20%.

2. Atreia Pass

- Items in Atreia Pass have been changed.

3. Shugo Vending Machine

- Items in the Shugo Vending Machine have been changed.
- Locations:
The Shugo Vending Machine has been added to the towns Everlasting Life Refuge and Temple of Perpetual Wisdom as well as in Dumaha in the town of Stellusia.

4. Substance Transformation

- Some recipes for Substance Transformation have been changed.
- Adjustments for the acquisition of Morph Crystals and [Rune] Red Jasper.
 - o Quest rewards for garrison quests and urgent orders have been adjusted.
 - o Morph Crystals and [Rune] Red Jasper have been added as rewards for some quests Dumaha.

5. Webshop Quest

- Some rewards for the webshop quests '[Event] Ahead of the Trends', '[Event] Just One New Thing' and '[Event] Tasty Chocolate' have been adjusted.

6. Honour Points

- The Honour Point Rankings will be reset with the update.

7. Languages

- The following languages are no longer supported by the game: Italian, Polish, Spanish.