



Patchnote/Changelog –Update 4.02

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Patchnote

Characters

Engineer



Through the ascent to Daeva, Engineers become Gunners, making life difficult for their enemies using either Aether Cannons or Aether Revolvers.

Background:

Under orders from Empyrean Lord Israphel, resourceful scientists combined firearms with Aether. The results were the strong as well as fast Aether Revolver and the powerfully penetrative Aether Cannon. Engineers interested in technology were fascinated by the new weapons and tested them on the battlefield. They attained great success in the war between the Elyos and Asmodians, so much so that they were from then on recognized as their own underclass of the Engineer: the Gunners.

- Through the ascent to Daeva, Engineers become Gunners.
- The Gunner transforms magic into munitions and attacks with these weapons (Aether Revolver and the Aether Cannon).
- The Gunner can diversify their combat style depending on whether they use the Aether Revolver or the Aether Cannon. Firing off magic in a heavily concentrated state, the cannon provides a powerful attack, even though it is slower than with the revolvers. The revolvers on the other hand make fast multiple shots and brilliant displays of action possible.

Artist



The ascension to Daeva turns Artists into Bards, who musically enchant their enemies and allies with the string instruments that they carry.

Background:

The Bards once loved singing and enjoyed the support of Lady Siel. When Siel disappeared after the great catastrophe and the tearing apart of Atreia, the Bards silenced their instruments and concentrated on the researching of music. They found out that music can be combined with Aether and began to test this newly won power in combat. They were not only in the position to be able to attack and curse the enemy, but also to heal or strengthen allies too. These skills helped Bards attain recognition across all of Atreia and they have since then been known as their own underclass of the Artist.

- The ascent to Daeva turns Artists to Bards.
- The Bard can heal group members or weaken and attack the enemy through the use of magical melodies and magical lyrics. This class uses string instruments as a weapon.
- The Bard attacks the enemy and heals their allies through their free and weightless body movements. They can weaken multiple enemies and can turn the battle situation to their advantage.

Environment

The till-now secret regions of Balaurea have been released.

North Katalam

The Northern Part of Katalam is the region above the Eremion Rampart and was once home to the Rune tribe. The Balaure ruler Tiamat attempted to use the people's weapons to her own advantage and experimented with the Id energy source. In doing so however, a gain of terrible consequence occurred: the Id exploded and contaminated whole areas of land in the northern part of Katalam.

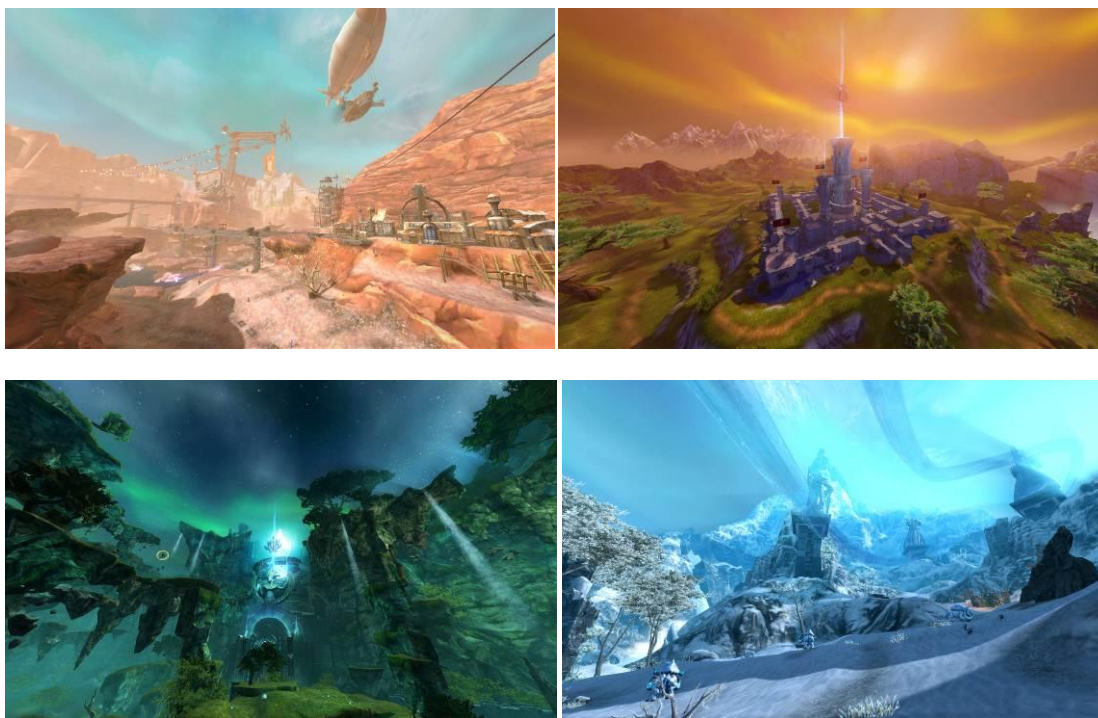
Before Tiamat was able to bring the weapons under her control, she was brought down thanks to the efforts of the Reian, Elyos and Asmodians as well as a traitor from the four Balaure rulers of Beritra. The remaining soldiers of the Tiamat Legion are still fighting against the pressing forces of the Beritra army, in an attempt to avenge their leader.



South Katalam

The Southern Part of Katalam is the region below the Eremion Ramparts. Its lands are shaped out of ruins and fortresses of the fallen Rune tribe, which are then hotly contested as bases by the Elyos, Asmodians and Balaure. A grim war raged for supremacy in Katalam and some groups used the confusion to their advantage. In this way, some Shugos successfully established the neutral Goldrinyerk Limited, which is successful across many different areas of business. The Green Hat Alliance fights against the depletion of the natural resources with the help of the Elyos and Asmodians, and the Shulack Pirates plunder the valuables from unsuspecting travelers.

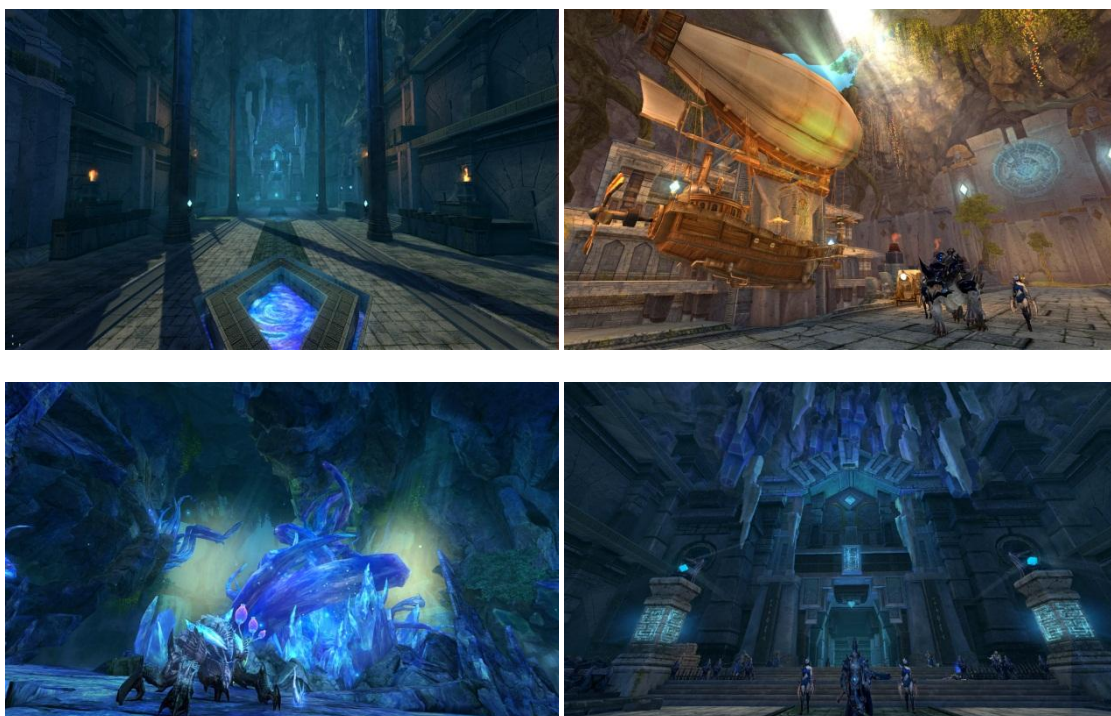
All of these groups make the southern part of Katalam a melting pot of the most different factions and attitudes, that is just as diverse as it is dangerous.



Katalam Underground

The Rune tribe used the Katalam Underground as a hideout from the attacking Tiamat army. The refuge did not quite offer the protection they expected however, and the Rune have been annihilated.

Alongside its sad history, the underground is also known for its Idium mines, that provide ample amounts of Id for the powering of weapons and machines. Additionally, perhaps the most powerful of the Rune weapons is stored here: Hyperion. The Balaur are still trying to locate it and then use it for their purposes. Their plans must be thwarted at all costs, otherwise Atreia is doomed to live its downfall.



- The Underground of Katalam can only be entered by characters of level 65 and above.
- The NPCs with which the players can gain access to the Underground of Katalam can be found at the following locations.

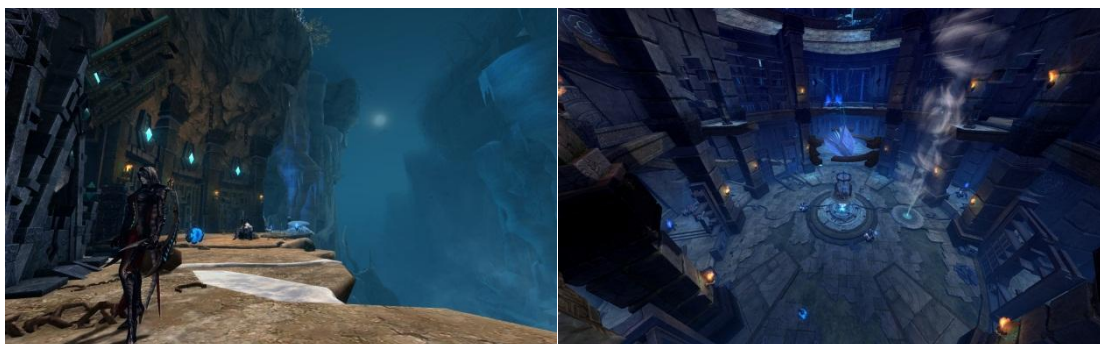
North Katalam	South Katalam	Instance
Tiamat Battlefield	Forgotten Swamp	Hall of Knowledge
Gritt's Experimentation Field	Eremion South Gate	Idgel Research Laboratory
Appears, when the 73rd Garrison is conquered	Pandarung	Void Room
Appears, when the 74th Garrison is conquered	Appears, when the 83rd Garrison is conquered	-
Appears, when the 75th Garrison is conquered	Appears, when the 87th Garrison is conquered	-

Instances

A new Instance has been added, in which the players can enter once a fortress is conquered in Northern/Southern Katalam.

- Once the set fortresses/fortress have/has been conquered, an entrance will appear within the conquered fortress, with which you can enter the Instance.
- Upon entry to the instance, points can be gathered by defeating monsters and collecting essences. When the boss monster of each region is defeated, the player will receive a very high point amount.
- The higher the amount of points within the set time, the weaker the boss monster is. (However, if the Instance attack fails, the player cannot fight against the boss monster.)

Hall of Knowledge

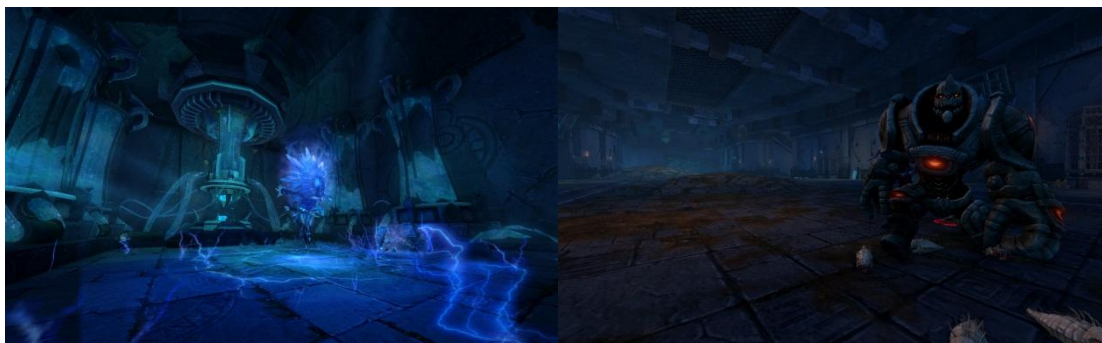


The Hall of Knowledge is a secret room that the players can enter once the Sillus Fortress is conquered. At present it is under the control of the Beritra Scouting Troop, but originally it was the ancient Rune tribe's library, in which books containing information on Id, Idium, Idgel and so on were stored. The Beritra Scouting Troop were searching for Idgel and found the Rune tribe's library in the cellar of Sillus Fortress, along with the Idgel stores that were hidden deep within the library. They began their Idgel research and kidnapped creatures from Atreia and Balaurea, to extract information from them or to inject them with Idgel, using them as test subjects. Finally, these creatures were then locked away in an experimental prison. The security mechanisms are very thorough – there is even an alarm system. When intruders are discovered, the Head Researcher Notius destroys all documentation and immediately flees. So should the important data and Idgel be needed, the players need to advance quickly.

- The entrance NPC for the Hall of Knowledge can be found in the 'Sillus Fortress' in the Northern Part of Katalam. Only the faction that captures Sillus Fortress can enter the portal into the 'Hall of Knowledge'.
- When a Legion captures Sillus Fortress, members of the legion can go to the Officer for Legion Recruits NPC in order to be able to enter the 'Hall of Knowledge (Legion)'.

Instance	Requirement	People	Level	Re-entry time (mins.)	
Hall of Knowledge	Capture Sillus Fortress (Race)	1	From level 65	1320 GP	4200
Hall of Knowledge (Legion)	Capture Sillus Fortress (Legion)	1	From level 65		Starter

Idgel Research Laboratory



The Idgel Research Laboratory is a bio-lab that belongs to the Beritra army, which is located in the cellar of the Prades Fortress. It is a secret room that can only be entered when you have captured the Prades Fortress. Originally, it was an ancient Rune tribe site, but since the Tiamat legion conquered these, it was transformed into a bio-lab. Since Tiamat died, this location has been used by the Beritra Scouting Troop. The Rune tribe built it to be able to research the source of energy that powered the ancient weapon, i.e. Id. Currently various bio-experiments are being carried out, including creatures with different attributes and Id energy extraction from spirits. The research laboratory is home to strange experimental creatures, separated in different rooms, each of which possesses attributes that are conflicting to each other. There are also Reian prisoners there, who have been used as test subjects and have been kidnapped to be brought there. Additionally, there are also various dangers, such as traps installed by the Beritra army and various Beritra army soldiers who are attending to the Reian prisoners etc.

- The entrance NPC for the Idgel Research Laboratory can be found in the Southern Part of Katalam in the 'Prades Fortress'.
Only the faction that has captured the Prades Fortress may enter the portal for the 'Idgel Research Laboratory'.
- When a legion captures the Prades Fortress, members of the legion can go to the Officer for Legion Recruits NPC in order to be able to enter the 'Idgel Research Laboratory (Legion)'.

Instance	Requirement	People	Level	Re-entry time (mins.)	
Idgel Research Laboratory	Capture Prades Fortress (Race)	6	From level 65	1320 GP	4200
Idgel Research Laboratory (Legion)	Capture Prades Fortress (Legion)	6	From level 65		Starter

Void Room

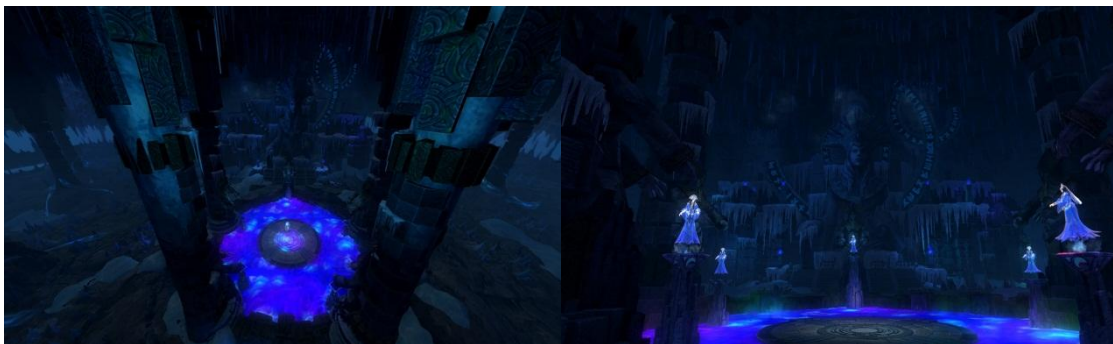


The Void Room is located underneath the Bassen Fortress. The Rune tribe used it as storage for their Id supply and you can only get to it once you have captured Bassen Fortress. The Bassen region is the area that the Rune tribe accidentally blew into the air using the ancient weapon. It created a large explosion and in turn, a basin was created. The Void Room was not blown into the air, however it was affected by the large explosion. The inner rooms were shot into the air, creating floors. The majority of researchers are of the opinion that through the explosion, the Id was transformed into Aether. After the Rune tribe died out, the Tiamat legion gathered all of the Id from this store and began to study it. Once the ancient weapon was found, the Beritra Scouting Troop uncovered the Void Room and is now stationed there. The Beritra army installed a special Aether door on each room to hold back the Aether aura and in the lowest floor they installed a large Idgel cube containing a detonator to gather the Id.

- The entrance NPC for the Void Room can be found in the 'Bassen Fortress' in the Southern Part of Katalam. Only the race that captures Bassen Fortress can enter the portal into the 'Void Room'.
- When a legion captures the Bassen Fortress, members of the legion can go to the Officer for Legion Recruits NPC in order to be able to enter the 'Void Room (Legion)'.

Instance	Requirement	People	Level	Re-entry time (mins.)	
Void Room	Capture Bassen Fortress (Race)	6	From level 65	1320 GP	4200 Free
Void Room (Legion)	Capture Bassen Fortress (Legion)	6	From level 65		

Ruhnadium



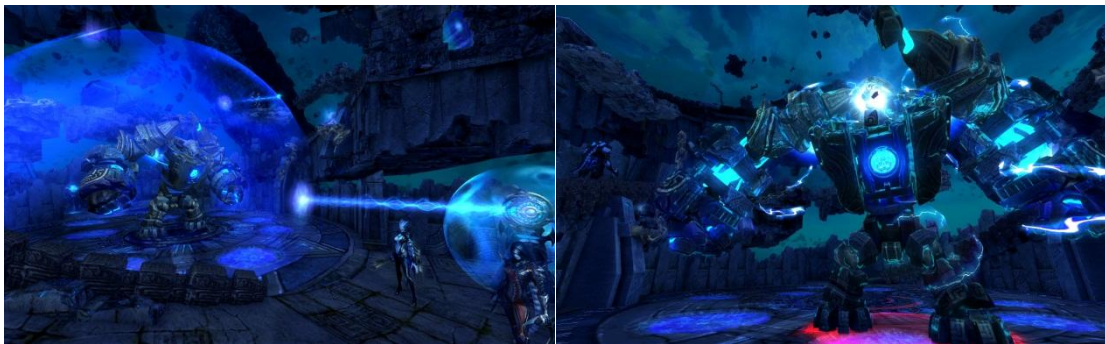
The Runadium is hidden in the Underground of Katalam and is where the cursed Necromancer Grendal Eroneil of the Rune tribe is located. It is a training room. The Necromancer Grendal had a promising future before her. She carried out acts of resistance with her lover against the Tiamat legion, but as a result of the large explosion, he died. As her lover died, she fell into deep despair and hid away in Runadium. There, she attempted to resurrect her departed lover, but her efforts only ended in failure. As a result of the failed spirit summoning, Runadium turned into a cursed place, where only spirits are to be found. Today it is a cursed hall, in which the spite and despair of Grendal are to be found. All who venture close to this place will feel the resentfulness of the cursed necromancer.

- The entrance to Runadium can be found at a 12 o'clock position from the Underground of Katalam.
- There is no separate entry quest. Only the level and entry item requirement must be met for entry to be permitted.

Instance	People	Level	Entry equipment	Re-entry time (mins.)	
Runadium	6	From level 65	Runadium Mysterious Crystal	2760 GP	7080 Starter

- The entry equipment can be received through the morphing of substances. The template can be bought from the <Special Transformations Merchant> NPC, who appears when the 81st Garrison is captured in Southern Katalam.
- The materials required for production can be received by defeating certain monsters that are located in the northern and southern parts of Katalam and the Underground of Katalam with a defined level of likelihood.

Katalamize



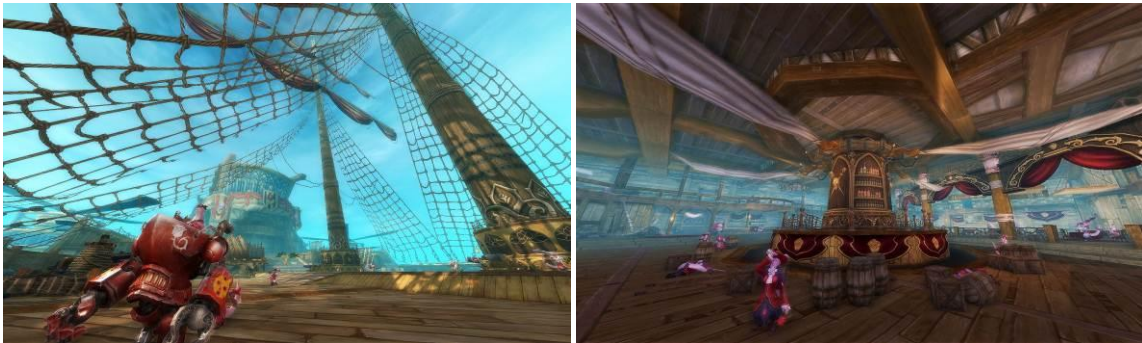
To defy the strong Tiamat Legion, the Rune tribe developed a powerful weapon, named Hyperion, which used Id energy. But as the Rune tribe had some friction within their ranks, they were not able to use Hyperion for its purpose at all and a large explosion occurred, leading to the death of the tribe. Survivors of the Rune tribe wanted to protect Hyperion from the hands of Tiamat and intentionally triggered an Id explosion. In doing so, they were able to hide Hyperion in the contortion of space and time. Beritra, who had been zeroing in on Hyperion for a long time already, began to start searching for the weapon after Tiamat died. Eventually he found the location where Hyperion is hidden – Katalamize. Now the Elyos and Asmodians are trying to prevent the Beritra army from getting their hands on Hyperion, the weapon that possesses an unbelievable destructive force.

- The entrance to Katalamize can be found at a 6 o'clock position from the Underground of Katalam.
- There is no separate entry quest. Only the level and entry item requirement must be met for entry to be permitted.

Instance	People	Level	Entry equipment	Re-entry time (mins.)	
Katalamize	12	From level 65	Katalamize Mysterious Crystal	4200 GP	10080 Free

- The entry equipment can be received through the morphing of substances. The template can be bought from the <Special Transformations Merchant> NPC, who appears when the 81st Garrison is captured in Southern Katalam.
- The materials required for production can be received by defeating certain monsters that are located in the northern and southern parts of Katalam and the Underground of Katalam with a defined level of likelihood.

Steel Rose



A ship named Steel Rose appears in the Southern Part of Katalam.

This is the Steel Rose Pirates' main base. It is led by the sole female member of the Steel Rake Pirates three Shulack siblings, Rumakiki. Until now, not much was known about the Steel Rake Pirates apart from the ship Steel Rake, which momentarily sits between Elysea and Asmodae. However, now the Steel Rose has appeared in Pandarung in the southern part of Katalam. Sandarinerk of Goldrinyerk Limited employs the mercenaries of the Steel Rose and in return provides the surrounding areas of Pandarung with supplies. She supplies the pirates of the Steel Rose with crops and maintains friendly contact with them. That said, she realised that they were concocting a plot in the ship and has sent a spy on board to conduct reconnaissance.

- NPC for entering the Steel Rose can be found in the Southern Part of Katalam.
- Provided you have the required level, you may enter the Steel Rose without a related quest.

Instanced Dungeon	Max. players	Entry NPC	Re-entry time		Entry level
Steel Rose Cargo Hold (Solo)	1	Jukarung	1320 GP	4200 Free	At least level 61
Steel Rose Cargo Hold (Group)	3				
Steel Rose Cabin (Solo)	1	Kikorinerk	1320 GP	4200 Free	
Steel Rose Cabin (Group)	3				
Steel Rose Deck (Group)	3	Tocharung	1320 GP	4200 Free	

Group Search

- At the entrance to an instance or at an NPC you will find the 'seek comrade' function. If you select this menu, you will be able to use the 'find integrated group' system.
- The actual formation of the group can only be carried out at the entrance to an instance or at a NPC, outside of these places, only the reading of messages is possible in the 'Recruit integrated group members list' menu in the 'Find group' window.



- You can change the amount of group members. The selected amount of group members has to be reached in order for you to be able to enter an instance.

Window "Entry preparations"

Group applicants

Recruited group applicants

- If all group applicants are 'prepared', then 'enter' will be activated for the recruited group applicants. You will enter the instance once the recruiting user clicks on 'enter'.
- Even after entering the instance, you will be able to recruit additional group members using the 'find group' window. Only the group leader will be able to use this function however.
- If you want to enter a new instance, you can send a request to a group recruiter, found in 'preparation'.
- If you want to enter an instance that is already underway, you can send a request to a group recruiter who is 'active'.
- If you leave an instance that you have entered via 'find integrated group', you will be removed from the group.

- If you leave a group that you joined using 'find integrated group', you will be removed from the instance.
- The invite/kick group member function is limited for a group that is formed using 'find integrated group'.

Fortress Battle



- In North and South Katalam new fortresses have been added.
 - The Sillus Fortress has been added in North Katalam.
 - The Bassen and Prades Fortresses have been added in South Katalam.
 - These three fortresses each have different constructions.
 - The ownership of these fortresses is, just like the other Abyss fortresses, dependent on defeating the Guardian General.
 - In the fortresses and the surrounding areas, no kisks can be built.
 - In a successful attack / during successful defence you can receive various attack/defence bundles depending on the achievements.
 - If a legion manages to successfully defend a fortress in their possession, the brigade general of the affected legion is given items for a brigade general as well as a reward bundle.
 - When conquering a fortress, the attacking tribe is given a magical buff for a successful attack and the defending tribe is given a magical buff for the failed defence.

The schedule for the new fortress battles in Katalam are as follows:

Time	Mon	Tue	Wedn	Thu	Fri	Sat	Sun
7 PM – 8PM					Bassen Fortress		Sillus Fortress
10 PM – 11 PM	Prades Fortress	Sillus Fortress	Bassen Fortress	Prades Fortress	Sillus Fortress	Prades Fortress	Bassen Fortress

- The Siege Battles surrounding the source in Tiamaranta now does not take place at 10 PM every day.
- The problem that the Aether field, which appears at a fortress that can be seized does not inflict damage on characters, has been fixed.
- A new system has been added, through which mercenaries can be hired for protecting the Katalam Fortress.
 - To hire a mercenary, the player must use the battle's medals and that is only possible through the Hiring Legions Caretaker, who is positioned within the fortress. Only members of the fortress conquerors legion can use this function.
 - When mercenaries have been hired, a mercenary NPC appears at a certain area.
 - These mercenaries disappear when the fortress' status changes and when they die, they do not reappear.
- The firing activation times of "Gate Control" and "Trench Bomb" that appear during the Prades Fortress battle have been reduced.
- The problem that the Battle Medaillon, that was used up for hiring mercenaries did not appear as a system message, has been fixed.

- The HP of the Elyos/Asmodian guard NPCs and those of the Castle Gate that appeared at the Katalam Fortress Battle have been reduced.
- During the Katalam Fortress Battle, the Dredgion Commander appears, whose Guardian General damage was partially reduced.

Garrison Battle



- In some regions of the Balaur, Elyos and Asmodians, new bases have been added.
 - New bases have been added in Eltnen, Heiron, Morheim and Beluslan.
 - New bases have been added in North and South Katalam.
 - The conquest of the bases is dependent on defeating the boss monster that is stationed in the corresponding base.
 - The boss monster stationed in the base only appears a certain time after the conquest.
 - An NPC from another tribe can appear and keep infiltrating the base to defeat the boss monster.
 - If you conquer the base, the Legion Warehouse Manager, General Goods Merchant NPC, Soul Healer etc. of the conquered tribe appear. But an NPC that sells special items can also appear.
- The spawn time of the NPCs in the environment of the corresponding garrisons has been changed.
 - A person has been added for carrying out the daily quest of the Garrison Battles.
 - The re-spawn time of the monsters within the Garrison has been reduced.
 - The re-spawn time of the Vanguard near the Garrison has been reduced.
- In the 79th Garrison a Stigma Merchant appears.
 - Via this merchant, stigmata under level 60 can be sold for AP.


Changelog

General changes

- The maximum character level has been increased from 60 to 65.
- The required EP for leveling up has been reduced.
 - With the reduction of the required EP, the points for Powerful Energy of Repose as well as the Energy of Salvation have been changed.
- EP reduction through the death of your character now applies from level 50.
 - There is no EP loss upon death for characters below level 49.
- Upon character creation, 100 each of the Minor Life Elixir and the Minor Mana Elixir will be gifted in your inventory.
- PVP damage received from the enemy has been reduced.
- The change has been made because you can attack with the equipped bow without needing to own (equip) arrows.
 - Arrows can no longer be equipped.
 - NPC shops no longer sell arrows.
 - The arrows you have already bought can also be sold back to the NPC shops where they were purchased from.
- It is now no longer possible to install a Kisk in the Flight Transporter arrival region of the Northern and Southern parts of Katalam.
- The level of the character where a 5 minute waiting period is set for the character deletion process has been increased from 35 to 45.
- It has now been changed so that an NPC that does not appear can also not be found by using the pathfinder.
- The area where the beginner server can be used has been expanded to include Inggison (Elyos) and Gelkmaros (Asmodian).
 - The conquest of fortresses as well as artefacts is not possible in this area.
 - Infiltration of the opposing tribes is also not possible, as no access to Silentra nor a rift appears.
 - When defeating monsters, you will not receive any abyss points.
 - In certain rooms, you will not be able to switch between the beginner's server and the normal ones.
 - The character level cannot be increased past 56.
 - You have access to the Lower Udas Temple as well as the Udas Temple, however entry is also possible using automatic group formation.
- For certain dungeons, entry on the beginner's server is possible using the automatic group formation function.

Region	Affected Instances
Elysea	Indratu Fortress, Azoturan Fortress and Aetherogenetics Lab
Asmodae	Alquimia Research Center

- A change has been made so that the sound effects of other pets are not necessarily activated.
 - You can turn the sound effects on or off in the sound settings, using 'Sound of other computers' pets ON'.
- If the usage duration of a warehouse pet (i.e. a pet with inventory slots) expires, the items it carries will not be stowed in the player's inventory as before. Instead, you will receive a message containing a list of the affected items. If you buy a new pet that has the same amount of space for items as the previous one, the items will be automatically transferred to the new pet.
- If a Legion fulfills certain requirements, then from now on an enhancement effect will be applied.

Requirement	Effect	Image
Minimum Legion level 3	10% additional EP	
More than 10 players connected		

Skills

- New skills have been added for each of the classes.
 - As Elyos, you can buy them in the Protector's Hall in Sactum and in the Cloister of Kaisinel; as an Asmodian you can buy them in the Capitol Building in Pandaemonium as well as at the Convent of Marchutan, in combat for a post or from a Battlefield Handbook Steward. They can also presumably be obtained in the 'Steel Rose' instance.
 - New Stigmas can be purchased from the Combat Stigma Distributors that can be found on the landing areas as well as the bases for each faction in the Northern and Southern parts of Kalam.
 - New Stigmas can be bought at the bases for lower prices than at the landing areas.
 - Some Stigma skills can be gained as a prize for the fortress battle in the Northern or the Southern parts of Kalam.

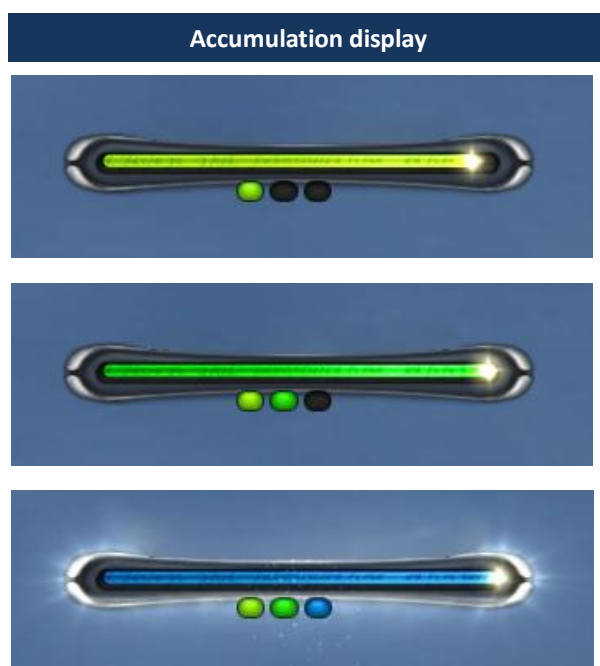
Career	Training level	Skill name	Explanation of skill
Gladiator	10	Absorption Wave I	Damages targets in a close proximity and absorbs 30% of the damage in HP.
	61	Body Blow I	Damages the target and increases your rage.
	62	Magic Defence I	Stigma skill Increases magic reduction by 300 points for 15 seconds and reduces magical resistance by 100 points.
	63	Counterattack Preparation I	Your parry increases by 300 points for 10 seconds.
	64	Dragon Cut Variation I	Inflicts damage on the target in close proximity. Inflicts additional damage when the target is a Balaur.
	65	Raging Blow I	Leap at the target and inflict damage on targets in a radius.
	65	Leg Fetters I	Stigma skill Makes the target unable to move for 10 seconds.
	65	Leg Fetters I	Stigma skill Makes the target unable to move for 10 seconds.
Templar	10	Concentrated Arrest I	Pulls the target towards you.
	61	Bloodsword Slash I	Activation repeatable 3 times Inflicts damage on the target, in doing so your HP is consumed. Inflicts additional damage when the target is a Balaur.
	62	Hand of Restoration I	Stigma skill Restores the HP of the target, in doing so your HP is consumed.
	63	Air Change I	Reduces physical defence for 15 seconds, in doing so your HP is consumed and inflicts additional damage with every attack.
	64	Roar of Encouragement I	Restores the HP of two group members, in doing so your HP is consumed.
	65	Threatening Wave I	Generates a wave that provokes multiple enemies in vicinity to your location for 15 seconds, thereby increasing rage.
	65	Elimination Strike I	Stigma skill Inflicts physical damage on the target.
	65	Elimination Strike I	Stigma skill Inflicts physical damage on the target.
Ranger	10	Swift Shot I	Activation repeatable 3 times

			Inflicts physical damage on the target.
	61	Screaming Rapid Fire I	Activation repeatable 2 times
			Inflicts physical damage on the target in a state of shock.
	62	Instant Sprint I	Stigma skill
			Removes your special status regarding movement and teleports you directly to the front.
	63	Final Storm Attack I	Inflicts physical damage on the target.
	64	Shock Trap I	Builds a visible trap that explodes 3 seconds after construction and throws the target backwards.
Assassin	65	Storm Mine I	Places a mine that does not allow the target to fly, whose flight time sinks and the costs for resistance to shock and sleep status and the reduction of speed are increased.
	65	Seal Arrow I	Stigma skill
			Inflicts physical damage, extends the magical effect duration and reduces attack speed.
	10	Shadow Camouflage I	Can be used during combat and places you in normal stealth mode, in which your movement speed is slightly increased.
	61	Ambush Attack I	Inflicts physical damage on the target; if the attack is carried out from behind, additional damage will be inflicted on the target.
	62	Fleeing Posture I	Stigma skill
			Removes restrictions regarding movement and increases your resistance to stun status for 7 seconds.
Sorcerer	63	Ambush Assault I	Inflicts physical damage on the target; if the attack is carried out from behind, additional damage will be inflicted on the target and they will be poisoned.
	64	Sneak Ambush I	Jump behind the target, inflict physical damage and have a chance to stun them also.
	65	Shadow Illusion I	Chain skill, remove shock
			Places you in normal stealth mode for 3 seconds, which is not removed when you are attacked and your movement speed is not reduced.
	65	Ambush Raid I	Stigma skill
			Inflicts physical damage in stealth mode, where the target is also momentarily stunned.
	10	Wind Arrow I	Activation repeatable 3 times
			Inflicts magical wind damage to the target.
	61	Flame Polearm I	Inflicts magical fire damage to the target.
	62	Remove Sleep State I	Stigma skill
			Makes the target to wake up.
	63	Repeated Protective Shield I	Activation repeatable 5 times
			Generates a shield for 5 seconds, which 100% blocks every attack.
			The shield stays up until you have suffered a certain amount of damage.
	64	Delayed Heatwave I	Inflicts fire damage on your surroundings with a set interval.
	65	Fire of Magic Power I	Inflicts fire damage on the target.
			Inflicts additional damage and throws them backwards when the target is a Balaur.
	65	Induce Deep Sleep I	Stigma skill
			Places the target in sleep and increases all defences.

Spiritmaster	10	Incantation: Energy of the Elements I	Summons the elemental energy from an animal and inflicts magical damage on the enemy.
	61	Elemental Strike I	Inflicts magical water damage on the target. Inflicts additional damage when the target is a Balaur.
	62	Earth Protection I	Stigma skill
			Removes movement restrictions and increases resistance to these for 10 seconds.
	63	Spirit Bloodlust I	Increases the movement speed of your spirit for 5 minutes.
	64	Curse of Magic Power I	Reduces the magic reduction of the target by 200 points for 15 seconds.
	65	Command: Storm of Elements I	Commands the spirit to use the attack skill with range, in doing so 1st HP is consumed. The spirit disappears after the attack.
Cleric	65	Command: Protection I	Stigma skill
			Commands the spirit to protect the target for 20 seconds. Generates a protective shield which, for every attack on the target, the spirit takes 100% of the damage.
	10	Earth Fury I	Inflicts magical earth damage on the target.
	61	Power Blast I	Inflicts magical earth damage on the target, in doing so your HP is consumed.
	62	Sprint Skill I	Stigma skill
			Increases your movement speed by 30% for a maximum of 10 seconds.
	63	Healing Lightning Bolt I	Restores the target's HP.
Chanter	64	Might Enhancement I	Increases your maximum HP and that of your group members near you for 8 seconds.
	65	Healing Splendour I	Restores your HP and the HP of your nearby group members.
	65	Lightning Bolt of Retaliation I	Stigma skill
			Inflicts magical wind damage on the target.
	10	Speed Energy I	Increases your movement speed by 10%.
	61	Repeated Shatter I	Activation repeatable 3 times
			Inflicts physical damage on a stumbling target.
	62	Raging Encouragement I	Stigma skill
			Increases movement speed of allies for 7 seconds, in doing so your HP is consumed.
	63	Split Strike I	Inflicts physical damage on the target.
	64	Space-Time Escape I	Teleports you from the location and reduces rage growth for 15 seconds.
	65	Wind Mantra I	Increases the flight speed of you and your group members nearby by 10% and regularly restores flight time for 3 seconds each.
	65	Backshock I	Stigma skill
			Gathers energy, strikes down the target and in doing so inflicts physical damage on them.

- Further accumulate-able skills have been added.
 - If you use the accumulator, the skills will accumulate; if the affected skill is repeatedly used, a skill that corresponds to the reached phase on the display will be activated.

- If you are hit by an abnormal status or if you carry out another action, the use of the accumulator will be stopped.
- If the active time of the accumulator is over, without you having used the skill in the final phase of the accumulator, it will be cancelled.



The skills for which the accumulator has been planned for are as follows:

Career	Skill name	Final accumulation phase.
Gladiator	Sure Strike III, IV	Level 3
	Devastating Attack VII	Level 3
	Heavy Shattering Strike V, VI	Level 3
Assassin	Stunning Explosion IV, V	Level 2
Sorcerer	Flame Polearm I	Level 2
	Induce Deep Sleep I	Level 3
Cleric	Healing Splendour I	Level 3
	Healing Lightning Bolt I	Level 3
Chanter	Deadly Blow I	Level 3
Gunner	Siege Cannon I ~ III	Level 3
	Restraint Cannon I	Level 3
	Air Defence Bombardment I	Level 3
	Magical Bombardment I ~ III	Level 3
	Fire Cannon I ~IV	Level 3
	Soul Bombardment I	Level 3
	Soul Cannon I ~IV	Level 3
	Shock Cannon I ~ VI	Level 3
	Spirit Cannon I	Level 3

	Firebug Cannon I ~ V	Level 3
	Flame Bombardment I ~IV	Level 3

- The resistance of the Ranger's skill 'Nature's Resolve I' against magical attacks has been increased from one to two.
- The inability to move a part of the Spiritmaster's skill 'Cloaking Word I' has been replaced with the reduction of the movement speed by 90%. The cooldown has been shortened from 10 minutes to 5.
- The Chanter's skill 'Stamina Restoration' has had mana regeneration added as an effect.
- The Cleric's skill 'Life Curtain I' has had mana regeneration added as an effect.
- Upon use of the Cleric skill 'Destructive Power I', the amount of recovery strength to be reduced has been changed from 250 to 150 points.
- The erroneous tooltip explanation for the strengthening effect of the Knight skill Divine Chastisement has been corrected.
- The problem where the quick info for the range of the skill was displayed abnormally when bearing the two two-handed weapons has been resolved.
- A change has been made so that the Sorcerer's 'Homeward Bound corridor' and the 'Illusion Gate I' are visible and attackable for all characters.
- When a Gunner carries out a skill attack and resistance occurs, what happens is that it is falsely displayed as evasion. This problem will be resolved at a later time.
- The problem where you are not moved to the base in Tiamaranta's Eye after beginning the original siege battle has been resolved.
- Gladiator skill "Acute Rupture III": the effect from the previous level repeats itself constantly. Issue has been resolved.
- Assassin Rune Carve effect: if the skill is used against an opponent who generates magic resistance the Rune Carve effect would not be removed. This problem has been resolved.
- The name of the Ranger skill "Seal Arrow I" was displayed incorrectly. This problem has been resolved.
- A problem occurred, where the trap status was displayed as a speech bubble with the "Spike Trap V" and "Flame Spray III" Ranger skills. This problem has been resolved.
- The skill level of the "Stone Skin V" and "Flame Spray VI" Sorcerer skills were displayed incorrectly. This problem has been resolved.
- Sorcerer skill "Stone Skin V": the effect from the previous level repeats itself constantly. Issue has been resolved.
- Change to the Sorcerer skill "Gain Mana I-III": even when it is used, the opponent will not be sent to sleep.
- Passive monsters do not react to the first attack of Sorcerer skill "Delayed Heatwave I". The problem has been resolved.
- The error, where the Sorcerer stigma icon for "Glacial Shard III, IV" was displayed as the skill icon for "Wintry Armour" has been resolved.
- There was an error where the speed of Spiritmaster skill "Withering Gloom I-II" did not increase. The error has been resolved.
- After the Spiritmaster uses the "Water Spirit V" skill and then follows it with "Spirit Preserve I", the strengthening effect will be incorrectly applied. This problem has been resolved.
- With the Spiritmaster's "Spirit Preserve I" skill, the priority is set lower than that of the protective effects that are of a lower level. This problem has been resolved.
- If the Spiritmaster has the effects of "Erosion VI" and "Extensive Erosion IV" running, and from this state applies a skill from the lower level, then the effect in the lower level of the skill will be changed. This problem has been resolved.
- A problem arose, where during the Spiritmaster's use of "Spirit Wall of Protection I" skill resulted in the effects of "Incantation: Water Spirit V" and "Wind Spirit V" being falsely applied. This error has been corrected.
- Tooltip of the Spiritmaster skill "Command: Storm of Elements I" has been displayed incorrectly. Problem has been resolved.
- The level of the Chanter skill "Disorienting Blow III" has been displayed incorrectly. Problem has been resolved.

- There was the error that with the Chanter skill “Numbing Blow III”, the damage was less than that of “Numbing Blow II”. The error has been resolved.
- The damage of the Priest skill “Incantation: Holy Servant V” was falsely applied. The problem has been resolved.
- The MP consumption of the Priest’s “Penance I ~ IV” has been increased.
- In particular situations, the cooldown for the Priest’s “Sprint Skill I” was reset. The problem has been resolved.
- The level of the Gunner’s “Flame Bombardment VII” was displayed incorrectly. The problem has been resolved.
- The Gunner is able to use the “Escape I” skill whilst in silent state. The problem has been resolved.
- In some regions, players were able to use the function “Return to Battlefield” from the apartment after “Homeward Bound”. This problem has been resolved.
- Some skills have not been influenced by movement or by the attack speed. This problem has been resolved.

Instances

- The ‘server-wide group search’ function has been added in the new Instance.

Category	Instance
Group type Instance	Runadium
Alliance type Instance	Katalamize

- ‘Crucible Coliseum’ Arena/Training Camp of Cooperation: amount of people has been changed to 3vs3 team battles.
- ‘Crucible Coliseum’ Levels 61-65 ‘Arena of Cooperation’: a reward item has been added.

Rank	Additional Reward Item
1.	Arena Victory Rewards Chest
2.	Arena Participation Rewards Chest

- The ‘Battle Medallion’ can be received from within the rewards chests.
 - For 1st place, there was the Ticket for the Arena of Glory. This can now be received from within the Arena Victory Rewards Chest.
- Certain instanced dungeons for groups/alliances have been provided with the ‘find integrated group’ function.
 - You can form a group with users from other servers using ‘find integrated group’ and then enter an instanced dungeon together.
 - The instanced dungeons that are usable for this are as follows:

Category	Instanced Dungeon		
Instanced dungeon for groups	Fire Temple	Nochsana Training Camp	Dark Poeta
	Theobomos Lab	Adma Stronghold	Draupnir Cave
	Steel Rake	Udas Temple	Lower Udas Temple
	Indratu Fortress	Azoturan Fortress	Aetherogenetics Lab
	Raksang	Tiamat Stronghold	Empyrean Crucible
	Beshmundir Temple	Rentus Base	Steel Rose (Cargo hold, Cabin, Deck)
Instanced dungeon for alliances	Tiamat’s Hideout	Elementis Forest	Argent Manor

- There was an error in 'Tiamat's Fortress': when fighting against the Brigade General Sadha, the Brigade General's gravity field deformation skill effect was not displayed. This problem has been resolved.
- Crucibles/training arenas have been added for characters between levels 61 - 65.

Instanced dungeon		Entry level
Arena of Discipline	Discipline Training Grounds	61 - 65
Arena of Chaos	Chaos Training Grounds	61 - 65
Arena of Cooperation	Training Camp of Cooperation	61 - 65
Arena of Glory	Training Arena of the Unit	61 - 65

- In one part of the instances, the character level for receiving an item has been changed to match the basic rules for the receipt of items.

Changed Instance Dungeons	
Asteria Chamber	Chamber of Roah
Krotan Refuge	Kysis Fortress
Miren Fortress	Esoterrace

- The elements of the items that are required for entry into Dark Poeta, Crucible Coliseum and Padmarashka's Cave have been changed.
 - Storing in the warehouse has been changed to 'not possible', and changed so that the cube is used as storage.
- A change has been made so that the automatic group formation of 'Abyssal Splinter' and 'Shattered Abyssal Splinter' is not activated.
 - From now on, the affected dungeons can only be entered using a normal alliance organisation.
- The values / amount / positions of the monsters have been changed in some instances.

Instanced dungeon	Change
Alquimia Research Centre	The positions of the monsters
Nochsana Training Camp	Values / amount of monsters
Draupnir Cave	Values / amount / position of monsters
Fire Temple	Amount / position of monsters
Aetherogenetics Lab	Amount / position of monsters
Arkanis Sky Temple	Amount / position of monsters

- The item requirements for entry to Padmarashka's Cave have been removed, so that you may enter the cave without the items that were necessary to qualify for entry previously.
- The problem where you were not able to move when you destroyed the cocoons used by the falling Kaluva, which was opposed by the 'Shattered Abyssal Splinter', has been corrected.
- The problem where the timer that is displayed with the start of the final battle with the Dragon Lord Tiamat in 'Tiamat's Hideout' occasionally also remained after leaving the instance has been resolved.
- The problem where various system messages were displayed according to the type of entry (normal / group formation) when requesting entry into an instance that has a waiting time has been resolved.

NPC

- New routes have been implemented for teleporters in the capital cities of each of the tribes, so that they can move freely in the old Balaurea regions.

Species	Region	Teleporter	Route
Elyos	Sanctum	Polyidus	Sanctum -> Sarpan
			Sanctum -> Inggison
Asmodier	Pandaemonium	Doman	Pandaemonium -> Gelkmaros
			Pandaemonium -> Sarpan

- During teleportation with Aerolink, you now arrive at the Aerolink of the destination.
- The quest prerequisites that limited teleporting in Elysea/ Asmodae have been deleted.
 - Now you can teleport to all regions in Elysea / Asmodae / Balaurea if you master the class change quest.
- Merchant NPCs have been added to the new areas of 4.0, who only buy special items.
 - AP purchase: Ancient Relicts, Abyss Weapons/Armour
 - Kinah purchase: special miscellaneous items
- The values / amount / positions of monsters in some regions have been changed.

Region	Change
Eltne, Heiron	Values / Amount/ Position of monsters
Morheim, Beluslan	Values / Amount / Position of monsters
Inggison, Gelkmaros	Values / Amount / Position of monsters

- Various problems with the guard NPC in the Tamaranta's Eye area that occur at the people's starting point.
- The problem that the voices of some NPCs are played back abnormally has been fixed.
- In North/South Katalam the appearance time and re-spawn time of some monsters have been changed.
- Guard NPCs have been added to some parts of North/South Katalam.
- In some areas of North/South Katalam the skills of the Guard NPCs positioned there have been changed.
- In Inggison the NPC Ambrinerk didn't turn up, this problem has been fixed.
- Some spelling mistakes in some NPC texts have been corrected.
- Some NPC texts have been changed.

Housing





- New furniture has been added.
 - The furniture concerned can be bought for a Guestpetal.
- After the cabinet item expires, the items will not be moved into the inventory.
 - When the cabinet item expires, an email is sent containing information about the expiry of the cabinet as well as about the items that are stored in it.
 - The items in an expired cabinet are deactivated or rather, become immobile and are reactivated/become mobile again when the same cabinet is installed.
- The problem that some furniture could not be installed normally, or moved, has been fixed.
- The problem that <General Goods Merchant> and <Legion Warehouse Manager> were not displayed correctly in the house has been fixed.
- There was the issue that furniture, whose colour could not be changed, could be changed with dyes. The problem has been fixed.


Quest

- With the adding of the new Engineer class, acceptable quests in the new regions of North and South Katalam have been added.
 - The quests in North Katalam are automatically accepted at level 60.
 - The quests in South Katalam are automatically accepted after completion of all quests in North Katalam.
- Quests or rather PVP quests concerning the base battles in the new regions North and South Katalam have been added.
 - Quests concerning base battles can be accepted via the NPC who appears after conquering the corresponding bases.
 - Battle PVP quests are automatically accepted if you are close to the corresponding bases. If you complete another base's PVP quests, the quests are not updated.
- Groups that can complete daily quests in the new regions of North and South Katalam have been added.

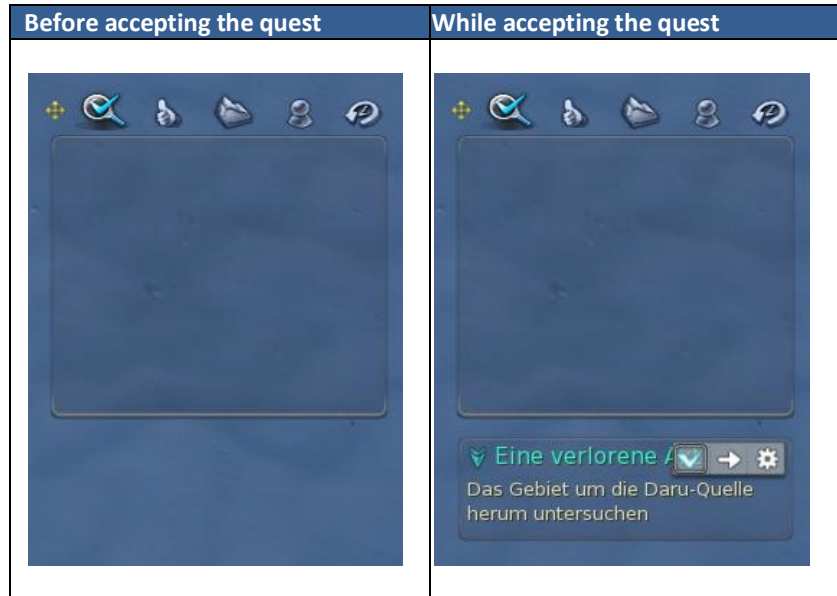
Species	Entry level	Group name	NPC name
Elyos	60	Silverine Limited	Danurinerk
		Green Hat Alliance	Manurunerk
Asmodian	60	Silverine Limited	Dumurinerk
		Green Hat Alliance	Sunarunrunerk

- If you complete the daily quest of Silverine Limited, you can receive the "Silverinerk Insignia".
 - If you complete the daily quest of the Green Hat Alliance, you can receive the "Insignia of the Green Hat Alliance".
- In the new "Steel Rose" instance, acceptable quests have been added.
 - The Steel Rose quests can be accepted by characters over level 63.
- Quests concerning the base battles in Eltnen, Interdika and Inggison for Elyos as well as in Morheim, Beluslan and Gelkmaros for Asmodians have been added.
- For those quests in which armour is offered as a reward, reward equipment has been added for the new engineer class.
- For those quests in which items can be collected, the name of the quest has been added [Gather].
- The acception limit of the quests for Cupboard Maker Master / expert has been removed.
 - Even after completing 2 quests from another production expert / quests from other master engravers, you can still accept the quests from the cupboard maker master / experts.
- The tab [Rift] of the quest window (J) has been replaced with the [War] tab.
 - In the tab [War] quests of the dimension rift, rift defence quests and base battle PVP quests are displayed.
- The UI of the quest display has been improved.
 - Filter tab for recommendation, following, region, level and the last quests have been added and the current quests are displayed separately.

Distribution	Name of the filter tab	Contents
	Interesting Quests	Can be locked onto the registered quests display
	Recommended Quests	Important quests that can be completed on the current level of the character
	Regional Quests	Quests, that can be completed at the current place of the character
	Level Quests	Quests that are either on the same level or up to 2 levels higher/lower than the character's current level.

	The Last Quests	The most recently accepted quests. (After reconnection or a particular time, the list is reset)
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- The display window only appears momentarily when a quest is accepted and disappears after blinking for a short time.



- The size of the display window can be changed.
- The display window can be moved.
- The sequence of the quests registered on the display window can be changed.
- If the list of the registered quests is longer than the window, a slider appears.
- The maximum number of quests that can be registered in the interesting quests tab is 14.
- With fix "action tab" you can fix the positions and hide the border.
- The content of some quests have been changed.
 - The number of gatherable items and monsters that can be hunted have been changed.
 - The level for accepting or completing quests has been changed.
- The problem that the quests '[Group] Surama becomes a traitor' for Elyos and '[Group] Surama was defeated' for Asmodians were not updated when the Brigade General Rekshaka was defeated, has been fixed.
- The problem that the collection items of some quests were not in their own cube has been fixed.
- A quest in the new region Katalam Underground has been added.
 - The Katalam Underground quest can be received from a level of 65.
 - As a quest reward the player can receive the "Ancient Coin".
- If the Sillus, Bassen or Prades Fortresses are conquered, quests in the instances Hall of Knowledge, Idgel Research Laboratory and Void Room can now be carried out that have been recently added.
 - When one of the named fortresses of the same race is conquered, the quest can be received.
 - The quest can be carried out from level 65.
- A quest has been added, which can be carried out in the Runadium and Katalamize Instances, which can be reached via the Katalam Underground.
 - The quest of the Runadium instance can only be received from an Elyos of level 65 once the 'The Legend of the Rune Witch' quest has been completed. Asmodians have to complete the quest 'The Legend of Grendal'.
 - The Katalamize instance quest can only be carried out by Elyos of level 65 once the quest '[Alliance] The Location of the Hyperion Weapon' has been completed. For Asmodians, this quest is called '[Alliance] On Hyperion's Trail'.
- The daily quest 'Balaur Vanguard', which can be received by conquering the Garrison, could only be carried out by the race who had conquered the Garrison. This has been changed now so that all races can carry out the quest.

- If, while carrying out quests in separate rooms, the character moves outside, the quest level is reset to the previous one. A change has been implemented in which the received quest item is deleted in such cases.
- It occurred that the quest index UI in the window mode was displayed incorrectly. This error has been fixed.
- The reward item for the quest 'Shukrunerk's attractive offer' has been changed to the item <Kuporinerk's box containing Ceranium Medal Fragments>.
- One of the legion mission quests '[Daily] Battle in Balaurea' was not renewed in North/South/Underground of Katalam. This problem has been fixed.
- While carrying out the Elyos quest 'Flying Reconnaissance', other quests were also renewed. The problem has been fixed.
- If, whilst carrying out the Elyos/Asmodian quest 'A meeting with an ancient civilisations researcher' the timer is activated and the instance is left behind, the quest level is incorrectly adjusted. This problem has been fixed.
- The Elyos quest '[Service/Weekly/Group] Insignia of the Protectorate' and the Asmodian quest '[Service/Weekly/Group] Crack Drack Bring Ring' has been changed so that it can be carried out as a weekly quest.
- It occurred that the quests in North Katalam, which had to do with Garrison conquest contained an incorrect reward. This has been corrected.
- It is now possible to receive the reward item <Gulkalla's Shoulderguards> when the Asmodian quest 'Destroy the Haramel Facilities' has been completed.
- A change has been added so that the location of the <Malicious Malaki> can be found on the map during the 'A Shulack in Trouble' quest.
- Some missions and quest spelling mistakes and content have been corrected/changed.

Items

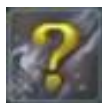
- Aether Revolvers / Aether Cannons / String Instruments have been added as weapons of the new classes.
 - The String Instrument is a weapon that is only for Bards and can be used after the appearance of the Bard.
- Pattern for weapon creation for the new classes has been added.
 - Through weapon creation you can produce an Aether Revolver / Aether Cannons.
 - You can create a string instrument by crafting.
- Ceranium Medal, that is used to buy new Abyss items, has been added.
 - The Ceranium Medal can either be gained as a reward in Fortress Battles in North and South Katalam or by quests.
 - With the quest reward Broken Ceranium that can be accepted at the bases in North and South Katalam, you can receive a Ceranium Medal with a certain chance via a Ceranium administration offer.
 - You have a certain chance of receiving the Mithril Medal from a Ceranium Steward in North and South Katalam.
- New Abyss items for level 65 have been added.
 - You can buy them from the Consumable Item Distributors who are at the landings as well as the bases of the corresponding tribes in North and South Katalam.
 - The Consumable Item Distributors at the bases sell items cheaper than the ones at the landings.
 - For the new Abyss weapons and armour there are equipment restrictions.

Weapons / Armour	Equipment Restrictions
Guardian / Archon Commander	Can only be used by the Commander
Guardian / Archon General Manager	
Elite Guardian / Archon Admiral	Can be used by the Marshall or a higher rank
Elite Guardian / Archon Manager	

Guardian / Archon Admiral	Can be used by an officer with 1 star or a high rank
Guardian / Archon Manager	

- Abyss items and relics can be sold to NPCs anymore.
 - New NPCs have been added in new regions, who you can sell Abyss items and relics to.
 - Of the Abyss items, you can sell those of the levels 40 to 60.
 - The Abyss points received depend on the NPCs that are each located at a particular place.
 - NPCs that are only for legions can sell Abyss items as well as relics for a higher price than normal NPCs.
- New Abyss leather armour for the levels 30 – 60 has been added.
 - There are magic options for the new leather armour.
- The required Abyss points for buying Abyss items for levels 45 – 55 as well as the number of medals have been reduced.
- A system for combining Enchantment Stones has been added.
 - With the combination instrument you can combine two Enchantments Stones to form a new Enchantment Stone.
 - The level of the Enchantment Stone gained through the combination is **randomly** decided according to the levels of the Enchantment Stone materials.
 - Combination is only possible for Enchantments Stones below level 95.
 - The combination instrument can be bought from merchants in each of the villages.
- Idian effect has been added.
 - The Idian effect is a system, in which Idian can put various effects on your weapons.
 - Idian effect can only be used for weapons.
 - When using a corresponding weapon, the Idian effect is used up. Once the whole effect is used up, the Idian value disappears.
 - If you use new Idian for a weapon already provided with Idian, the value of the last used Idian is valid.
 - During dual-wielding only the effect for the right hand is valid; during combination of a dual weapon the Idian effect disappears for the sub weapon.
- The function of the random allocation of the item values has been changed.
 - Before the change: when receiving the item, the random value was automatically valid for the affected item.
 - After the change: when receiving the item, the value stayed in the actual condition.
 - Using the item change with the right mouse button, the random value for the item was valid.

Symbol before the change



Symbol after the change



- New insignia items have been added.
 - By doing quests in North and South Katalam, you can win an Insignia of the Bloody Battle.
 - With the daily quest from the Silverine Venture group, you can win a Silverine Insignia.
 - Through the daily quest of the Green Hat Alliance you can win a Green Hat Alliance Insignia.
 - You can win an Insignia of Conquest from the boss monster of the Steel Rose. (The Insignia of Conquest can later become usable by updating.)
- New items that can be bought with the new Insignias have been added.
 - With the Insignia of the Bloody Battle, you can buy new items from the Weapon / Armour / Accessories Stewards.
 - You can buy new items from the Stewards of the Silverine Venture with the Silverine Insignia.
 - With the Insignia of the Green Hat Alliance, you can buy new items from the Green Hat Alliance's stewards.
- New coin items have been added.
 - Ceranium Coin
 - Can be won from monsters through quest rewards in North and South Katalam.

- With these coins you can buy new items via the Weapon / Armour stewards.
- Ancient Coin
 - You can win Ancient Coins from the boss monsters in North and South Katalam as well as from the monsters of the Steel Rose Instance.
 - You can buy a Return Scroll with these coins via the Shugo Merchant in Pandarung.
- It has been changed so that all fire crucible items can now be stored in the Account warehouse.
- Attributes for precision and magic precision of weapons under level 30 have been adjusted so they appear at the top.
- The requirements for increasing gathering skills have been made easier, so that you can increase the gathering skill more easily.
- Items relating to strengthening or extraction cannot be used in combat anymore.

Actions that are impossible in battle	
Strengthening of Enchantment Stone / Manastone	Mana / divinity donation
Extraction of Enchantment Stone	Idian effect
Extraction of Abyss points	Change of items

- The change means you can now win Aether Revolvers / Aether Cannons, String Instruments from the last reward of the Cat Weapon Guestbloom.
- The problem that with the item Abyss Hat, the extraction of Abyss points was displayed as possible, has been fixed.
- The problem that items were deactivated in particular situations when storing items, has been fixed.
- New crafting: design has been added.
 - The new designs can be purchased from the Crafting Merchants in the capital cities of the corresponding races and from the Design Merchant in North/South/Underground of Katalam.
 - New normal/draconic/special weapons, armour, equipment, accessories and consumable item designs have been added.
 - For some specially created equipment, PVP options have been applied.
- Fortress emblems have been added.
 - Fortress emblems can be received in North and South Katalam in the instances of the corresponding fortresses.
 - In the corresponding race bases in North Katalam and in Pandarung in South Katalam, the bundle with ancient relicts can be purchased from the Fortress Emblem Caretaker.
 - The Fortress Emblem Caretaker in South Katalam, Pandarung changes after a particular time and depending on the merchant, the prices also vary.
 - In the Katalam Underground and at special garrisons, Fortress Emblems can be swapped for other Fortress Emblem Chests at the Fortress Emblem Caretaker's.
 - Swapping Fortress Emblems at the Fortress Emblem Merchant's in a garrison is cheaper than swapping it in the Katalam Underground.
- An item has been added, which the player can buy with Ancient Coins.
 - With Ancient Coins, the player in the Katalam Underground can buy new items from the Ancient Coin Merchant and from the General Goods Merchant.
 - At the General Goods Merchant's in the Katalam Underground there is a certain chance of the player receiving old Manastones or regenerating Manastones depending on the type of Ancient Coin Chest.
 - The armour items purchased with the Ancient Coins, can be bought for Kinah in the Katalam Underground at the Ancient Coin Merchant's.
- An item has been added, which the player can purchase with the Insignia of Conquest.
 - With the Insignia of Conquest, the player can purchase the Chest of Conquest from the Special Services Caretakers who can be found in various garrisons.
 - Depending on the rank of the Chest of Conquest, there's a certain chance of receiving consumable goods and new equipment items.
- There has been a change: for non-identified items the enchantment level and Manastone socketing information is not displayed.

- The coordination only influences the item option skills; the basic enchantment level and Manastone socketing information is retained.
- A colour has been added to the statuses 'good condition' and 'reduced' for Idian.
- A change has been made to the enchantment and extraction items. These cannot be used simultaneously anymore.

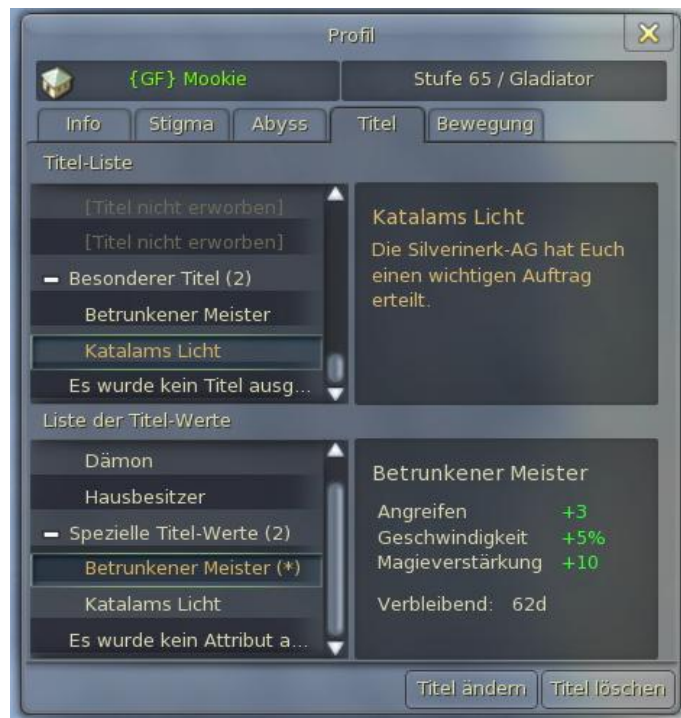
Items that cannot be used together anymore	
Enchantment Stone/Manastone Socketing	Improvement/bestow magic
Extract Enchantment Stone	Combine with Idian
Extract Abyss points	Identify item/re-identify



- The level restriction and element saving of the reward chests with Gold Coins that you can buy in the garrisons, has been changed.
 - There is now a minimum level for using the reward chest with gold coins.
 - The reward chest with gold coins can be saved in the account warehouse.
- There was the problem that the NPCs Guuminerker and Sienrurerker, who are on the Tigraki Island, did not sell draconic weapons. The problem has been fixed.
- Some item prices were incorrectly set in the shops. This problem has been fixed.
- There was the problem that some quest reward items could not be dyed. This problem has been fixed.
- The problem that deep conditioning and blessed conditioning items could not be used, has been fixed.
- For some items, the skills and elements were applied incorrectly. The problem has been fixed.
- Some tooltips have been added for the 100% Manastone Socketing Supplement bundle.
- There were some incorrect descriptions in the title cards that are sold by the Silverine Venture and the Green Hat Alliance. This faulty content has been corrected.
- Some of the priest defence equipment had 'Can be used by Bards' in their tooltips. This content has been deleted.
- Some item names were displayed incorrectly. The problem has been fixed.
- The look and effects of some items were incorrectly visualised. This error has been fixed.

UI

- The general designs and colours of the UI have been changed.
 - The design of the login screen has been changed.
 - The design of the character creation window has been changed.
 - Engineer (M)/Engineer (F) has been added to the class selection screen.
 - In the Recommended Appearance menu, you can select 'sexy', 'innocent', 'sweet' and 'unique'.
 - In the preview menu, you can view the appearance with 'clothing', 'wings' and 'skills'.
 - In the face settings menu, you can customise your character's face with 'preset', 'gestures', 'hairstyle' and 'makeup / tattoo'.
 - The general design of the character selection screen has been changed.
 - The general design and the colours of the game screen have been changed.
 - The change consists of the effect of the game guide notes becoming even more prominent.
- The menus of the settings window have been ordered in categories.
 - Game settings: the settings for character, status tab, action tab, operation or time, community, battle information and other functions can be changed.
 - Graphics settings: screen settings, graphics settings, graphics engine settings and other settings can be changed.
 - Sound settings: the volume and other sound settings can be changed.
 - Key layout: settings for operation, combat, group / alliance, insignias, windows and action tab can be changed.
 - The functions 'Block whispering under level 1' as well as 'Open AION website after the game' have been deleted.
 - The UI window background of the system settings has been made invisible.
- The change consists of the name and value of the title being able to be set separately.
 - If you select a title on the title list, only the name and not the value is named.

- If you select a title on the title value list, only the value of the title is named.
- To fully receive the title, you have to click on 'Change title' in the title list as well as the title value list.
- As required you can select 'No title' or 'No value' to select a required title.



- UI of the tooltip for items has been changed.
 - Tooltip for weapons and armour have been divided into several pages so that they don't cover up the screen.
 - You can go onto another page by either putting the mouse cursor on the item's symbol and rolling the mouse wheel up or down whilst holding the <Alt> button or by clicking on  below in the tooltip window.
 - In the tooltip for the item link you can go to another page, by either rolling the mouse wheel up or down on the tooltip in the UI window or clicking on  below the tooltip window.
 - On the summary page you can find basic information.
 - The attributes displayed on the summary page, aside from set effects, are added to the attributes of the items (option, Manastone, sharp, divine-/magic improvement, composition) and the basic attributes and additional attributes are displayed individually.
 - By mousing over the symbol of elements as well as Manastones you can see detailed information.
 - On the exact values you can see more detailed information about your values.
 - You can see simple values, option values, Manastone information, Idian information and values of magic/divine improvement.
 - On the elements page you can find information about the elements.
 - You can see information about sets, item properties, plastic surgery and hair dye.
- The tooltip UI, which is displayed after selecting the target, has been improved.
 - The design of the target's UI window, which is displayed after selecting a monster, has been changed.
 - When mousing over the target UI window, an additional tooltip now appears.
 - On the target UI window, that is displayed after the character selection, now displays information about the character's MP.
 - Grade and attributes of the NPC have been added to the target tooltip.
 - The monsters' grades have been added to the target tooltip.

- A system for managing private channels has been introduced.



- By selecting [Start menu – Community – Manage private channels] or entering '/privatechannelmanagement' on the channel window, a popup appears in which you can manage your private channels.
- On the private channel window there is a list of private channel as well as information about the selected private channel.
- By clicking on [Create channel] you can create a channel and by clicking on [Enter channel], enter an existing private channel. You can leave the channel by selecting the corresponding channel and clicking [Leave channel].
- By clicking on [Info], help appears over the manage private channel window.
- The functions and commands are the same as the existing private channels. If you create, enter or leave a channel by entering a command in the chat window, the private channel popup appears.
- The change consists of a cube popup appearing in bundle form when you receive quest, coins and medal items by disassembling items.
- On a transparent map the grounds on which a character can move are now displayed.
 - This function is currently only used for some regions and will be valid for all regions soon.
- When you mouseover a position, in which several instanced dungeons have been put together, the information of each dungeon is now displayed simultaneously.
- For classes that use magic attack, the character information has been changed so that magic attack is displayed instead of attack.
- The names of items, that cannot be gathered due to too high a gathering skill value, have been changed to light pink instead of red.
- The function "Change weapon" has been revised, so that it is easier to use than before.
 - Even while the character is fighting, evading or firing, he can use the "Change weapon" function.
- Display of UI when a character/NPC is selected has been changed.
- The receipt of items from the loot window has been changed the following ways.
 - When the loot window is open, you can use <Tab> to receive items from your loot window.
 - When the loot window is open and the character is in attack/chat/item receipt status, the selected items can be received with the shortcut <C>. This shortcut can be changed under [Settings – Key settings – Combat] at 'Attack/chat/receive item'.

- When the loot window is open, all items can be received by <Shift +C> . The shortcut can be changed under [Settings – Key settings – Function] at “Take all items”.
- If points are received with the instance at the point UI, it will now only be displayed on FX.
- The problem that in special situations the skill display of the opponent was in the wrong place has been fixed.
- There was the problem that the voice of the character changed into the standard voice if the appearance was changed. This error has been fixed.
- For players that selected ‘normal’ in the graphics settings, there were some areas in which the sky background did not change correctly. This error has been fixed.