AION

Update 3.7 + 3.9 Patchnotes

Table of Content

Instances

- The faulty display of cooldown time for the Talon Summoning Device, which can be purchased in the "Aturam Sky Fortress", has been fixed.
- The **Corridor of Betrayal** has been added

Rakshaka is currently loyally serving Tiamat, however he is striving for a higher rank once the right time comes, even going so far as wanting to take the ruler's place. When he finds out that there are lots of high-quality relics in the Silentera Canyon, where Beshmundir's Temple is, he decides to secretly take possession of it and collect relics for financing a war.
After he discovers that there is a giant canyon behind the door that is blocking the "Unknown Lands", he sends his followers there to secretly build a storage space and starts collecting large amounts of relics.

- The entrance to the "Corridor of Betrayal" is in "Unknown Lands" in the Silentera Canyon.
- The entry requirements are as follows.

Level	maximum number of entrants	Entry Time	Re-entry
from 55	6	20h to 02h	Gold pack: 46h Starter: 118h

- The rank of the "Drakan Elite Guardian" from "Tiamat's Fortress" has been changed.
- In the "Crucible Coliseum" and in "Dredgion", players with similar skills face and fight each other.
- Fixed a problem where it wasn't possible to use the door in Argent Manor that leads to the final form of Zadra.
- After the game the "**Arena of Unity**" in the "Crucible Coliseum" can be left before the <Training Camp> NPC.
- The winning team of the Arena of Cooperation in the "Crucible Coliseum" receives an extra reward.
    - Depending on the **Arena Level Section**, an "Arena Aid Box" of varying strengths can be purchased
- In the "Crucible Coliseum" the Arena of Unity has been added
    - The instance consists of a 2:2 combat within a time limit
    - The Arena of Unity can be entered with the help of the "Training Camp Instructor" NPC.

Races	Zone
Elyos	< Training Camp Instructor > **Maurice**

Asmodian	< Training Camp Instructor > **Charna**

- The current rules from other arenas have been adopted. Re-entry is possible at any time, however there is no reward in this case.

- For some instances, which can be managed with alliances, a "System for automatic alliance formation" has been added which is identical to the previous system for forming groups.
    - You can apply for the automatic alliance formation when entering the alliance or apply for it at the NPC's. The terms of use are the same as the previous group formation system.
    - The Victory's Pledge Effect when entering an instance, in which the „System for automatic alliance formation" can be used, is as follows:

Instance		Victory's Pledge Effect
Abyssal Splinter	Shattered Abyssal Splinter	Physical Attack +25, Magic Boost +125
Elementis Forest	Argent Manor	Maximum vitality +650, Healing Boost +50
Muada's Trencher	Tiamat's Hideout	

- When using the "System for automatic alliance formation" you are forwarded to the instance server. The alliance formation is possible on all servers.
- In the areas Eltnen and Beluslan, NPCs have been added to the entrance of "Steelrake".

Instances	NPC entrance (Elyos)	NPC entrance (Asmodian)
Steel Rake	**Hamarung**	**Jabarunerk**
Steel Rake Cabin	**Amerinrin**	**Deirinrin**

- In the Shattered Abyssal Splinter an NPC has been added to the entrance.
    - The entrance to the Shattered Abyssal Splinter is opposite the entrance to the Abyssal Splinter.

- As soon as the last battle with Tiamat in "Tiamat's Hideout" begins, a timer is displayed in the upper right corner.
- By clicking on the doors in the "Gravity Control Research Lab" (Tiamat's Fortress) and in the "War Chest" (Satra Treasure Hoard), the player is now teleported.
- There was the problem that skills from the master smith Debilkarim, who is situated in 'Udas Temple' were not carried out properly. This problem has been fixed.

Quest

- The problem whilst restoring the "One Versus Ten" and "Ten to One Odds" quests for Elyos and Asmodians has been fixed.
- New quests have been added that have to do with the defence of the rifts. They are allocated automatically when entering particular areas.

Elyos	automatically allocated quests	Asmodian	automatically allocated quests
Eltnen	[Daily] Orders from Telemachus	Morheim	[Daily] Order from Aegir
Heiron	[Daily] Orders from Perento	Beluslan	[Daily] Order from Nerita
Inggison	[Daily] Orders from Leah	Gelkmaros	[Daily] Order from Relyt

- New quests have been added to the "Corridor of Betrayal" instance

Race	Quest Name	Purchase from level	Merchant NPC
Elyos	The Truth about the Unknown Territory	55	Tepes
	[Group] Balaur, who guard the "Corridor of Betrayal"	55	Elatos
Asmodian	The Truth about the Unknown Territory	55	Crispin
	[Group] Balaur, who guard the "Corridor of Betrayal"	55	Arne

- The chance of purchasing Mithril and Platinum Medals from the < High Command Supplies Box >, which is given to Elyos/Asmodians after completing the defence quest in the "Portal Rift" has been increased.
- "'[Daily] Defending the Jamanok Inn" – Elyos quest and "[Daily] Defending Baltasar Hill Village" Asmodian quest have been changed to alliances.
- The incorrect display of items for some quests has been fixed.
- For the automatically given quests in areas that are reached with the help of Dimensional Rifts and Rifts, the emergency command's content has been enhanced.
- Whilst carrying out the "Eliminating the Leader of the Brusthonin Cleanup Squad" quest of the Elyos and the "Eliminate the traitor Jamanok and her Henchmen" quest of the Asmodians, the quests could not be restored in particular positions. This problem has been fixed.
- The neutral areas in the "Hero's Discus" (Sarpan) have been changed to disputed areas.
- If it becomes visible to group members that a weekly quest has been completed, the corresponding

message was displayed incorrectly. This has been fixed.

- When a rift appears and a defence quest is successfully completed in the corresponding zones, the „Ancient Crown Bundle" is given instead of the "Healing Potion Bundle".
- Carrying out the missions "Kaisinel's Order" (Elyos) and "Lord Marchutan's Order" (Asmodian) has been enabled.
- The conditions for completing the "Good Deeds" quest in the '[Daily] Arena Tickets for Elyos and [Daily] Arena Tickets for Asmodians' which are rewarded with the <Arena Ticket> and <Ticket for the Arena of Cooperation> have been deleted. For a character with a level of 46 or above, you can buy the tickets and corresponding daily quests from the Crucible Manager.
- In the quests for "Continued Training" for Elyos and "Improve your Skills" for Asmodians, which can be carried out from level 56, the number of optional options has been increased.
- The display of quest items has been added. The important items needed for completing the quests are displayed as follows.

before the change	after the change

- During the mission in Tiamat's Fortress, carrying out the quest was hampered in certain situations. This has been fixed.
- Quest items that could be bought in the shop have been changed, so that players can sell the items on.
    - Quest items that were bought in the shop were not positioned in the Special Cube but in the Normal Cube.
- A change has been made: in the description of the Asmodian quest 'Elimination of the Cannon Keeper of Jamanok', the description of the monster to be hunted, the <Jamanok Keeper for Defensive Weapons>has been changed to <Cannon Keeper of Jamanok>.
- There was the problem that in the Elyos quest '[Group] The Traitor Surama' and the Asmodian quest '[Group] Surama the Loser', the quest was displayed incorrectly when the <Brigade General Rakshaka> was eliminated.

Housing

- The limited use of Blooms according to the level has been made partially accessible for all players.
- A furniture colour Guestbloom has been added.
    - As a reward for the furniture colour Guestbloom, new colours have been added.
    - The furniture colour Guestbloom can now be purchased from the Guestbloom merchant of

the village (NPC), who appears at level 5 in Oriel or Pernon.

- A Dye Remover has been added for removing the furniture colour.
  - This can be purchased from the Friendship Insignia merchant (NPC).
- Incorrect display of the mouse pointer, when applying a furniture colour, has been fixed.
- Listening to music from the Shugo Jukebox and the Bobblehead Shugo Jukebox is not possible anymore.
  - The jukebox items are sold by the furniture merchant of the Oriel/Pernon area.
- When storing items in the cabinet, same ones are automatically put together, as long as this is possible with the corresponding items.
- The dialogue content of some NPCs in Oriel has been changed.
- The housing "Jukebox Control" sample script has been deleted.
- When using some Blooms, there was the problem that some rewards could not be received. This problem has been fixed.
- The problem that the function 'Make installation object lighter' did not work in some situations has been fixed.
- When furniture was used, the movements of the character were incorrectly displayed. This problem has been fixed.

Item

- The faulty appearance of some weapons and defence methods have been corrected.
- The Appearance Modification and extraction for wings has been enabled.
    - For some race specific wings, the Appearance Modification and extraction is still not possible.
- New hats have been added.

Hat	Races	NPC Merchant	Conditions for purchase
Gentlefolks' Antique Hat	Elyos	Tieco; merchant of luxury costumes in the high class Costume Boutique	General Sale Conditions
	Asmodian	Rudran, merchant of luxury costumes in the High Class Costume Boutique	
Rooster Hat	Elyos	Special Guestbloom Trader of the town (NPC)	End reward for the Special Hat King Hat Guestbloom
Raven Hat	Asmodian	Special Guestbloom Trader of the town (NPC)	
Princely Ball Mask	Elyos	Fameen, responsible for legion rewards	Possible from legion 6
	Asmodian	Benoti, in charge of legion rewards	

- Gathering collectible items was prevented due to the fact that they were positioned in places where gathering wasn't possible. This has been fixed.
- False information in an item link, which appears when purchasing an item, has been corrected.
- In some situations a combination of two-handed weapons was not possible. This has been changed.
- The incorrect display of some item links has been fixed.

- For items that could be stored in the cabinet with a time limit, the remaining time was displayed incorrectly. This error has been fixed.
- The effect of the Eternal items has been partially changed.
  - Friends of the Balaur ruler: there is a certain chance of an item of attack speed being dropped instead of an item with casting speed.
  - Dragon Lord's Suffering: magic resistance power has been slightly increased.
- The amount of rewards that are dropped from the Treasure Box from the Abyssal Splinter has been slightly increased.
- Attack/defence weapons of the Yamennes Painflare can be purchased from the "Shattered Abyssal Splinter" treasure box.
- The icon for the Insignia of Light Protection Effect/ Insignia of Darkness Protection Effect has been changed.
- The name of Tiamat's Hat has been changed.
- Dying the mask of the legion of victory was possible. This was not meant to be the case and has been fixed.
- With some soul binding items, no trade could be carried out. This has been fixed.
- A Special Manastone Bag can be bought from the Antique Golden Treasure Box, which can be found in the Corridor of Betrayal.
  - There's a certain chance of purchasing Manastone Combinations with the Special Manastone Bag.
- The number of Enchantment Stones given when extracting items has been increased.
  - When enchanting an item, there is a small chance to get more than one enchantment level on your item.
- The reward item that is given for a rift from the Lookout (NPC) has been changed.
- The error of the Godstone effect of some items has been fixed.
- The incorrect display of the Godstone effect for some bows has been fixed.
- The incorrect exterior appearance of some items has been fixed.
- When the "Calindi Flamelord", appearing in Tiamat's Hideout is killed, items are dropped by him.
  - Eternal Armour from Tiamat's bodyguards, Greater Supplements (Myth) and other items can be acquired.
- The monsters from the instances and abyss areas drop bags with consumer items
  - Potions, scrolls, manastones, fluxes and enchantment stones can be acquired from the "Traveller's Consumables Bundle", which is dropped by monsters from the instanced dungeon.
  - Scrolls, Balaur Material, Manastones, Kisk and Silver/Gold Medals can be acquired from the "Bag of the Adventurer's Consumer Items", which is dropped by monsters from the Abyss area.
- A Kisk with a Hide Function has been added.
  - When a Kisk is used, the basic settings are changed to hide mode.
  - When a skill or an item is used for recognising the hide mode, the corresponding Kisk can be checked.
  - If the Kisk is attacked, hide mode is removed.
  - The Kisk for hide mode for groups can be bought from the "Bag of Adventurer's Consumer Items", which are dropped by monsters from the Abyss area.
- You can now have multiple "Pagati Veyron" and "Sharptooth Lumen" mounts in your inventory.
- Appearance extraction and change has been allowed for Luminaciel Weapons.
- The Consumable Item Distributor sells the "**Bag with individual Skill Books**" in the Crucibles
  - There is a certain chance of purchasing "Transformation: Krall IV", "Sleep: Scarecrow I", "Fear: Ginseng I", "Summon Divine Crystal IV" from the "Bag with Individual Skill Books".
- The prices for potions and scrolls which are sold in the Crucibles by Consumable Item Distributors have been reduced.
- There was a problem with system notifications if a high-quality result failed during item production. The faulty notifications have been corrected.
- The problem that event scroll items could be registered in the function pets has been fixed.
- New Composite Manastones have been added, able to have 2 stats instead of 1.

Areas/Environment

- The area of the "Argent Manor" grounds has been partially changed.
- The grounds of the "Rentus Base" have been partially changed.
- The faulty appearance of the guard of time and space NPCs has been fixed.
- The area of the Abyss Bridge in the "Arena of Discipline" has been partially changed.
- The area around the entrance to the ready room in "Tiamat's Fortress" has been partially changed. The level of Lookouts appearing when a rift is formed has been reduced to 4 from 7.
- When entering the Dimensional Rift, the value of the slayer is not increased.
- The appearance times and chance of the Lookout (NPC) when a Rift appears has been changed.
- The area of the entrance to the Naduka Legion Garrison in the Tiamaranta Fortress has been partially changed.
- The area of the Mitrakand Summit in Gelkmaros has been partially changed.
- The area of the medium corridor entry in Tiamat's Stronghold has been changed.
- The possession duration for dimensional rifts has been changed.

Race	Dimensional Vortex	changed time
Elyos	to Brusthonin	Saturdays 16h to 17h
Asmodian	to Theobomos	Sundays 16h to 17h

- The duration of a rift has been changed.

Race	Rift	changed time
Elyos	Eltnen	Mondays 13h to 14h/17h to 18h Thursdays 17h to 18h Fridays 13h to 14h Saturdays 17h to 18h Sundays 15h to 16h
	Heiron	Mondays 01h to 02h/15h to 16h/19h to 20h Thursdays 01h to 02h /15h to 16h Fridays 19h to 20h Saturdays 01h to 02h

		Sundays 19h to 20h
	Inggison	Mondays 11h to 12h/16h to 17h/23h to 00h
		Thursdays 11h to 12h/23h to 00h
		Fridays 16h to 17h
		Saturdays 01h to 02h AM /13h to 14h
		Sundays 15h to 16h /19h to 20h
Asmodian	Morheim	Mondays 13h to 14h/17h to 18h
		Thursdays 17h to 18h
		Fridays 13h to 14h
		Saturdays 17h to 18h
		Sundays 15h to 16h
	Beluslan	Tuesdays 01h to 02h / 15h to 16h/ 19h to 20h
		Thursdays 19h to 20h
		Fridays 01h to 02h / 15h to 16h
		Saturdays 19h to 20h
		Sundays 01h to 02h
	Gelkmaros	Tuesdays 11h to 12h /15h to 16h /23h to 00h
		Thursdays 15h to 16h
		Fridays 11h to 12h/ 23h to 00h
		Saturdays 15h to 16h /19h to 20h
		Sundays 01h to 02h / 13h to 14h

- In certain situations it was possible to get into other zones by using cannons. This has been fixed.
- At particular times all areas in Sarpan and Tiamaranta turn into disputed areas.
  - The villages and areas for flight transport are set as neutral zones.

Status	Content
Before activation	only the areas displayed in a red colour are disputed areas
After activation	all areas in the map apart from the violet ones are disputed areas

Time	Contents
02 - 04h	An area of conflict is activated for 30 minutes
04h – 09h	An area of conflict is activated for 1 hour
09 – 10h	Activation of areas of conflict is removed

- The chance to move with the help of a cannon, which could be found in the field, has been removed.
- After killing the Guardian (NPC) in the usage area of a dimensional rift, the character for **looting** is not displayed anymore.
- The landscape of the Hellpath has been partially changed.
- The problem that some neutral zones were displayed as conflict zones has been corrected.
- The colour coding of areas of conflict in Sarpan and Tiamaranta on the map have been changed.

Skills

Ranger
- The magical accuracy of hunter skills has been increased.
  - Sleep Arrow I, Silence Arrow V-VII, Trap of Slowing III-IV, Sleep Trap I, Snare Trap VI, Skybound Trap I, Spike Trap V, Explosion Trap IV, Bite Trap III, Blazing Trap III
- For "Bestial Fury I" (Ranger skill), the reduction of the range has been changed to 10m from 15m.

Assassin
- The effect of "Reduction of magical accuracy by 150 points" for the Assassin skill "Blinding Burst" has been added.
- For the Assassin Skill "Sensory Boost I", the effect "Increase of Critical Strike Resistance by 150 DP points" has been added.
- For "Flash of Speed I" (Assassin skill), the teleportation distance has been increased from 10m to 15m.
- The strengthening duration of "Killer's Eye" and "Eye of Wrath" (Assassin Skill) has been increased to 15 seconds from 10 seconds.
- The strengthening duration of "Apply Poison I-IV" (Assassin Skill) has been increased to 5 mins from 2 mins.
- For "Blood Rune II-III" (Assassin Skill), the HP regeneration has been increased.
- For the Rune Assassin skills, PvP damage has been increased by 20% (Pain Rune Burst I-IV, Needle Rune I-II, Radiant Rune I, Darkness Rune I, Divine Rune I, Rune Swipe I, Signet Silence I, Blood Rune II-III)

Cleric

- Magic accuracy has been increased for the Cleric skill "Festering Wound I".
- The activation time of 1 sec. has been reduced to 0.5 sec. for the Cleric Skill "Sage's Wisdom I".
- This can only be applied to characters, but not to NPCs or creatures.
- The activation time of the Cleric skill "Amplification I" has been reduced to 0.5 sec. from 1 sec.

Spiritmaster

- For "Earth Spirit I-IV" (Spiritmaster skill), the error when using "Wrath Position I" and "Elemental Spirit Armour I" has been fixed.

General

- Change: when "sleep" and "fear" are used on an object several times, the resistance values of these skills are increased.
- The skill **"Escape"** has been introduced in case characters get stuck in the game or are at places where they can't move anymore.

- When using "Emergency return" you can switch to the previous Obelisk.
- When using "Emergency return" you cannot move. Usage can be stopped with the "Cancel" button.

- There was the problem that it was not displayed properly in certain situations when the group member used the skills "Return" and "Illusion Gate". The problem has been fixed.

Abyss

- The absence of the allocation of Abyss points after killing an NPC Quartermaster who appeared in the "Sulphur Fortress", "Siel's Western Fortress" and "Siel's Eastern Fortress" has been corrected.
- Mithril and Gold Medals can be additionally acquired from the bag of medals, after successfully defending the Balaur Fortress from the Brigade General.

- The damage effect of the Balaur Army Commander's skills, which appears when defending the fortress, has been reduced.
- The sound notifying of the start of the Fortress Battle and Siege Warfare has been restored.

UI

- The possibility of adding a character without forming a group has been added.
    - The set character is removed as soon as you join a group.
- The UI for the editing function of the legion emblem has been improved.
    - You can edit the legion emblem and the background colour at the same time.
    - After editing the legion emblem, not the newly set image, but the previous image was displayed. This has been corrected.
    - The system message when setting the player emblem has been changed.
- The Macro functions for the equipment with items have been enhanced.
    - By using '/Item name right', '/Item name left' in the macro window you can attach the item on the right, left or wherever you want.
    - For two-handed weapons you have to use the function "Item name right" first, so that you do not have any problems equipping the item.
- To prevent errors when trading, the prices in "Trade Window" and "Private Shop" have highlighted in differing colours.

<Trade Window>

Graphic translation:

Trade	
Me	Trade Partner
Activated Items (0/18)	Activated items of the trade partner (0/18)
1.000.000 (in blue)	100,000.000 (in red)

<div align="center">**<Private Shop>**</div>

Graphic translation:

Private Shop	
Sales items	
Fine Mana Potion	Manastone: Magical Resistance + 14
89,100,000.000 (in violet)	176,000.000 (in orange)
Beshu Cocktail	Perer Aether Jelly
200,000 (in green)	1,000.000 (in blue)

- To determine the presently activated number of items, they are displayed in the trade window.

<div align="center">**<Trade Window>**</div>

Graphic translation:

Trade	
Me	Trade Partner
Activated Items (7/18)	**Activated Items of the Trade Partner (1/18)**
Fine Mana Potion	Greater Running Scroll
Beshu Cocktail	
Perer Aether Jelly	
Feena Herb Sushi Roll	
Stigma Shard	
Close	
Cancel	

- In the "1:1 Petition" window, the windows "1:1 Petition" and "Help" were separated.
  - The "1:1 Petition" window can either be opened under the menu item [Start Service 1:1 Petition] or under the chat command '/Petition', '/SubmitPetition', '/Appeal', '/gm', '/gmhelp'.
- If you take part in an alliance after using a **single character**, the character is reset.
- During the switch of the game screen, an hourglass is displayed, which shows the loading status.
- For a particular resolution, the window for the trade broker was automatically closed after setting the function "Auto-arrange Windows", as soon as you clicked on the registration tab. This error has been fixed.
- The error when activating the OK button for accepting, registering, agreeing etc. regarding a particular activity has been fixed.
- The chat command '/Request', '/CancelRequest' has been deleted.
- Cubes for storing quest items, coins, medals and tickets have been introduced.
  - You can open it by clicking the icon in the lower area of the inventory.

[The icon for the cube in the lower area of the inventory]

[Cube for quest items, coins, medals and tickets]

- Quest items, coins, medals and tickets are automatically stored in the cube after purchase. This is notified by a system message.

Graphic translation: *10 Mithril Medals have been purchased and stored in the cube for quest items, coins, medals and tickets.*

- The cube for quest items, coins, medals and tickets can store a total of 102 items.

- Quest items, coins, medals and tickets that are stored in the inventory are automatically moved into the cube.
- If the cubes are not ordered after the first update, you can arrange them by clicking the button "auto-arrange" in the area below.
- Other functions are identical to those of the inventory
- The speech bubble title display can be set/deactivated
  - By deactivating the function [System Settings- Game Setting – Display of own name] you can switch off the display of the speech bubble name.
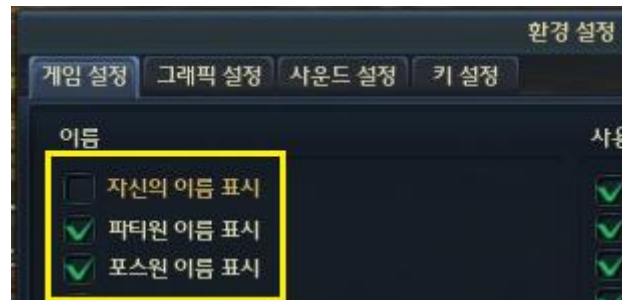
[System settings– Game Setting – Display of own name]

- Players already deleted from other servers were falsely display in friend lists. This has been fixed.
- If a friend terminated the connection after entering the instance server, the information in the friend list could not be restored. This has been fixed.
- If an item is equipped with a macro, the location can be determined in the inventory. There is a new function for the settings.
  - Use through '/horizontal number vertical number' to determine the location.
  - The horizontal numbers start from the left, the numbers 1-9.
  - The vertical numbers can be determined from the top row 1 up to the maximum cube expansion.

[Horizontal numbers (orange), vertical numbers (yellow)]

[Inventory horizontal number/vertical number]

[Example for macro use for location identifications]

- - When a macro is used and the equipping does not work as well, it can be determined exactly with the command '/waiting time'.
- The **Signum function** has been enhanced, so that the setting is possible even when you don't belong to a group/alliance.
  - When the signum is set once, the setting is maintained until the game is closed, the connection is terminated, a character is selected or a server change is undertaken.
- The problem that command notifications were accumulated in the chat tab option has been corrected.
- Der Benachrichtigungstext mit der Information, dass keine Verbindung besteht, wenn der freie Flügel-Service verwendet wird, wurde geändert.

Character

- When using a mount, no size adjustment of the character took place.
- A officer chat function which can only be used by players of the Army Commander Abyss rank or higher has been added.
  - The officer chat is transferred to all players of the same race, who are in the same area.

- Chat command: **/Command, /C**
- The set waiting time for deletion of characters according to levels has been changed.

	Contents
before the change	when deleting a character under level 20: waiting time of 5 minutes
after the change	when deleting a character under level 36: waiting time of 5 minutes

- In some instances items have been added which can be purchased without limitations, depending on the levels.

Instances, in which item purchase is possible	
Nochsana Training Camp	Dark Poeta
Asteria Chamber	Chamber of Roah
Steel Rake	Kysis Fortress
Miren Fortress	Krotan Refuge
Theobomos Lab	Draupnir Dave
Fire Temple	Adma Stronghold

Mounts

- The automatic change of the standard image of the mounts during a high memory usage has been fixed.
- When using a mount during flight time, the Flight Serum can be used.
- When characters are shown as standard display due to high memory usage, mounts will also be displayed standard.

NPC

- Sound has been added to the greetings of some NPCs.
- In the dialogue with those in charge of the legion rewards that appears in Eltnen/Pandaemonium, information about the conditions for purchase has been added.
- Moltenus' Fragment of Pyreogre appears at the changed time: Sundays at 23h.
- The performance values of the Guardian General that appear in the "Divine Fortress" in the Abyss below have been decreased.

Rookie Server/Fast Track Server (FTS)

[Quests]

- An introduction quest for the Fast-Track Server has been added to guide newbies.

Race	Level	Quest name	NPC	Location
Elyos	3~50	Message to Madeline	Elino	Akarios village (normal Server)
			Madeline	Akarios village (Fast-Track-Server)
Asmod ian	3~50	Sibling Rivalry	Liam	Aldelle village (normal Server)
			Noelen	Aldelle village (Fast-Track-Server)

[Legion]

- On the Fast-Track Server, Legion tasks cannot be obtained and thus will not be updated.

[Fast Track Server]

- Areas, in which players can use the Fast-Track Server, have been expanded
  - Theobomos (Elyos) and Brusthonin (Asmodian) have been added as new area to the FTS
- For characters below level 45, an icon for Rookie-Server selection has been added
  - If this icon will be confirmed, a server selection window will appear
  - With the Menu option [Menu -> Channel/Choose Fast Track Server], there is another possibility to enter the FTS

<Icon for the Fast-Track Server selection>
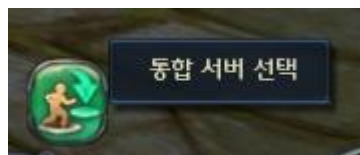
- The Trade Broker has been added to the FTS
  - In respective main cities, Trade Brokers have been added to the FTS

- o The function of the Broker on the FTS has been restricted (Players cannot search, buy or sell items from another server)
- When a party member on FTS is switching to a normal server or logs out, a character status will be shown in the party frame.
- The number of channels in Theobomos and Brusthonin on normal server has been reduced from 2 channels to 1 channel. On FTS, the 2 channels will stay.

[Restrictions]

Here are restrictions and rules for the FTS

- There is no experience boost on the FTS
  - o The experience boost will be available on your home server to reward players taking the risk to get killed by other players while leveling and questing there.
- No Rifts will open in leveling areas
- The FTS can be used until level 55
- Trade between players is not possible
- It is possible to use the Trade Broker. However, you are only able to see and buy items of your home server
- It is possible to add players on your friendslist when both players are connected to the FTS
- Players cannot open and buy from Private Shops
- Temporary NPCs are not available on the FTS

Dungeonfinder

The "Common Instance Server System" (Cross-Server Dungeonfinder) has been added.

- With this system, players can join parties with players from other servers
- Faster grouping for instances is possible
- The same system like the auto-match grouping system will apply
- Dungeonfinder is not available on the Fast-Track server
- Using the Dungeonfinder system will have following benefits
  - o More experience and higher item droprate
  - o When an instance is being entered via Dungeonfinder, players will receive a strengthening buff called "Victory's Oath". Depending on the instance, the buff varies.

o The buff is not available in PvP instances
o Instances that can be used via Dungeonfinder:

Grouping	Instances		
Group instance	Nochsana-Training Camp	Fire Temple	Dark Poeta
	Theobomos Lab	Adma Stronghold	Draupnir Cave
	Steelrake	Udas Temple (Upper)	Udas Temple (Lower)
Dredgion	Dredgion	Chantra Dredgion	Terath Dredgion
Crucibles	Empyrian Crucible	Arena of Glory	Arena of Cooperation
	-	Arena of Chaos	Arena of Discipline