AION

Patch Notes 4.5

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Character

Aethertech

The new "Aethertech" class has been added!

- Engineers can become Aethertechs via the Daeva class change mission.
- Aethertechs use a Mech in combat. To mount this Mech, the player needs a two-handed weapon, namely the Aether Key.

Ever since the Elyos/Asmodians discovered Petralith, they began researching new weapon types. With the aid of the building plan and components from the Sauro War Depot, they built parts of the machine, taking the energy source from Hyperion's Id technology. The final result was the Aethertech's Mech.

The Elyos/Asmodians think that the Aethertech will signify a turning point in combat, if only the strong one-hit attack, fire power and the protection armour, which the Id energy uses, are implemented effectively.

Other Character Changes
1. Receipt/reduction of amount of Abyss Points according to PvP victory or defeat has been changed.
   - Abyss Points received after a PvP victory have been adjusted according to the ranks.
   - Abyss Points deducted after a PvP defeat have been adjusted according to the ranks.
   - The maximum Abyss Points received within a particular time has been adjusted according to rank.
2. Fixed a problem when the Gunner morphed substances and the weapon was displayed.
3. While a "Windstream" is being used, targets cannot be selected anymore.

4. Fixed a problem with characters cancelling their travel via Windstream and landed but died suddenly.
5. Part of the character's emotes have been corrected.
6. Fixed a problem with characters that were teleported into another region and couldn't move imminently after their arrival.
7. Essence extraction and clicking on buildings were cancelled without a reason. This problem has been fixed.

Instance

New instances have been added to the Katalam Underground and to the upper Abyss!

Rune Shield Tower

The east of the Katalam Underground is the region with the highest Id content. The ancient Rune tribe built the shield tower to protect this area from attacks. The Rune Shield Tower contains the Rune tribe's Shield Generators, which the shield obtains its energy from. But ever since the Beritra Army's 43rd Destruction Squad destroyed part of the device during their invasion, Daevas have had to manually provide the Shield Generator with energy to keep the shield intact. The 43rd Destruction Squad is now trying to use the fact that the Daevas can't use the Idium and Rune technology of the Shield Tower due to the weakened shield, to destroy the Shield.

The Elyos/Asmodians are trying to keep the Shield Generators intact, as the whole Katalam Underground could be in grave danger if the Rune Shield Tower is destroyed. The ancient Rune technology is integrated in the tower, which would then also disappear. This is why they are always sending Daevas to the Shield Tower to, on the one hand, keep the generator active and on the other, defend the Shield Tower from invasions by the 43rd Destruction Squad.

The entry NPC for the Rune Shield Tower is in the Katalam Underground in the "Tower Crypt".

Instance	Players	Level	Entry Count Reset time	Entry Count for Starters	Entry Count for Gold Pack
Rune Shield Tower	6	65+	Every Wednesday at 9 AM	2	4

Steel Wall Bastion Battlefield

Commander Pashid conquered the Steel Wall Bastion which is an important entrance in Katalam. However, the Pashid Legion had suffered great damage in the battle at the Steel Wall Bastion and was weakened by it. The Elyos/Asmodians were aware of this, which is why they sent their troops to the Steel Wall Bastion.

The Elyos/Asmodians have begun fighting against the Balaur to seize the base at the Steel Wall Bastion. However, as both factions have the Steel Wall Bastion as a target, a battle between the Elyos and Asmodians is starting now as well. That's why it is called the Steel Wall Bastion Battlefield, as this is the place where Asmodians, Elyos and Balaur fight each other, all with the same aim of conquering this area.

The "Steel Wall Bastion Battlefield" is an instance where 24 people fight against 24 people, have to eliminate all monsters within 40 minutes and win against the opposing faction.

	Entry Requirements
Entry level	Level 61 to 65
Entry mode	Group/Alliance, Quick Group/Alliance
Players	At minimum of 24 from every faction

- Members of the Group/Alliance cannot enter if they do not meet the level requirements.
- The "Steel Wall Bastion Battlefield" can only be entered at particular times.

	Entry days of the Week	Entry Time	Entry Count for Starters	Entry Count for Gold Pack
Entry requirement	Every Sunday	Midnight – 2 AM 12 - 2 PM	1	2

- A system notification appears and the entry button is activated in the lower half of the screen when the instance can be entered.

Upper Abyss

Balaur Lord Beritra wanted to expand his territory after seizing Katalam, by also trying to seize Reshanta. The Makarah Legion of Reshanta had been weakened by the long battle against the Elyos/Asmodians. Beritra knew this and secretly sent the Baranath Legion to Reshanta. The Baranath Legion showed the Makarah Legion the power and authority of Beritra and demanded that they submit themselves to the Beritra. The Makarah Legion had no other choice but to promise they would, as they knew they were weaker than Beritra. This meant that the battle fortress fell into Beritra's hands.

The Elyos/Asmodians discovered this and planned to strengthen their armed forces in the fortress so that they could defend themselves against the Beritra army. Now it's up to the Elyos/Asmodians to occupy artefact bases and best utilise the siege weapons to seize or defend a fortress. A tough fortress battle against powerful opponents is starting in the Abyss.

- In the Upper Abyss, instances have been added, available to characters level 61 and higher.
  - The new instances have the same setup as the existing level 40 versions. Players can enter either instance versions depending on their current level.
- Characters belonging to the faction that conquered the fortress can enter the Krotan/Kysis/Miren War Fortress.
- Characters belonging to the legion that conquered the fortress can enter the Krotan/Kysis/Miren War Fortress.
- The entry NPC is at the same location. Normal characters can enter the standard instance through the entry gate. Characters belonging to the conquering legion must go to the "Officer for Legion Recruits" to be able to enter the instance.

Instance	Players	Level	Entry Count Reset Time	Entry Count for Starters	Entry Count for Gold Pack
Krotan War Fortress	6	Level 61-65	Daily at 9 AM	4 (Shared	7 (Shared)
Krotan Legion Fortress	6	Level 61-65	Daily at 9 AM		

Kysis War Fortress	6	Level 61-65	Daily at 9 AM	4	7
Kysis Legion Fortress	6	Level 61-65	Daily at 9 AM	(Shared)	(Shared)
Miren War Fortress	6	Level 61-65	Daily at 9 AM	4	7
Miren Legion Fortress	6	Level 61-65	Daily at 9 AM	(Shared)	(Shared)

Miscellaneous

1. The new instance entry restriction is determined by the entry count.

Before	After

- When the instance is entered, the entry count decreases.
- When all entries have been used, the cooldown time until reset will be activated.
- The instance information shows how many entries are possible.

Instance Information Display	Description
	The instance information displays: Remaining entries/max. entries
	Instance that can be entered without entry limit.

	Is displayed if the level is too low to be able to enter the instance.

- The following list shows the instances that can be entered several times and at what time the number of entries is reset.
    - i. Open = accessible without limitation
    - ii. Weekly = is reset Wednesdays at 9 AM
    - iii. Daily = is reset every morning at 9 AM

Instances	Reset (Gold Pack)	Count (Gold Pack)	Reset (Starter)	Count (Starter)
Indratu Fortress	Daily	0	Wed	0
Draupnir Cave	Daily	5	Wed,Sat	5
Fire Temple	Daily	0	Wed	0
Aetherogenetics Lab	Daily	0	Wed	0
Alquimia Research Centre	Daily	0	Wed	0
Theobomos Lab	Daily	0	Wed	0
Adma Fortress	Daily	0	Wed	0
Nochsana Training Camp	Daily	5	Wed,Sat	5
Dark Poeta	Daily	2	Wed,Sat	2
Sulfur Tree Nest	Daily	1	Wed,Sat	1
Siel's Right Wing Chamber	Daily	1	Wed,Sat	1
Siel's Left Wing Chamber	Daily	1	Wed,Sat	1
Asteria Chamber	Daily	1	Wed,Sat	1
Chamber of Roah	Daily	1	Wed,Sat	1
Krotan Chamber	Daily	1	Wed,Sat	1
Kysis Chamber	Daily	1	Wed,Sat	1
Miren Chamber	Daily	1	Wed,Sat	1

Steelrake	Daily	5	Wed,Sat	5
Dredgion	Daily	3	Wed,Sat	3
Azoturan Fortress	Daily	0	Wed	0
Udas Temple	Daily	5	Wed	5
Lower Udas Temple	Daily	5	Wed	5
Beshmundir's Temple	Daily	2	Wed,Sat	2
Taloc's Hollow	Daily	1	Wed,Sat	1
Chantra Dredgion	Daily	3	Wed,Sat	3
Abyssal Splinter	Wed	3	Wed	1
Kromede's Trial/	Daily	5	Wed,Sat	5
Haramel	Daily	0	Wed	0
Elementis Forest	Daily	1	Wed,Sat	1
Argent Manor	Daily	1	Wed,Sat	1
Rentus Base	Daily	2	Wed	2
Aturam Sky Fortress	Daily	1	Wed,Sat	1
Esoterrace	Daily	1	Wed,Sat	1
Empyrean Crucible	Daily	1	Wed,Sat	1
Raksang	Daily	5	Wed	5
Crucible Challenge	Daily	1	Wed,Sat	1
Muada's Trencher	Daily	1	Wed,Sat	1
Padmarashka's Cave	Wed	1	Wed	1
Terath Dredgion	Daily	3	Wed,Sat	3
Steel Rake Cabin	Daily	5	Wed	5
Satra Treasure Hoard	Daily	1	Wed,Sat	1
Hall of Knowledge	Daily	1	Wed,Sat	1
Tiamat's Fortress	Daily	1	Wed,Sat	1
Tiamat's Hideout	Wed	5	Wed	2

Idgel Research Laboratory	Daily	1	Wed,Sat	1
Steel Wall Bastion	Daily	1	Wed,Sat	1
Shugo Emperor's Tomb	Daily	1	Mo,Wed,Fri,Sun	1
Shattered Abyssal Splinter	Wed	3	Wed	1
Corridor of Betrayal	Daily	1	Wed,Sat	1
Landing Stage of Steelrose (Solo)	Daily	1	Wed,Sat	1
Katalamize	Wed	2	Wed	1
Runadium	Wed	4	Wed	2
Kamar's Battlefield	Daily	2	Mo,Wed,Fri,Sun	2
Cabin of Steelrose (Solo)	Daily	1	Wed,Sat	1
Sauro War Depot	Daily	1	Wed,Sat	1
Refuge of the Rune Tribe	Wed	4	Wed	2
Landing Stage of Steelrose (Group)	Daily	1	Wed,Sat	1
Void Room	Daily	1	Wed,Sat	1
Jormungand Bridge	Wed	4	Wed	2
Idgel Research Lab (Legion)	Daily	1	Wed,Sat	1
Void Room (Legion)	Daily	1	Wed,Sat	1
Hall of Knowledge (Legion)	Daily	1	Wed,Sat	1
Jormungand's Marching Route	Daily	2	Mo,Wed,Fri,Sun	2
Steel Wall Bastion Battlefield	Wed	2	Wed	1
Rune Shield Tower	Wed	4	Wed	2
Krotan Legion Fortress	Wed	7	Wed	4
Kysis Legion Fortress	Wed	7	Wed	4
Miren Legion Fortress	Wed	7	Wed	4
Krotan War Fortress	Wed	7	Wed	4
Kysis War Fortress	Wed	7	Wed	4
Miren War Fortress	Wed	7	Wed	4

- Solo instance can be re-entered after 10 minutes.
- Group instances reset when the group with which you previously left the instance, is dissolved and you re-enter with a new group.
- In Battlefields, Arenas and Dredgions, entry will still only be possible at specified times.
- Instances, which had standard entry times, can now be entered daily.

Instance List		
Runadium	Refuge of the Rune Tribe	Jormungand Bridge
Katalamize	Corridor of Betrayal	-

- The time scrolls have been renamed, corresponding to the changed number of entries.

2. Some attributes/amounts/locations of instance monsters have been adjusted as follows:

Instance		Adjustment
Nochsana Training Camp	Indratu Fortress	Monster attributes adjusted
Aetherogenetics Lab	Udas Temple	
Alquimia Research Centre	Lower Udas Temple	
Azoturan Fortress	-	
Fire Temple	Theobomos Lab	Attributes, locations and number of monsters adjusted
Steel Rake	Adma Fortress	

3. The problem that characters who died on the Instance Servers were revived on the normal server has been fixed.
4. Fixed a problem at "Aturam Sky Fortress" which prevents players to continue playing if a creature was attacked that was only there for display purposes.
5. If Yonkie, Yonk, Tukie and Tuk disappear in the "Idgel Research Laboratory" and "Idgel Research Laboratory (Legion)" after a specified amount of time, a system notification appears now.
6. The combat style of Rune Witch Grendal in "Runadium" has been changed to some extent.
7. The combat style of some monsters in the "Sauro War Depot" has been changed.
8. Fixed a problem in the "Void Room (Legion)" where some monsters were positioned incorrectly.

9. Fixed a problem which made it possible for players who had transformed into Guardian Generals, to switch between instance servers.
10. Fixed a problem with players not able to continue moving whilst playing in "Jormundgand's Bridge", even if the bridge to the cannons appeared.
11. If one was playing in "Kromede's Trial" and the skill items were used, these remained in the inventory even upon leaving it. This problem has been fixed.
12. Defence soldiers that are stationed at the "Steel Wall Bastion" and are defending the Inner Floodgate (or the inner wall) now have 10% less health points.
13. Attributes have been drastically reduced for some of the monsters in the "Steel Wall Bastion".
14. Some of the locations of the exits, which appear after completing the instances, have been changed.

Instance
Runadium
Katalamize

15. Tamer Anikiki, who is at the "Steel Rake Cabin" moved strangely, so that it was difficult for players to eliminate him. This behaviour has been corrected.

Fortress Siege

1. The number of characters, who receive the reward "Top Rank Hero" after successfully defending or conquering all fortresses, has been increased.

Fortress Battle	Number of people before the change	Number of people after the change
Katalam Fortress Battle	10	12
Inggison/Gelkmaros Fortress Battle	10	12
Upper Abyss (Centre) Fortress Battle	10	12
Lower Abyss Fortress Battle	10	12
Core Abyss Fortress Battle	20	24
Upper Abyss (Outer) Fortress Battle	15	18

2. If defence is successful in all fortress battles, the brigade generals of the legions receive consumable items as a reward. These bundles now contain more items.
3. If the defence of the fortress in Katalam is successful, the brigade general of the legion now receives high quality sacred items from the Rune tribe, Battle Medallions and Pure Crystals of Recovery.

Skills

1. New skills have been added for various classes.
   - New skills can be purchased from the respective class skill merchant in the capital cities.

Class	Level	Skill	Description
Gladiator	65	**Blade of Incitement I**	Inflicts physical damage on a target from up to a 21m distance and increases its rage against you.
Templar	65	**Flight: Doom Lure I**	Inflicts physical damage on a target from up to a 20m distance and then drags it directly in front of you. Can only be used in flight.
Assassin	65	**Flying Dagger I**	Inflicts physical damage on a target within a 20m range. A stun causes additional damage. Can only be used in flight. Chain Skills Level 2 Throw Dagger – Flying Dagger
	63	**Evasive Boost II**	Evasion will be increased by 350 for 20 secs after successful evasion.
Ranger	65	**Weakening Arrow I**	Causes physical damage on the target. Parry of the target is reduced by 300 for 10 sec., evasion and blocking are both reduced by 300.
Sorcerer	65	**Embers I**	Inflicts magic fire damage on a target up to 25m in the distance. Chain Skill Level 3 Blaze - Embers
	63	**Refracting Shard II**	Gives a target up to a distance of 25m, magic water and absorbs 50% of the damage as MP.
Spiritmaster	65	**Wilderness Rage I**	Inflicts magical earth damage on a target at up to a 25m distance, according to accumulation level. It is an accumulation skill.
	63	**Backdraft II**	Inflicts magical fire damage on a target up to a 25m distance away and absorbs 100% of the damage as HP and 50% of damage as MP.
Chanter	65	**Vehemence Strike I**	Inflicts physical damage on a target. Chain skill level 4 Split Strike - Vehemence Strike
Cleric	65	**Stunning Hammer I**	Causes physical damage on a target. The skill effect time is increased by 50% for 8 seconds.
Gunner	65	**Flight: Shot I**	Inflicts magical wind damage on a target up to a 20m distance away. The target's flight speed is reduced by 20% for 12 seconds. Can only be used in flight.
	19	**Materialised Wall Form II**	For 10 secs, every time that you suffer an attack, there's a 100% chance that a shield will be established which will absorb 50% of the damage. (The shield will stay activated until it has absorbed its maximum damage.)
Bard	65	**Melody of Cheer I**	The attack speed is increased by 20% for 15 secs.

2. Some class skills has been changed.

Class	Skill	Change Content
Gladiator	Magic Defence I	Magic balance has been increased from 300 to 500.
Templar	Elimination Strike I	The damage has been increased.
Ranger	Venomfinder Shot I	Has been changed to a chain skill level 3 and damage has been increased.
Chanter	Deadly Blow I	When a stage 3 attack is carried out and the opponent suffers damage, the range is increased by 6m.
Cleric	Summon Holy Servant I-V	The attack success rate has been increased.
Bard	Harmony of Death I-IV	The MP consumption for this skill has been reduced.
	Echo der Elegance I-IV	The MP consumption for this skill has been removed.
	Variation of Peace I-VII	When you use this, MP recovery is increased and in a stage 3 attack, the range is increased from 4m to 10m.

3. Some of the Bard's skills have been improved.
   - For some skills the hit effects on opponents, the speed and the motion speed have been increased.

Motion Speed	Hit Speed
Sea Variation	Barrier
Illusion Variation	Dance of the Jester
March of the Jester	Magic Disruption Tone
Dance of the Jester	Breathtaking Blast
Harmony of Earth	Requiem of Oblivion
Harmony of Wind	March of the Bees
Tsunami Requiem I	Piercing Grating Sound
Sound of the Breeze	Attack Response
Attack Response	Mosky Requiem
Gust Requiem	Paralysis Response
Acute Grating Sound	
Requiem of Oblivion	
Symphony of Wrath	
Symphony of Destruction	
Barrier	

Breathtaking Blast
Disharmony
Healing Variation
Battle Variation

4. The skill name "Aerial Snare" has been changed to "Aether's Hold".
5. The number of Seeds of Transformation required for transforming to Guard General I-V has been changed.
6. If a skill was carried out on a target during flight, it occurred with a delayed reaction. This problem has been fixed.
7. Dodge and resistance effects of some skills have been increased:
   - The following skills are affected by the increase:
     - Focused Evasion I
     - Aethertwisting I
     - Spelldodging I
     - Nature's Resolve I
     - Controlled Evade I
     - Illusion I
     - Contract of Resistance I
   - Some skills that couldn't be dodged or resisted now can be.
8. When the Spiritmaster in the Abyss region uses the skill "Summon: Group Member I" to summon group members, the skill didn't work. The error has been fixed.
   - In some regions of the Upper Abyss, including the "Miren Fortress, Krotan Fortress, Kysis Fortress", it isn't possible to use the skill "Summon Group Member I".
9. Some skills have been changed:
   - The cooldown time for the Gladiator's "Strengthen Wings I" has been changed to 3 minutes.
   - The mag. precision of the Templar's skill effect of "Punishing Wave V" has been increased.
   - The mag. precision of the Assassin's Seal Explosion I-V has been increased.
   - On combo level 3 for the Gunner's "Restraint Cannon I", the magical precision has been increased.
   - The mag. precision for the Bard's skills "Dance of the Jester I" and "March of the Jester I" has been increased.
   - The mag. precision has been increased for the Cleric's "Root I" effect. -
   - The mag. precision has been increased for the Sorcerer's "Sleep I" and "Curse: Tree I" skills.
   - For the Chanter's "Magic Mantra V", the value of mag. precision has been increased to 60 from 50.
10. When the Assassin used "Apply Poison V", the values for bestow magic, bestow DP and Idian weren't consumed. This problem has been fixed.
11. The Spiritmaster's skill of summoning spirits can now also be used during flight.

Abyss

1. Krotan, Miren and Kysis Fortresses in the Upper Abyss have been changed for players of level 65.
   - The Guardian NPCs, who are at the fortresses, have been changed from level 50 to level 65.
   - When a fortress is vulnerable, a Guardian NPC appears who has been upgraded from level 50 to level 65.
   - General Goods Merchants, Legion Merchants and other NPCs and have been added in fortresses.
   - When a fortress is vulnerable, additional defence towers appear at some of the locations where defence weapons previously appeared.
   - The defence towers can only be used by legion members that have occupied the fortress. To be able to use the tower, you require a special item.
   - The reward for a successful fortress siege (Attack/Defence) has been increased.

Abyss/Katalam Offense Reward						
			Gold Pack		Starter	
Area	Class	# of receivers	Reward item	quantity	Reward item	quantity
Abyss	1	12	Ceranium medal	3	**Ceranium medal**	**1**
	2	40	Ceranium medal	2	**Mithril medal**	**3**
	3	40	Ceranium medal	1	**Mithril medal**	**2**
	4	100	Mithril medal	2	**Mithril medal**	**1**
Katalam	1	12	Ceranium medal	4	**Ceranium medal**	**1**
	2	30	Ceranium medal	2	**Mithril medal**	**3**
	3	50	Ceranium medal	1	**Mithril medal**	**2**
	4	200	Mithril medal	2	**Mithril medal**	**1**

   - The reward for the Brigade General, when a conquered fortress has been successfully defended, has been increased.
2. Artefacts in the inner Upper Abyss have been changed to level 65.
   - The level of the NPCs guarding the artefact has been adjusted from level 50 to level 65.
   - Some artefacts now have changed names and changed skill effects.
   - The item that is needed to activate the artefact has been changed.
3. In the centre of the Upper Abyss, two new artefacts have been added.
   - To occupy the artefacts, the guardian must be eliminated.

- When the artefact has been occupied, an artefact Activation Stone can be used in order to use the artefact skill.
- When the artefact has been occupied, a defence tower and mountable cannons appear.

Artefact Base

4. The maximum number of soldiers that can receive a reward when a Balaur Fortress and Katalam Fortress have been successfully attacked/defended, has been increased by 180 people and 200 people respectively.
5. The chance of a Dredgion appearing in the Reshanta Region has been reduced.
6. The siege times of the Upper and Lower Abyss have been changed:

Fortress Battle Times of the Upper and Lower Abyss Plains							
	Mon	**Tue**	**Wed**	**Thu**	**Fri**	**Sat**	**Sun**
4 PM	Roah Sulfur Asteria	Siel's Eastern & Western Fortresses	Roah Sulfur Asteria	Siel's Eastern & Western Fortresses	Roah Sulfur Asteria Siel's Eastern & Western Fortresses		
11 PM	Krotan Miren	Kysis Miren	Krotan Kysis	Krotan Miren	Krotan Miren Kysis		

7. The effects for the activation of artefacts have been changed in the centre of the Upper Abyss.
8. The skill effect of the Hellfire artefact in the centre of the upper Abyss has been changed.

Honour Points

1. A new honour points system has been added.
   - Honour points are calculated with the existing Abyss Points by rank. This is new content.
   - To advance to an Officer 1 star, the character needs a specified number of honour points.
   - If a character is below the rank of a rank 1 soldier, they can reach their rank in the usual way with Abyss Points.
   - Every day at 12 PM ranks are recalculated. All characters that have a higher rank than Officer with 1 star, will have a specified number of honour points deducted according to rank and ranking. However, they won't be deducted from characters that are killed by another character or a monster.
   - Honour points are initially calculated and distributed during the 4.5 update according to Abyss Points (relics are not counted), the rank and the ranking of the character. When honour points are distributed, Abyss Points are retained, but characters under level 50 and characters that have less than 30,000 Abyss Points will will be exlcuded from the calculation.
   - Brigade Generals from legions that own a special fortress can receive Fortress Honour Points. (But if a fortress isn't successfully defended, or another Brigade General is elected, the honour points that the fortress has been given will disappear.)
   - If a legion that owns a special fortress has successfully defended the fortress, all ranks starting from Deputy Brigade General will receive honour points every time too.
   - Honour points are only used during ranking calculation. Abyss items can be purchased as usual with Abyss Points.
   - Honour points can be gained through fortress battles, eliminating boss monsters, as a quest reward and from instances (depending on how high the amount was during a fortress battle, part of the honour points can still be gained even if the attack/defence failed.)

Instance List		
Battlefield of Kamar	Battlefield of the Steel Wall Bastion	Jormungand Marching Route
Katalamize	Arena of Glory (Level 61-65)	

Quest

1. New missions and quests have been added for the "Aethertech" class.
   - Items for Aethertechs have been added to the missions and quests.
2. New quests have been added to the "Steel Wall Bastion Battlefield" and the "Rune Shield Tower".
   - The quest "Battlefield of the Steel Wall Bastion" can be received in South Katalam from NPCs in the Pepe Garrison and the Phon Garrison.
   - The "Rune Shield Tower" quest can be received from an NPC in the development area in the Katalam Underground.

Shield Tower of the Rune Quest			
Faction	Level	Quest Name	NPC
Elyos	65	**Shield Tower Researcher Tonda**	Liponia
		Defence against the 43rd Destruction Squad	Tonda (inside the Rune Shield Tower)
		Terrible Machine Weapon	Tonda (inside the Rune Shield Tower)
Asmodians	65	**Shield Tower Researcher Kamens**	Nivella
		Stop the 43rd Destruction Squad	Kamens (inside the Rune Shield Tower)
		Powerful Machine Weapon	Kamens (inside the Rune Shield Tower)

Steel Wall Bastion Battlefield Quest			
Faction	Level	Quest Name	NPC
Elyos	61	[Alliance] Eliminating Pashid	Demades
		[Alliance] Capturing the Steel Wall Bastion Battlefield	Demades(Steel Wall Bastion Battlefield)
		[Alliance] Entering the Fortress	Demades (on the Steel Wall Bastion Battlefield)
Asmodians	61	[Alliance] The End of Pashid	Latkel
		[Alliance] Recapturing the Steel Wall Bastion	Latkel (on the Steel Wall Bastion Battlefield)
		[Alliance] Breaking Through the Fortress Gate	Latkel (on the Steel Wall Bastion Battlefield)

3. New instance quests have been added inside the fortress at the Upper Abyss.

- For the new instances and legion instances, corresponding quests have been added.

Abyss Reward Quest			
Faction	**Level**	**Quest Name**	**NPC**
Elyos	61	Eliminate the Krotan Lord	Dirandera
		Eliminate the Kysis Duke	Paean
		Eliminate the Miren Prince	Poeas
Asmodians	61	Eliminate the Krotan Lord	Lashik
		Eliminate the Kysis Duke	Eraugea
		Eliminate the Miren Prince	Herder

4. New Abyss Siege quests have been added.
   - As the fortresses Krotan, Miren and Kysis have been changed to level 65 in the upper area of Reshanta, new corresponding quests have been added.
   - The previous Abyss fortress siege quests cannot be kept and the quests that players have already accepted, will be changed to "Completed".

New Elyos Fortress Battle Quest	
Quest Name	**Level**
[Group] Attack on the Archons at the Krotan Refuge	61
[Group] Attack on the Asmodians at the Krotan Refuge	61
[Group] Attack on the Archons at the Kysis Fortress	61
[Group] Attack on the Asmodians at the Kysis Fortress	61
[Group] Attack on the Archons at the Miren Fortress	61
[Group] Attack on the Asmodians at the Miren Fortress	61
[Group] Surprise Attack on the Krotan Refuge	61
[Group] Surprise Attack on the Kysis Fortress	61
[Group] Surprise Attack on the Miren Fortress	61

New Asmodian Fortress Battle Quest	
Quest Name	**Level**

[Group] Surprise Attack on the Krotan Refuge	61
[Group] Attack on the Elyos at the Krotan Refuge	61
[Group] Attack on the Guardians at the Kysis Fortress	61
[Group] Attack on the Elyos at the Kysis Fortress	61
[Group] Attack on the Guardians at the Miren Fortress	61
[Group] Attack on the Elyos at the Miren Fortress	61
[Group] Surprise Attack on the Krotan Refuge	61
[Group] Surprise Attack on the Kysis Fortress	61
[Group] Surprise Attack on the Miren Fortress	61

5. New quests have been added, with which players can receive honour points.
   - As the new honour points system has been added, there are new quests with which you can receive honour points as a reward.

Honour Points Reward Quest			
Faction	**Receipt**	**Quest Name**	**Region**
Elyos		[Alliance] The Lasting Defence of the Bastion	Steel Wall Bastion
		[Alliance] Eliminating Pashid	Steel Wall Bastion Battlefield
		[Alliance] Capturing the Steel Wall Bastion Battlefield	
		[Alliance] Entering the Fortress	
		[Emergency Command] Quests	Katalam
Asmodians		[Alliance] The Lasting Defence of the Bastion	Stahlmauerbastion
		[Alliance] The End of Pashid	Steel Wall Bastion Battlefield
		[Allianz] Recapturing the Steel Wall Bastion Battlefield	
		[Allianz] Breaking Through the Fortress Gate	
		[Emergeny Command] Quests	Katalam

6. The level of difficulty of some quests has been changed and amenities have been added.
7. The requirements for receiving a quest have been partially removed or added.
8. Fixed a problem occurring during the quest "Attack on Tiamat's Fortress", in which the mission level was not renewed after eliminating "Bodyguard Captain Cartuan".
9. During the "[Group] Prison Break-In" quest, it sometimes occurred that at a particular level of the quest, when part of the monsters had been eliminated, the group members could not share the renewal. This problem has been fixed.
10. During the "The Protector/The Guiding Hand" quest, group members can receive the renewal by eliminating monsters.
11. Some of the items have been changed in terms of their attributes, tooltips and their icons.
12. Sometimes there was the problem that the location of some NPCs could not be found. This problem has been fixed.
13. Some of the quests and spelling mistakes in the quest content have been corrected.
14. For part of the quests the receipt/execution levels have been changed.
15. The rewards and experience points for part of the missions/quests have been changed.
16. In the Elyos quest "Deliver on Your Promises", the reward item (weapon) can be selected now.
17. During the "Revelations/The Protector's Blessing" quests, the monsters don't always disappear in particular situations.
18. During the "Assault on Tiamaranta/The Grand Assault" Sarpan quest, "Kahrun's Will" didn't disappear, if the character logged back in again. This problem has been fixed.
19. Some parts of the quest content have been changed.
20. For some repeatable quests that contain the armour of the Steel Beard pirates, chain armour has been added for the Aethertech.
21. In the rewards for "Shoshinerk's Reward" (Elyos) or "Chopirunerk's Reward" (Asmodian) a helmet has been added for the Aethertech.

Items

1. The new weapon "Aether Key" has been added for the Aethertech.
2. New Abyss items have been added for level 65.
   - A limitation was set for new Abyss armour and weapons.

Rank	Items that can be purchased
Min. Officer with 1 star	Holy Top of the Archon Special Unit Holy Shoes of the Archon Special Unit
Min. Officer with 2 stars	Holy Spaulders of the Archon Special Unit Holy Weapon of the Archon Special Operations Soldiers
Min. Officer with 3 stars	Holy Gloves of the Archon Special Unit
Min. Officer with 4 stars	Holy Trousers of the Archon Special Unit Holy Weapon of the Archon Special Unit

   - These items are sold by a <Consumable Item Distributor> NPC, who is in Northern Katalam in the "Rebuilt Tower of Light" and the "Rune Temple".
   - The items to be purchased are sorted according to rank and displayed in the corresponding tabs.

3. If the rank is higher than an Officer or General, the player can buy consumable items with Abyss Points in the Cloister of Kaisinel/Marchutan's Convent.
   - From the officer rank, the items "Especially Large Power Shard of Glory", "Honourable Divine Life Serum" and 3 meals can be purchased.
   - From the rank General, 4 different types of Idian and a time restricted pet can be purchased.
     - The time restricted pet can be used for 30 days. Afterwards a new one can be purchased, however the pet can only be purchased once per day.
     - The time restricted pet can use functions such as pillaging and buffing (2 meals, 3 magic goods).

4. A contribution merchant has been added for the stigma enhancement NPC, which can enhance Stigmas to a higher grade.
   - Example: using the <Flame Spray I> stigma and a particular amount of Abyss Points, it can be upgraded to <Flame Spray II> stigma.

Faction	Region	Battle Stigma Enhancement NPC	Magic Stigma Enhancement NPC
Elyos	Cloiser of Kaisinel	**<Yuroin>**	**<Kantar>**
Asmodian	Marchutan's Convent	**<Jonker>**	**<Erius>**

5. Flight time restoration items have been changed, so they can also be used on the ground now.
6. New crafting designs have been added.
   - The Aether Key can be crafted through weaponsmithing.
   - Ancient Power Shard, Activated Magic Projectile and further consumable design have been added
7. A crafting selection system has been added.
   - It is a system in which a composition of materials can be selected from several options to receive a crafting result.
   - The system is only available for some designs that have been newly added.

   - Example: Magic Fuel is produced with two types of crafting method
     - Fuel for Siege Weapons + Pure Flame Powder –> Magic Fuel
     - Fuel for Siege Weapons + Brilliant Lightning Powder -> Magic Fuel
8. A new substance morphing method for the Gunner, Bard and Aethertech classes have been added, in which weapon/armour crafting materials can be changed.
9. Ranks and values of some mission reward armour items have been increased.
10. In some instances, boss monsters now have a higher item drop rate.
   - Poeta of Darkness, Steelrake, Udas Lower Temple, Udas Temple, Fire Temple

11. Weapons can now be selected from the "Judge's Fabled Weapon Chest" that correspond to the character's class.
12. A Morph method has been added that change low quality potions and serums serum into a more high quality serum.
    - The method can be purchased in the capital city or in the housing region at the alchemist merchant's.
    - The player does not have any additional consumption costs. (DP consumption = 0)
13. Some Morphing Books, which can be bought in the Abyss Fortress, are now available at the merchant's in the capital city.

Faction	Region	Merchant NPC
Elyos	Sanctum	<Sabotes>, <Maire>
Asmodians	Pandaemonium	<Relir>, <Areke>

14. A coin reward NPC (mithril and platinum) has been added for Bards and Gunners.
    - The administrators for Priests and Rangers, who the Bards and Gunners received coins from, have now been changed to Artist and Engineer Administrators.

Faction	Region	Artist	Engineer
Elyos	Theobomos	<Raxila>, <Sapo>	<Meisander>, < Telashila>
	Inggison	<Adesia>	<Sesarion>
Asmodians	Brusthonin	<Dantia>, <Lagril>	<Makium>, <Baldin>
	Gelkmaros	<Athion>	<Tamaria>

15. Iron/Bronze/Mithril Coin Reward Crates have been added.
    - Enchantment Stones / Manastones / Medals / Armour items etc. can be received from these Coin Reward Crates.
16. Bronze/Silver/Gold/Platinum/Mithril Exchange Boxes have been added.
    - Higher level coins can be received by lower level coins.
17. A "wrapping system" has been added that allows packaging of certain items (weapons/armour/accessories).
    - This system makes it possible for items that cannot be traded to be traded.
    - An item that can be packed, can be wrapped with a wrapping scroll, according to rank (unique/eternal).
    - Currently only certain items below level 60 can be wrapped.

Status Display for Wrapping Possible
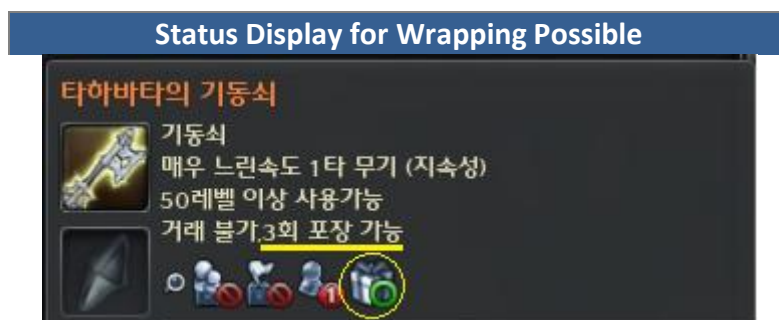
18. The "Swimsuit's" movement animation looked very strange when the Ninja movement was activated and "Sit" was used. This has been changed.
19. The chance of "40th Brigade General Shita" dropping mythical equipment at the "Sauro War Depot" has been increased slightly.
20. If the effect of a high-quality scroll is already being used, no normal scroll effect can be used now.
21. Some tooltip contents of limited items that are on sale have been changed.
22. A few Idian items have completely new tooltip content.
23. "Vindachinerk's Accessory Hammer" item tooltip has been changed.
24. Some items' graphics were displayed incorrectly. This problem has been fixed.
25. Some item names have been corrected, as they were wrong.
26. The problem that the "Mad Head Researcher Notius" didn't drop the relicts bundle in the Hall of Knowledge has been fixed.
27. Change: the items Aether Revolver, String Instrument and Aether Key can be received from the "Pure Aris Weapon Guestbloom".
28. The problem that equipped High Grade Stigmas were used as stigma enhancement items has been fixed.
29. The problem that some Chain Mail Fighting Gauntlets of the Steelrose pirates had incorrect attributes set, has been fixed.
30. The enchantment chances of normal manastones, assembled manastones and ancient manastones have been drastically increased.
31. The time that is needed for applying manastones on equipment has been reduced.
    - Before the change: 5 seconds
    - After the change: 2 seconds
32. In the Catalium series, Accessory Refining Stones can be used for belt production.
33. In some quests, design materials were set incorrectly. This problem has been dealt with.
34. Apart from the classes Aethertech, Bard and Gunner, all other classes can buy skill books, which can be received in the form of item drops, from their corresponding class master.

UI

1. Switching the transparent map has been changed.
   - On the right side of the map a button has been added, allowing you to switch between the large and the small transparent map.
   - When the button for the small transparent map is activated and <N> is held down, the small transparent map is displayed.
   - When the button for the full transparent map is activated and <N> is held down, the full transparent map can be opened.
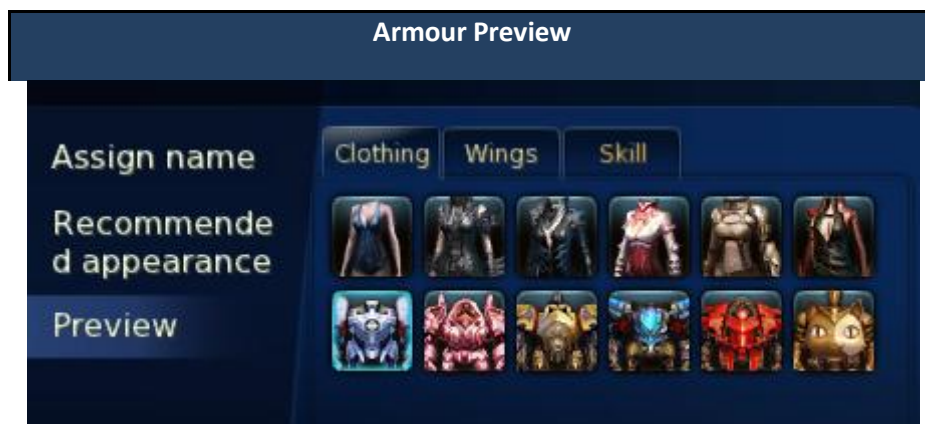   - If the transparent map is opened with <N> and <N> is pressed again, the map closes.

Switching to the small transparent map	Switching to the full transparent map
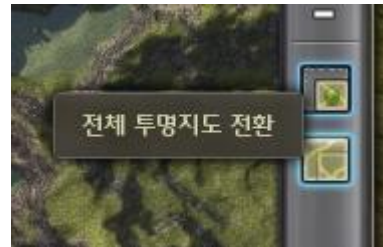
2. If the map is opened on the beginner's server, fortresses, sources, artefacts etc. information of the home server is displayed.
3. In the Engineer character creation window – Mechs can also be seen in the preview now.

4. Character creation window – 2 male and 2 female hairstyles have been added.

New Hairstyles (female)

New Hairstyles (male)

5. The preview window has been improved to simplify the item preview.
   - A function has been added in the UI in the item and appearance modification preview, in which the Mech can be viewed.

Before	After

① Stance has been changed: Preview according to stance (normal stance/ battle stance)

② Helmet display: show/hide helmet

③ Show face in more detail

Aether Key preview: if an Aether Key wants to be viewed beforehand, the Mech can also be viewed as well.

Appearance Modifying Preview UI

6. A new button has been added to the group search, making it easier to check group members.

7. The quest marker in the Katalam region was not displayed on the map. This problem has been fixed.
8. There was a problem that friends deleted from the friend list were automatically added anyway. This has been fixed.
9. Sometimes HP/MP recovery values and other combat values etc. of targets were displayed, that hadn't even been selected. This problem has been fixed.
10. The fortress battle display function on the map has been changed.
11. New handy hints have been added to the loading screen.
12. A new function has been added to the inbox, with which several items can be received at the same time.
    - Use "shift + click" to select several items at the same time.
    - Use "CTRL + click" to select messages to be highlighted.
    - When the inventory is full, only one part of the items can be received.

Before	After

Miscellaneous

1. The 3G memory use permission function has been added.
   - At [Settings – System Preferences – System], "3G memory use permitted (*)" can be ticked, making it usable.
   - To be able to use this function, Windows Vista 32 bit OS or higher must be installed and the computer must have a memory larger than 4GB.
2. In particular situations, the client was closed by mistake. This problem has been fixed.

NPC

1. The dialogue text for master NPCs in the Elyos/Asmodian capital cities have been changed, corresponding to class.

Housing

1. Coloured Flower Pots are not displayed on the pathfinder map anymore.

Surroundings

1. If Windstream is used in North Katalam, the character ended up being isolated and unable to move.
2. Part of the surrounding area of the Satra Treasure Hoard has been changed.
3. Part of the surrounding area of Beluslan has been changed.
4. Part of the surrounding area of the Pepe Garrison, the Sillus Fortress and the Bassen Fortress in North Katalam has been changed.
5. Part of the Angrief Ruins in Inggison has been changed.
6. Part of the surrounding area of the Vorgaltem Battlefield has been changed.
7. Part of the surrounding area of the Steel Wall Bastion has been changed.
8. The chance of scoring a crit. hit on Jormungand's armour designs and the master's Catalium designs have been increased from 20% to 25%.
9. If sold goods were bought back, the Kinah amount was not always reduced. This problem has been fixed.
10. Part of the surrounding area of the Hall of Knowledge has been changed.
11. In North Katalam, part of the surrounding area of the 76th Garrison has been changed.
12. Some seats have been changed, as small characters were displayed incorrectly when sitting on them.