



## Patchnotes 4.6.2/0319v

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## Instances

### Steel Wall Bastion

- The problem that some of the “Grenade Launcher Defending the Entrance’s” effects at the starting point of the battlefield of the **Steel Wall Bastion** were not applied has been fixed.
- The healing skill and the buff skill, applied in the **Steel Wall Bastion** when the character mounts the Beritra Chariot, have been removed.
- The mouse symbol that is displayed when the Elyos Protection Statue is selected at the entrance to the Battlefield of the **Steel Wall Bastion** has been changed.
- The problem that the monsters in the **Steel Wall Bastion** did not attack when you mounted the Beritra Chariot has been fixed.
- The problem that a conversation with other characters was not possible after you had mounted Beritra Chariot has been fixed.
- The problem that the Steel Wall Bastion is exited when a character gets on the Beritra Chariot has been fixed.

### Sauro War Depot

- The problem that the key was not received after chief cannoneer Kurmarta was eliminated in the **Sauro War Depot** has been fixed.
- The following changes have been made to make entry to the **Sauro War Depot** easier and to reduce the level of difficulty:
  - As soon as the 83rd Garrison is conquered, the entrance for the Elyos in the Pepe Garrison and the entrance for the Asmodians in the Phon Garrison open up. This makes entry for everyone possible, regardless of who conquered the garrison.
  - To allow for a simple switch between the individual positions, entrances have been created in the Pepe Garrison, Phon Garrison and in Pandarung that work in both directions.
  - The 3 Battle Medallions that were required to enable entry to the Sauro War Depot are not needed anymore.
  - Some of the monsters that could be selected during interaction with the Passage to the Rune Chamber have been deleted. The number of keys required for the Rune Chamber has been changed.

NPC NAME	Before the change	After the change
Passage to the Rune Chamber	Treacherous Uterunerk (1 key)	Treacherous Uterunerk (deleted)
	Paramedic Officer Surkihan (2 keys)	Paramedic Officer Surkihan (deleted)
	Head Researcher Jardaraka (3 keys)	Head Researcher Jardaraka (deleted)
	Guard Leader Achradim (4 keys)	Guard Leader Achradim (1 key)
	Brigade General Sita of the 40th Army (5 keys)	Brigade General Sita of the 40th Army (2 keys)

- The ranks as well as the values of the monsters and boss monsters in the **Sauro War Depot** have been reduced.
- Some of Brigade General Sita of the 40<sup>th</sup> Army and Guard Leader Achradim’s combat styles in the **Sauro War Depot** have been changed.
- Some of the combat styles of important monsters in the **Sauro War Depot** have been changed.

Changed Monster Names	
Guard Capain Rohuka	Chief Cannoneer Kurmata
Staff Commander Moriata	Inspection Officer Obanuka

- Some of the monsters are not at their previous location anymore or have been completely removed from the instance.

### Elementis Forest

- The problem that the leader Head Kutol did not recognise characters in particular regions of the **Elementis Forest** has been fixed.

### Steel Rose (solo/group)

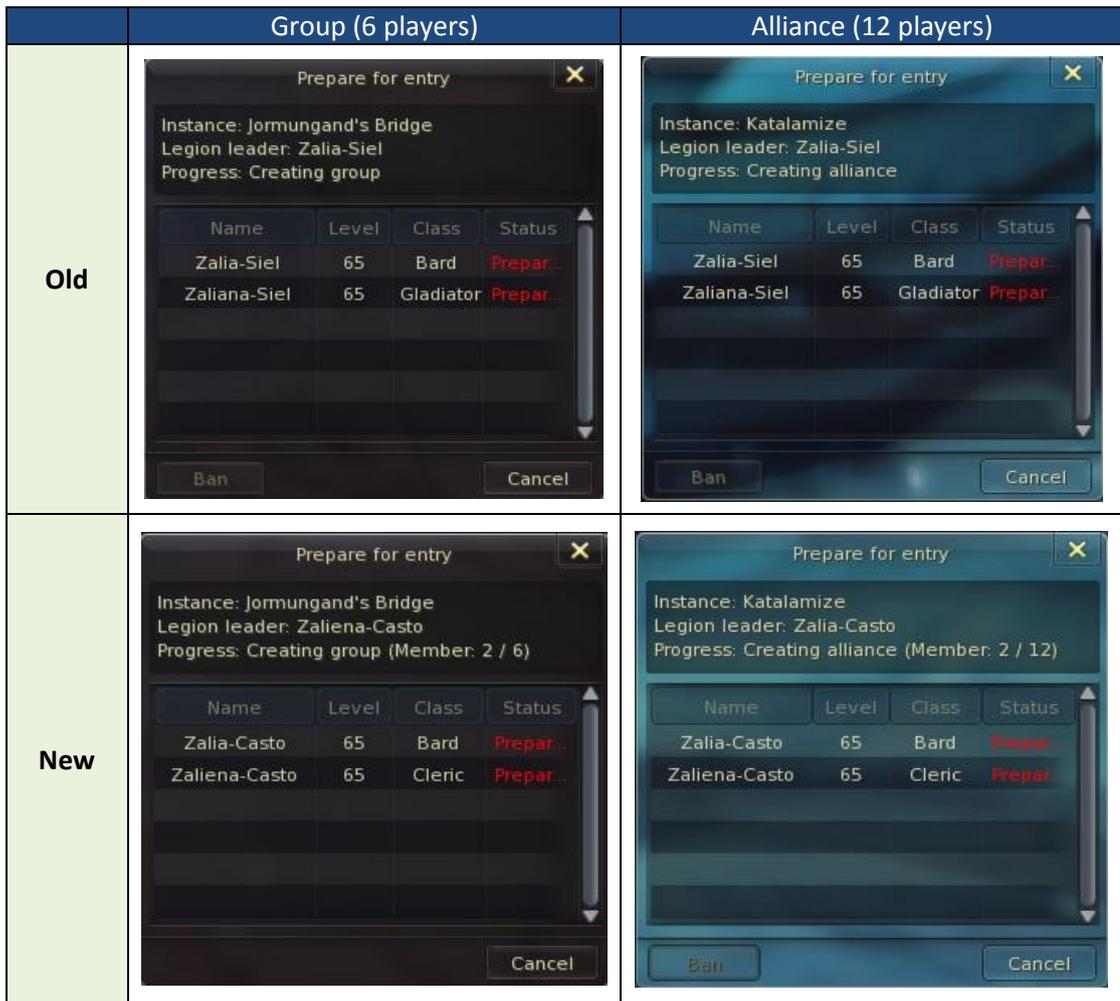
- The following changes were made to make entry into the instances **Landing Stage of the Steel Rose (Solo/Group)**, **Cabin of the Steel Rose (Solo/Group)** and **Deck of the Steel Rose** easier and to reduce the level of difficulty:
  - The entry level has been reduced from 61 to 60.
  - The entrance to these instances is not in Pandarung in South Katalam anymore. The Elyos can enter them from the Rebuilt Tower of Light in North Katalam and the Asmodians can enter them from the Rune Temple in North Katalam.
  - Some monsters in the instances Landing Stage of the Steel Rose (Solo/Group), Cabin of the Steel Rose (Solo/Group) and Deck of the Steel Rose are not in their previous locations anymore or have been completely removed from the instances.
  - The values and levels of the monsters and boss monsters in the instances Landing Stage of the Steel Rose, Cabin of the Steel Rose and Deck of the Steel Rose have been reduced.
  - Part of boss monster Rumakiki's combat style on the Deck on the Steel Rose has been changed.

### Dark Poeta

- Change: the Time Activation Stone, which is needed to enter the **Dark Poeta**, is not needed for entry anymore.
  - The Blue Balaur Scale and the Rift Essence cannot be used anymore.
  - The Blue Balaur Scale is not dropped by monsters anymore and the Rift Essence is not sold by NPCs anymore.

### Misc

- In certain situations, the function "server-wide group search" could not be used. This problem has been fixed.
- In an alliance instance only part of the member info in the server-wide group search was displayed. This problem has been fixed.
- The effect of the generator in the west of the Rune Shield Tower has been adjusted.
- In the server-wide group recruitment, membership info has been added to the "Entry Preparations" window.
  - While group/alliance members are being recruited, members can be viewed.
  - As soon as group/alliance members can be recruited, all members can be viewed.



- If a server wide group had been joined and the connection was interrupted for some time after that, the character didn't automatically leave the group. This error has been fixed.
- The number of entrances to the various instances will become more easily recognisable in future.

## PvP, Abyss & Fortresses

### Fortress siege times

- Fortress siege times have been partially adjusted.
  - Fortress siege times in Inggison and Gelkmaros have been changed from 12:00 to 19:00 o'clock
  - Fortress siege times for Katalam region has been changed from 22:00 to 20:00
  - Steelwall Bastion now has 3 entry times instead of 2 (Wed 22:00, Saturday 13:00, Saturday 22:00)
  - Divine Fortress siege will now be available on Sunday instead of Saturday
  - Entry times for Jormungand Marching Route have been adjusted to the regular Dredgion timers and increased by 3 instead of 2
  - Dredgion Entry times have been changed for Wednesday midday. The Dredgion entry opens now at 13:00 instead of 12:00 to avoid problems with the regular maintenance
  - Fortress sieges in upper Abyss have been changed from 23:00 to 22:00.

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
14:00							
15:00							
16:00	Roah, Sulfur, Asteria	Siel West, Siel East	Roah, Sulfur, Asteria	Siel West, Siel East	Roah, Sulfur, Asteria, Siel West, Siel East	Roah, Sulfur, Asteria, Siel West, Siel East	Roah, Sulfur, Asteria, Siel West, Siel East
17:00							
18:00	Tiamaranta Hearts	Tiamaranta Hearts	Tiamaranta Hearts	Tiamaranta Hearts	Tiamaranta Hearts	Tiamaranta Hearts	Tiamaranta Hearts
19:00	Vorgaltem, Temple of Scales	Crimson Temple, Altar of Avarice	Crimson Temple, Altar of Avarice, Temple of Scales, Vorgaltem Citadel	Temple of Scales, Vorgaltem Citadel	Crimson Temple, Altar of Avarice	Crimson Temple, Altar of Avarice, Temple of Scales, Vorgaltem Citadel	Crimson Temple, Altar of Avarice, Temple of Scales, Vorgaltem Citadel
20:00	Sillus, Bassen, Prades	Sillus, Bassen, Prades	Sillus, Bassen, Prades	Sillus, Bassen, Prades	Sillus, Bassen, Prades	Sillus, Bassen, Prades	Sillus, Bassen, Prades
21:00							
22:00	Krotan, Miren	Kysis, Miren	Krotan, Kysis	Krotan, Miren	Krotan, Miren, Kysis	Krotan, Miren, Kysis	Krotan, Miren, Kysis, Divine Fortress
23:00							

- The medallion reward that soldiers receive in the Sillus, Bassen and Prades Fortress in Katalam as well as in the Krotan, Kysis and Miren Fortress in Reshanta have been changed from 2 Mithril Medals to 1 Ceranium Medal.

### Garrison Battle

- The number of Liaison Officers/Couriers in the garrisons has been increased from 4 to 8. The time until their respawn has been reduced.
- The time until the respawn of the Legatus/Combat Commander after seizing a garrison in North/South Katalam has been reduced.
- The cooldown time of the Balaur Legatus/Combat Commanders after a garrison has been conquered in South Katalam, has been reduced.

### Honour Points

- The daily deduction of honour points does not orientate itself on position anymore, but on rank.
  - If the rank is the same, the same number of honour points is deducted.
- If there is a draw at the Steel Wall Bastion Battlefield, the Battlefield of Kamar and the Jormungand Marching Route, you now receive honour points.

## Item

- The problem that a combined two-handed sword did not display the correct values in the item tooltip has been fixed.
- The problem that some of the values were applied incorrectly during shield enhancement has been fixed.
- The problem that, upon reaching rank S in the **Steel Wall Bastion**, no Eternal weapon was received when the Steel Wall Bastion Treasure Chest appeared has been fixed.
- The symbol of Crestlich Saltus (1 day) was displayed incorrectly. This problem has been fixed.
- The numbers of Ancient Coins required to purchase the enhanced equipment items needed for the Rune tribe has been changed.

Category		Before the change	After the change
Weapon		3,779 units	2,834 units
Shield		2,519 units	1,889 units
Armour	Top	2,519 units	1,889 units
	Headwear		
	Trousers	1,889 units	1,417 units
	Shoulderguards	1,260 units	945 units
	Gloves		
	Legs		

- The quest completion reward of the **Jormungand Marching Route** has been changed.
  - The chance of getting Ancient Coins and the amount available has been increased for the Jormungand Victory Rewards Chest, which players receive if they are successful.
  - The Jormungand Participation Rewards Chest has been added for if a player is defeated or the battle is a draw. It also contains Ancient Coins.
- The chance that the Chest of Conquest and the Magnificent Chest of Conquest, which can be swapped for the Insignia of Conquest, contain equipment items has been increased.
- At the merchants for equipment items and consumable items from the **78th and 83rd garrison**, Battle Medallions can now be swapped for Ancient Coins.

Item Name	Price
Ancient Battle Coins Bundle	20 Battle Medallions
Ancient Battle Coins Box	200 Battle Medallions

- Ancient Coins can now also be looted from the normal monsters at the **Derelect Village** and at the Talonin Path in North Katalam.
- The rewards that can be looted from boss monsters in the solo and group instances of the **Steel Rose** have been increased.

- The chance of looting equipment items from boss monsters in the **Sauro War Depot** has been increased.
- The background colour of the [Event] *Munin's Wizard Hat* symbol has been changed.
- For time-limited items, the time limit was not displayed in the name. This problem has been fixed.
- In some Aether Keys the item names were displayed incorrectly. This problem has been fixed.
- For the high quality Ranger stigma *Lightning Arrow IV*, an incorrect number was displayed at the lower left corner of the current skill level. This problem has been fixed.
- Change: when the *Packaging Scroll (Eternal)* is set to be destroyed, a remove window appears for confirmation.
- An upgrade rank function has been added.
  - Players were unhappy, because level changes suddenly rendered weapons unusable. In response to this, the rank requirements have been reduced and the upgrade rank has been added.
  - If the requirements for the upgrade rank are not fulfilled, the Augmentation is not available.
  - If all the requirements for the Augmentation are fulfilled, they won't be displayed in the item tooltip anymore.



- When a Augment Level 1 is possible, but a Augment Level 2 isn't, your item will only be charged to Level 1.
  - If Augmentations is being applied by an NPC's, only Augment Level 1 is going to be applied and the cost will correspond to Stage Level 1.
  - When using an Augmentation item, your item will only be charged up to Level 1.
- For a combined two-handed weapon, the following item limit is applied.
  - Augmentation limits from a weapon with higher restrictions will apply.
- The function has been applied to abyss items from the special unit.
- The sale tab of the merchant NPCs for Special Unit Abyss items from the special ops Herinia (Elyos) and Bedantun (Asmodians) has been changed.
- The Augment level and recommended rank for abyss items of the special unit has been changed.
  - The ranks Army 1-Star Officer up to Army 4-Star Officer have been changed to Army 2-Star Officer.

Before the change		After the change	
Usage Rank	Item	Recommended Rank	Item
Army 1-Star Officer	Holy Cloth Tunic of the Special Unit	Army 2-Star Officer	Holy Cloth Tunic of the Special Unit
	Holy Cloth Shoes of the Special Unit		Holy Cloth Shoes of the Special Unit
Army 2-Star Officer	Holy Cloth Spaulders of the Special Unit		Holy Cloth Spaulders of the Special Unit
	Holy Weapon of the Special Operations Soldiers		Holy Cloth Gloves of the Special Unit
Army 3-Star Officer	Holy Cloth Gloves of the Special Unit		Holy Shield of the Special Unit
	Holy Shield of the Special Unit		Holy Cloth Breeches of the Special Unit
Army 4-Star Officer	Holy Weapon of the Special Operations Soldiers		Holy Weapon of the Special Operations Soldiers
	Holy Weapon of the Special Unit		Holy Weapon of the Special Unit

- Change: the Officer Distributor Herinia (Elyos) and Bedantun (Asmodian) in **North Katalam** do not sell Guardian/Archon Special Operations Soldiers items anymore.
  - Characters that already possess this type of item can continue to use them.
  - The usage ranks and upgrade ranks have also been adjusted for the Special Operations items.
- Change: the cooldown time of the scrolls with enhancement effect is only valid for scrolls from the same category.
  - Example: the cooldown times of the Awakening Scroll from the combat speed category and the Running Scroll from the movement speed category are calculated separately.

Category	Example of the corresponding scroll type
Increase Defence/Resistance	Fireproof/Waterproof/Earthproof/Windproof Scroll

	Strike Resist Scroll/Spell Resist Scroll
Anti-Shock	Anti-Shock Scroll
Combat Speed	Courage Scroll/Awakening Scroll
Movement Speed	Running Scroll /Raging Wind Scroll
Crit. Hit	Strike Scroll/Crit Spell Scroll

**KNOWN BUG:** Crit Spell Scroll continue to share a cooldown with scrolls of elementary resistance for example Fireproof Scrolls

- The prices for high quality stigmas above level II have been reduced.
  - The fees for the enchantment at the Stigma Performance Booster’s have also been reduced.
- In some regions, additional Combat-/Magic Stigma Performance Boosters have been set up.

Faction	Location	Additional NPC
Elyos	Sanctum – Protectors Hall	Combat Stigma Performance Booster, Magic Stigma Performance Booster
	Reshanta – Teminon Fortress	
	Inggison – Inggison Illusion Fortress	
	Sarpan – Kahrun Guard Headquarters	
	North Katalam – Rebuilt Tower of Light	
Asmodians	Pandaemonium – Capitol Building	
	Reshanta – Primum Fortress	
	Gelkmaros – Gelkmaros Fortress	
	Sarpan –Siel’s Spear Headquarters	
	North Katalam – Rune Temple	

**KNOWN BUG:** In the Capitol Building in Pandaemonium, two NPCs are standing inside one another.

- The problem that the end boss in the Sauro War Depot did not drop the chain armour has been fixed.
- The ancient relicts can only be stored in stacks of 100 units.
  - Previously: depending on the type of the relict and the size of the stack.
  - Change: various relicts can now be stacked up to 100 units.
- Kisks can be stacked now. However, not all kisks are affected by this change.
  - Previously: kisks could not be stacked.
  - Change: some kisks can only be stored in stacks of up to 100 units.
- A couple of the basic attributes of the Dragon Lord’s Yearning Aether Key were set too low. This error has been fixed.
- Adjustments were not implemented correctly for some items. This problem has been fixed.

- The reward items included in various reward chests with coins and the chance that the player can receive them have been changed.
- The amount of reward items in the Bundle of Supplies and probability of players receiving them has been increased.
- Tatar's Aether Key Box could contain Tatar's Aether Revolver. This error has been fixed.
- Some Aether Keys as well as the look of the Mech have been revised.



- Raksha's Dagger and Raksha's Short Revolver could not be looted from some monsters in Raksang. This problem has been fixed.
- Under certain circumstance, items could not be received. This problem has been fixed.
- An item that requires a particular rank to be able to use it can only be bought if you fulfil the corresponding requirements.
  - Special Unit items can only be bought if the rank is an officer with 2 stars or higher.
- The look of some items was flawed. This problem has been fixed.

## Feather Ornament

- Feather Ornament accessories have been added.
  - The Feather Ornaments are new accessories, which can be equipped with a newly added slot.
  - Feather Ornaments can be upgraded by using the Holy Upgrade Serum and have the following properties:
    - Feather Ornaments do not have a maximum upgrade level.
    - If the upgrade is successful, two particular values are increased, depending on the type of Feather Trinket.
  - If the upgrade fails, the Feather Ornament is destroyed.
  - The higher the upgrade levels of the Feather Ornament, the lower the success rate.
  - Feather Ornaments are equipments items, their look changes in the upgrade levels of 0, +5 and +10.
  - Feather Ornament items can be sold/exchanged regardless of their upgrade level.
- Feather Ornament items have been added.

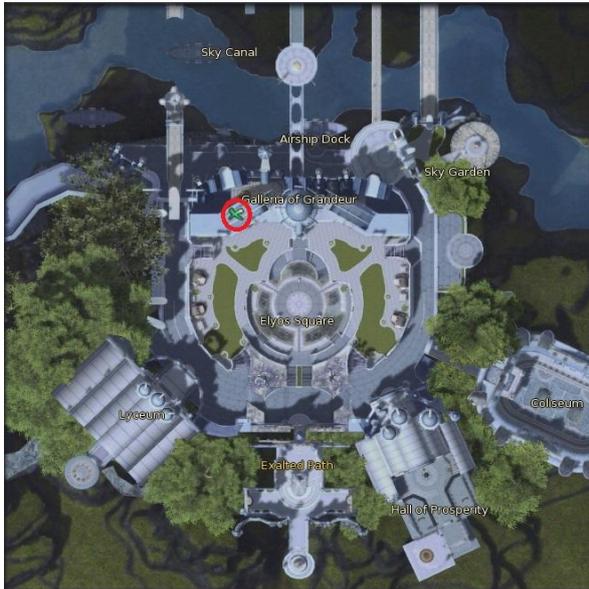


- Feather Ornament items have the values listed below. From level +5, there is a small chance of receiving an additional increase of attack/magic boost.

	Standard	Upgrade
Marchutan's/Kaisinel's Feather: Attack	Attack +1	Per upgrade, the Attack of the character is increased by +4 and the max. HP is increased by +150. From the upgrade level +5 there is a small chance that Attack can be additionally increased.
Marchutan's/Kaisinel's Feather: Magic Boost	Magic Boost +5	Per upgrade the character's magic boost can be increased by +20 and the max. HP by +150. From the upgrade level +5 there is a small chance that the boost can be additionally increased.

- Feather Ornament items can be received the following ways:
  - They can be purchased at the Modifier of the Feathers of the Lord in the capital city.

### Location Sanctum



### Location Pandaemonium



- There is a small chance that they can be looted from boss monsters in some instances.

Instance	
Fire Temple	Rentus Base
Draupnir Cave	Tiamat's Fortress
Theobomos Lab	Jormungand's Bridge
Adma Fortress	Rune Shield Tower
Dark Poeta	Refuge of the Rune Tribe
Beshmundir's Temple	

## Skills

### Bard

- In the Bard stigma skills *Snow Flower Melody I*, *Peaceful Serenade I* and *Ironclad Tank Melody I*, stigma gain has been added to the description, as this part had been missing.

### Chanter

- The problem that the enhancement symbol displayed an increase of movement speed of 20% instead of 25% for the Chanter's *Raging Encouragement I* skill has been fixed.
- The Chanter skill *Blessing of Health II* has been renamed to *Eulogy of Life I*.

### Gunner

- The effect of the Gunner skill *Air Defence Bombardment I* could not be cancelled with various skills. This error has been fixed.

### Aethertech

- The emnity increase values of the Aethertech skills such as *Absolute Zero I – V*, *Electric Shock I – IV*, *Electric Snare I – IV*, *Blade Slash I – IV*, *Weakening Sting I – III*, *Inciting Wind I – V*, *Silence Smash I - II* and *Rage Wave I - II* have been reduced.
- The *Escape Exist* skill of the Aethertech could not be used during flight. This error has been fixed.

### Misc

- The number of *Seeds of Transformation* required for the Transformation: Guard General I - V has been reduced.
- The symbol colours of the **Chanter** skill "*Safer Ward*" as well as the **Sorcerer** skill "*Flame Cage*" have been changed.

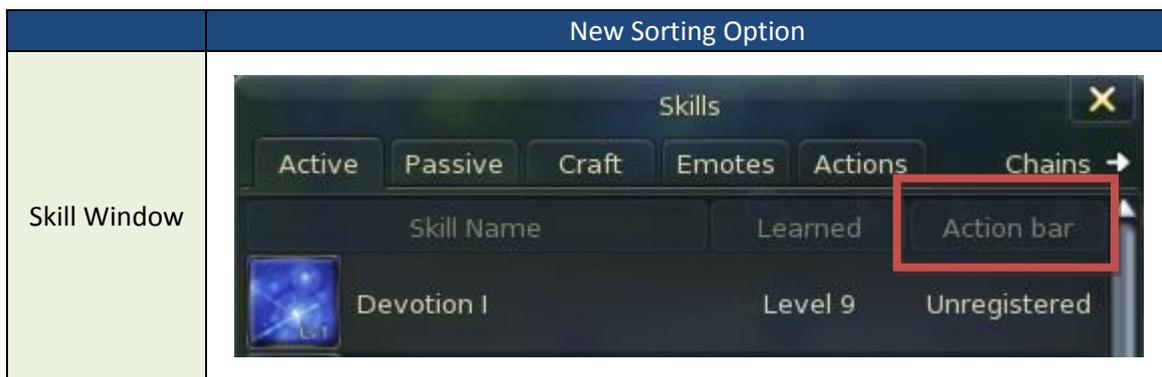
	Old	New
Chanter		
Sorcerer		

- Change: the personal shield effect is not removed when a group shield effect is applied.
- Change: when a character levels up, they automatically receive all usable skills for that level.
  - The character receives the skill by the fact that the skill handbook has been changed to an automatic allocation.
  - When a new skill is learned, the icon "Skill learned" is displayed.
  - Stigmas and high quality stigmas will continue to be equipped via the stigma masters.
  - As skills are automatically purchased, masters do not sell skill handbooks anymore.

- The skill window has been enhanced so that the position of a skill can be checked in the action bar.
  - Skills that are not placed in the action bar are displayed as [unregistered].



- The display of the skill window has been changed/enhanced.
  - The old UI, in which the existing skills were sorted according to their type, has been replaced with a new UI, in which skills can also be sorted according to their receipt level and their action bar registration status.



- If the skill of a higher level is learned, the skill registered in the action bar will automatically be replaced with the new skill.
  - If a skill is used that was learned on a low level, this skill can still be used when you purchase the skill on a higher level. However, the skill of the higher level will automatically be displayed in the action bar.

- If a stigma skill from the higher level is changed to the lower level, the skill of the higher level that was registered in the action bar will be greyed out (displayed as deactivated).
- Change of the skill symbols: the levels of the skills are not marked by differing colours anymore.

## Character

- During a battle against a character from your own faction, summoned creatures such as Healing Energy could not be attacked. This problem has been fixed.
- When a character below level 55 enters a region that is meant for up to level 55 for the first time, they will automatically be switched over to the beginner's server.
  - The automatic switch to the beginner's server will take place in the following regions:

Region according to faction		
Region	Elyos	Asmodians
	Poeta	Altgard
	Verteron	Ishalgen
	Eltnen	Morheim
	Heiron	Beluslan
	Theobomos	Brusthonin
	Inggison	Gelkmaros

**KNOWN BUG:** The switch may not work in Poeta and Ishalgen.

- If a character of level 55 or lower switches to the standard server, the name of the server will be displayed above the minimap.
  - The name will not be displayed from level 56 anymore.

## NPC

- At the Rebuilt Tower of Light and at the Rune Temple in North Katalam, equipment merchants (Ancient Coins) have been added.
- To be able to differentiate between NPCs for coin rewards more easily, their titles have been changed to suit the coins that they can exchange.
- More NPCs for coin rewards have been added.
  - Elyos: Verteron, Eltnen, Heiron
  - Asmodians: Altgard, Morheim, Beluslan
- The Battle Handbook Caretakers, which could be met at the 80<sup>th</sup>/82<sup>nd</sup> Garrison in South Katalam, have been removed.

Faction	NPC Name	
Elyos	<Battle Handbook Caretaker>	<Battle Handbook Caretaker>
	Sinaios	Selvine
Asmodians	<Battle Handbook Caretaker>	<Battle Handbook Caretaker>
	Agrahim	Kinoldia

- In Inggison and Gelkmaros some monsters were in strange positions. This problem has been fixed.
- The positions of some NPCs for coin rewards have been changed.
- To make travelling easier, teleport paths have been changed or added in North and South Katalam.
  - In North Katalam there are now teleport statues in the “Rebuilt Tower of Light” and in the “Rune Temple”, with which you can enter the 73rd and 74th Garrisons.
  - When the 83rd and 84th Garrisons in South Katalam have been seized, a teleporter now appears with which you can get into the Pepe Garrison and the Phon Garrison.
  - The travel route between Pandarung and the Guard Post has been changed from flight transportation to a teleportation. You can get to the Goldrinyerk Autonomous District from the teleporters in the Guard Post.
- The flight routes of the Pepe Garrison and the Phon Garrison in South Katalam heading to the Sauro Mountains have been removed.
  - You can now get to the Sauro Mountains from the Pepe Garrison and the Phon Garrison via a teleport statue, which is next to the flight transport statue.

## Quest

- The importance of the Sign of Betrayal quest for the Elyos and Asmodians has been increased.
- In North and South Katalam quests have been added in which you can receive Ancient Coins.
  - The NPC is in the Rebuilt Tower of Light or in the Rune Temple in North Katalam.

Faction	Quest name	NPC
Elyos	[Coin] Monster Hunt at the Tower	<Coins Reward Administrator> Perechinerk
	[Coin] Farewell, Mercenary!	
	[Coin] Securing the Transport Route	

Asmodians	[Coin] Monster Hunt at the Temple	<Coins Reward Administrator> Mokochinerk
	[Coin] Cleaning up the Farm	
	[Coin] Securing the Transport Route	

- The amount of Ancient Coins that you receive as a quest reward has been increased in the **Katalam Underground**.

Quest name	Reward	
	Before the change	After the change
[Coin] Trading with Shugos 1	5 Ancient Coins	10 Ancient Coins
[Coin] Trading with Shugos 2	5 Ancient Coins	10 Ancient Coins
[Coin] Aktorunerk's Offer	6 Ancient Coins	12 Ancient Coins

- A new quest was added to the '**Kaisinel/Marchutan Priory**'.
  - The NPC for the quest is in Sanctum/Pandaemonium near the teleport statue.

Faction	Quest name	NPC
Elyos	The Start of New Training	Quilven < Crucible Outreach>
Asmodians	A different Training Arena	Renen < Crucible Outreach>

- A part of the quests than can be carried out on the **Steel Rose** has been changed.
  - The level from which you receive the quest has been changed from 63 to 60.
  - Ancient Coins have been added as a reward.
  - The NPC is now in the Rebuilt Tower of Light or the Rune Temple in North Katalam.
- The content of some **Sauro War Depot** quests have been changed.
  - The NPC is now in the Pepe Garrison or the Phon Garrison in South Katalam.
  - The quest progression has been changed in some cases.

Faction	Quest name	Content	
		Before the change	After the change
Elyos	[Group] Demise of the 40th Commander	Destroy 5 Key Boxes of Mystery	Destroy 2 Key Boxes of Mystery
Asmodians	[Group] Admiral of the Intelligence Troup		Destroy 2 Key Boxes of Mystery

※ Characters who accepted this quest before the change can automatically continue with the next step when they have already destroyed 2 or more Key Boxes of Mystery.

- Aether Revolver and Aether Cannon designs have been enhanced for the rewards of some weaponsmithing missions.
- If entry into an instance is required to carry out a quest, it now says so in the quest title [Instance].
  - The addition of [Instance] has been added for the following instances: Haramel, Nochsana Training Camp, Fire Temple, Nightmare, Draupnir Cave, Theobomos Lab and Adma Fortress
- In the Elyos quest *[Housing] The Living is Easy* and the Asmodian quest *[Housing] Give my Regards to Pernon*, the character now receives more information from the quest giver.
- The content of the **Sauro War Depot** that the character receives in connection with the 83<sup>rd</sup> garrison has been removed.
- During reward selection of the Weaponsmithing Expert quest, the design for the Aether Key was missing. This problem has been fixed.
- The Elyos quest *Oriel is Calling* and the Asmodian quest *Pernon Awaits You* cannot be accepted anymore.
- It is now possible to view item information in the hero quests “[Hero] Achievements in Katalam” (Elyos) and “[Hero] Achieve Results in Katalam” (Asmodians).
- In the Elyos quest “Creation of the Rifts” and the Asmodian quest “Mysterious Rift”, the description [Instance] has been amended.
- Upon completing the quest *Koruchinerk’s Offer* (Elyos) or *Moorinerk’s Offer* (Asmodians), the character does not receive EP anymore.
- To be able to recognise monsters and objects of the current quest more easily, additional information will be displayed.
  - When the relevant monster or object is spotted, the name of the current quest appears in the information window.



- Quest rewards, in which the character could previously receive skill books, have been changed.
  - Skill books have been removed from the quest rewards and replaced with various consumable goods.

Faction	Quest name
Elyos	Danger from Above
	Getting rid of floating objects in the Verteron Citadel (Aethertech)

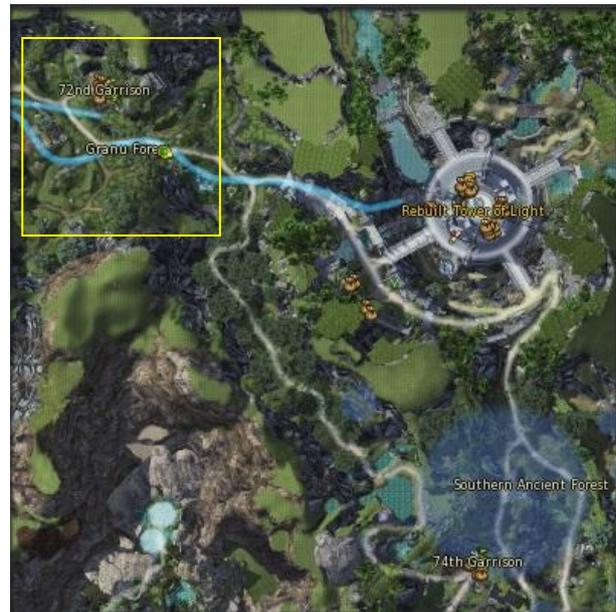
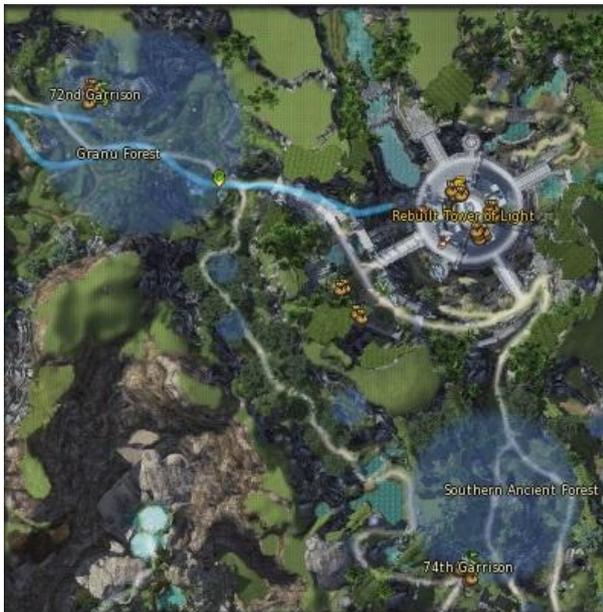
	Dispatch to Verteron
	Testing Flight Skills
	[Group] Reducing Kaidan Strength
Asmodians	Fungus Among Us
	Getting rid of floating objects in the Altgard Fortress (Aethertech)
	Dispatch to Altgard
	The Last Checkpoint
	[Group] Never to Rise Again

- The quest for receiving the Time Activation Stone to enter **Dark Poeta** has been removed.
  - Characters that accepted this quest before the update and haven't completed it yet, can complete it at the corresponding NPC's.

Faction	Quest name	Completion NPC
Elyos	[Group] Door into Darkness	Maloren
		<Priest>
	[Group] Trial of Transcendence	Maloren
		<Priest>
	[Group] I Need Materials!	Suirunerck
		<Roving Shugo Inventor>
Asmodians	[Group] Essential Material	Hresvelgr
		<Prophet>
	[Group] The Road to Dark Poeta	Hresvelgr
		<Prophet>
	[Group] Artefact Activation	Suirunerck
		< Roving Shugo Inventor >

- Some content in the quest for entry requirements into the **Silentera Canyon** has been changed, as a fortress does not need to be conquered for this anymore. The videos that were shown during this quest are not available anymore.
- The display of objects that are required for a quest has been changed on the map.
  - Previously: the display disappears on the map, when various objects that are required for the quest have been completed.
  - Change: the highlighting on the map disappears when the corresponding object is eliminated.

## Task display



Level 60 [Cash] Monster Hunt at the Tower

- Carry our Saphirunerk's request and eliminate the troublemakers near the Rebuilt Temple of Light.
- Thorn Tail Crynacs (0/3)
- Bladeclaw Zaion (0/3)
- Wildroot Agrint (0/3)

Level 60 [Cash] Monster Hunt at the Tower

- Carry our Saphirunerk's request and eliminate the troublemakers near the Rebuilt Temple of Light.
- Thorn Tail Crynacs (0/3)
- Bladeclaw Zaion (3/3)
- Wildroot Agrint (0/3)

## Environment

- The **Prades Fortress** in South Katalam's topography has been changed.
- The **Hall of Knowledge's** topography has been changed.
- The "**Jormungand Bridge's**" topography has been partially changed.
- Change: the entrance to the **Silentera Canyon** in Inggison and Gelkmaros can be used anytime, regardless of whether the fortress is occupied or not.
- Part of the topography of the **Steel Wall Bastion** has been changed.
- Part of the topography of **Pandaemonimum** has been changed.
- Part of the topography of the **Deck of the Steel Rose** has been changed.
- The problem that small characters got stuck in particular locations when they sat on a chair has been fixed.
- The obelisks near the **71st** and **72nd garrisons** in North Katalam have been removed.
- The neutral zone at the landing stage of the obelisk near the **71st** and **72nd garrisons** in North Katalam has also been removed.
- The look of the landing stages near the garrisons in South and North Katalam has been changed.

## Safe Zone Platform



- **Poeta's** topography has been partially changed.
- **Theobomos'** topography has been partially changed.
- **Sanctum's** topography has been partially changed.
- **Altgard's** topography has been partially changed.
- **Morheim's** topography has been partially changed.
- **Beluslan's** topography has been partially changed.
- **Gelkmaros'** topography has been partially changed.
- The **Steel Wall Bastion's** topography has been partially changed.
- North and South Katalam's topography has been partially changed.
- **Eltne's** topography has been partially changed.
- **Heiron's** topography has been partially changed.

## UI

- In the window for entering your PIN, the button *Reset PIN* has been added.
  - If you click the button *Reset PIN*, the Aion free-to-play website opens, so that you can reset the PIN.
- If Hide/Show other SCs is selected under [Settings – Key Mapping – Function], summoned creatures of the SC will also be hidden in the future.
- In some resolutions, items' quick info was displayed strangely. This problem has been fixed.
- In future it will be possible to open the crafting tools window during flight and whilst mounting a mount.
- A symbol has been added that displays the position of the NPC for coin rewards on the map.
  - This symbol shows the NPC for the following coin rewards: Iron, Bronze, Silver, Gold, Platinum, Mithril, Ceranium and Ancient Coins
  - It can be selected under Map – Show on map – Function NPC.

Old	New
	

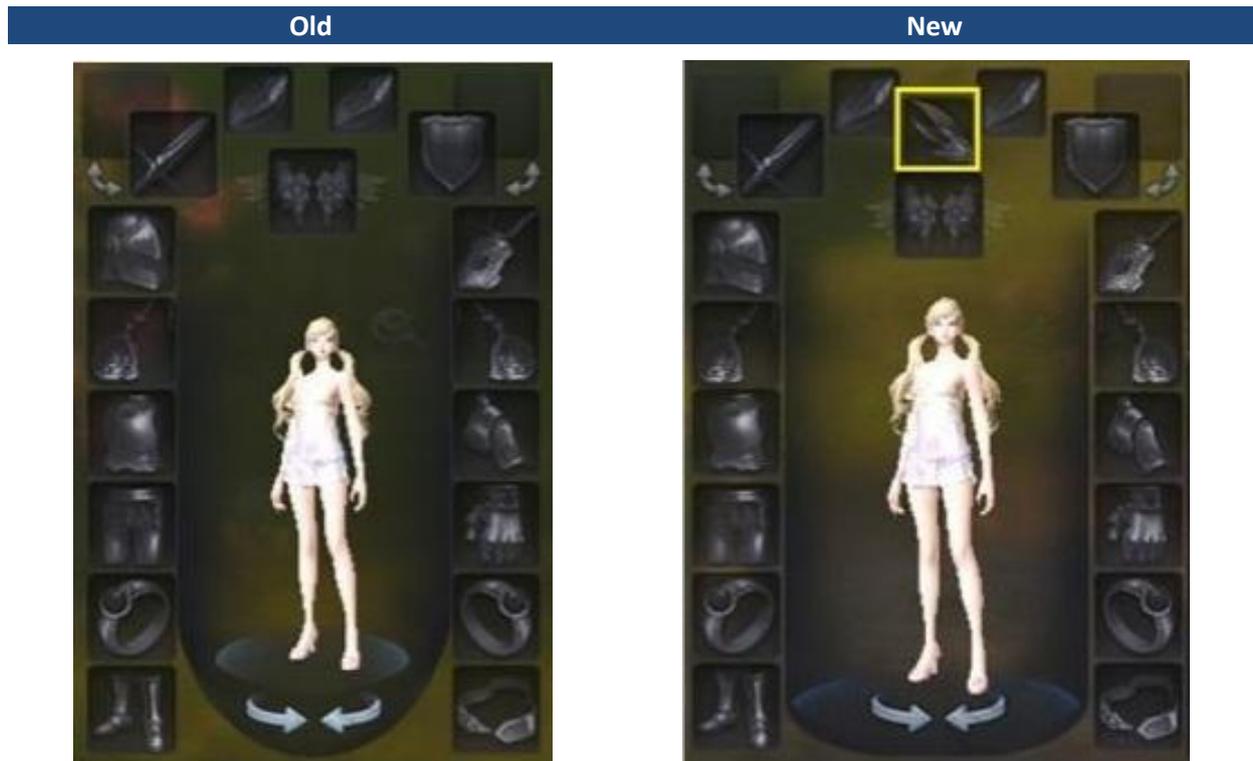
- The macros registered in the macro window are now displayed in alphabetical order.
- As skills are now learned automatically, the content of the beginner tutorials and the tutorial videos have been changed.
- A new hairstyle is available for female characters during character creation.

#### New Hairstyle

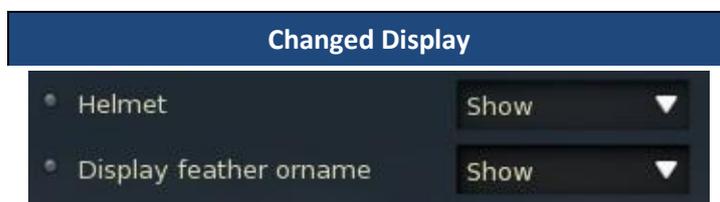


- In the “Request entry” warning window from the cross-server recruitment and cross-server entry, a pop up function has been added.

- If the “Request entry” window of the cross-server recruitment and cross-server entry has been hidden, it now opens automatically in the following situations:
  - The window opens automatically if Ready has to be clicked.
  - The window opens automatically, if a group application has been accepted.
  - The window opens automatically if all group members are ready.
- If the transparent map has been zoomed in for path finding reasons, the status of the transparent map will not be reset in future.
- If the transparent map has been made smaller and the searched for NPC is still in the same region, yet is further away, the map will display the position of the NPC.
  - When the character has covered a certain distance after checking this position, the map will display the current position of the character again.
- If the transparent map is opened and the searched for NPC is in another region, the zoom status of the transparent map will be maintained.
- A new slot for Feather Ornaments has been added in the profile window.



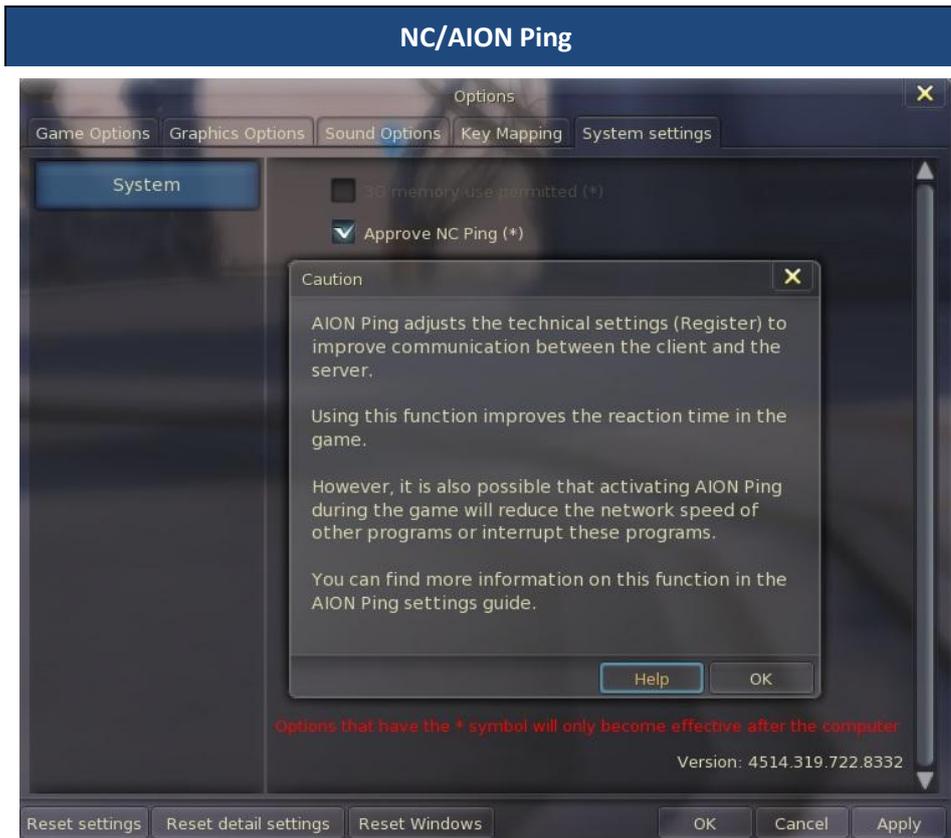
- Under [Settings] – [Game Settings] – [Character], the function *Show Feather Ornaments* has been added.



- In the Trade Broker window, the *Feather Ornament* category has been added.
  - Under [Accessories], [Feathers] has been added.

## System

- A new function called AION Ping has been added.
  - AION Ping is a function that improves the communication between client and server to avoid delays.
  - Under [Settings – System Settings - System] the function *Approve AION Pin (\*)* can be selected. The function will then be activated after the computer has been restarted.
  - Once AION Ping is activated, the application of this function continues until it is deactivated again. (However, it may occur that the function is deactivated by other programmes to improve network performance or through changes made to the registration.)



## Beginner/Rookie Server

- Change: the NPCs in Inggison and Gelkmaros, where Ancient Seals/Icons/Goblets/Crowns can be exchanged, do not appear on the beginner's server anymore.
- Change: on the beginner's server, the entrance to the Silentera Canyon can be used. However, upon entering, you will automatically switch to the normal server.