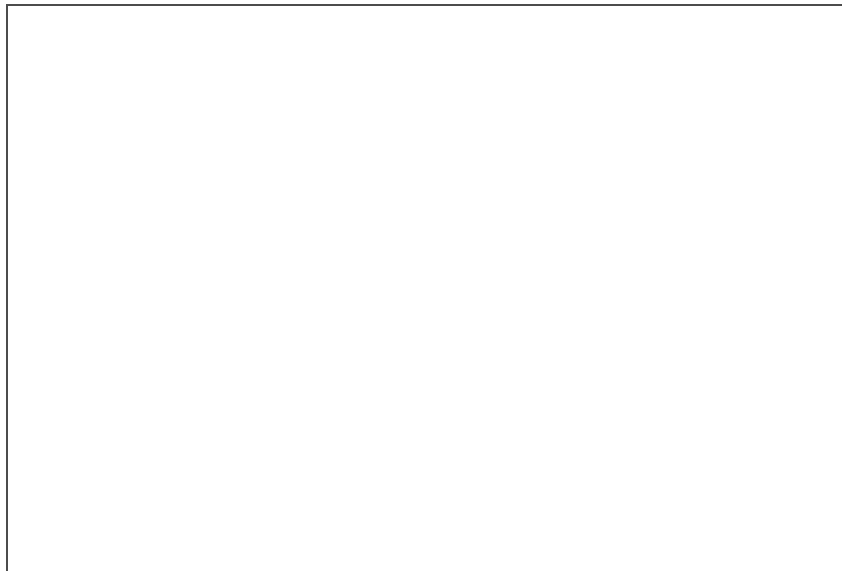


# Aion: Mark of the Vandal Now Live

8/20/2019 | [Updates](#) | [By Cyan](#)

## Characters

1. Added the new class, Vandal.

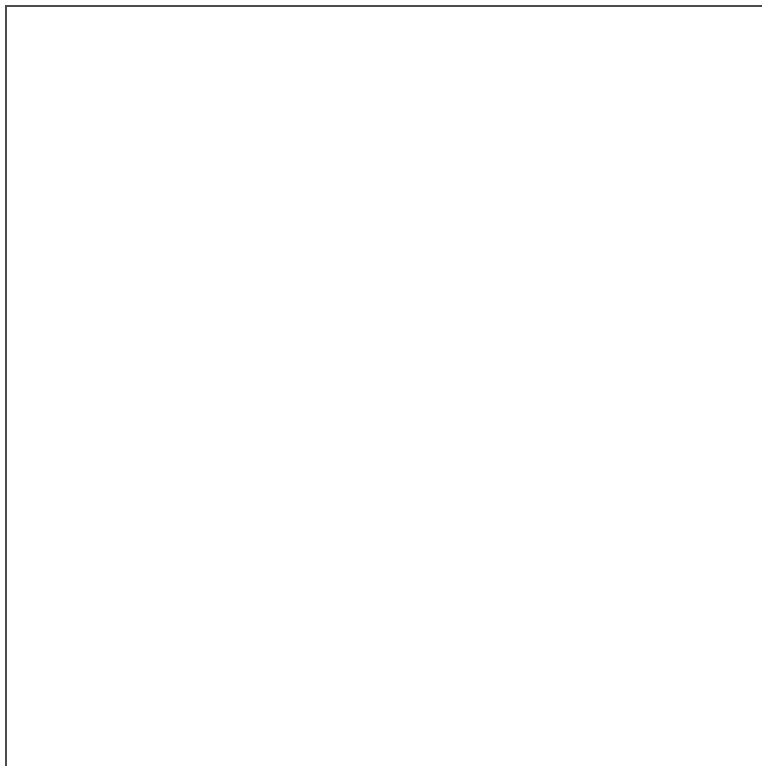


Before the Cataclysm, a Muse named Irnin first infused paint with Aether. With Lady Siel's support, he recruited and trained the first Vandals. However, after Siel's death during the Cataclysm, the fledgling class was scattered, and lost to history. They survived in the shadows, but their numbers were too few and their influence weak, and the world moved on without them. In Atreia's greatest hour of need since the Cataclysm, when Ereshkigal laid waste to vast areas of Asmodae and Elysea, the Vandals returned. Amidst the fire and chaos, many sacrificed themselves to save the innocent. In recognition of their skill and valor, Vandal training was officially established by decree of the Empyrean Lords.

- Vandals are the second class advancement option for Muse.
  - This class fights with the new two-handed weapon, Chromablaster, and wears Martial Cloth armor.
2. Fixed an issue where Songweavers and Clerics sometimes could not unequip Stigmas from expanded slots. In such cases, the affected Stigma has been moved to the inventory.
  3. Fixed an issue where some skills incorrectly removed characters from mounts, when certain transformations were active.

## **Environment**

1. A new zone has been added to Balaurea: Demaha.

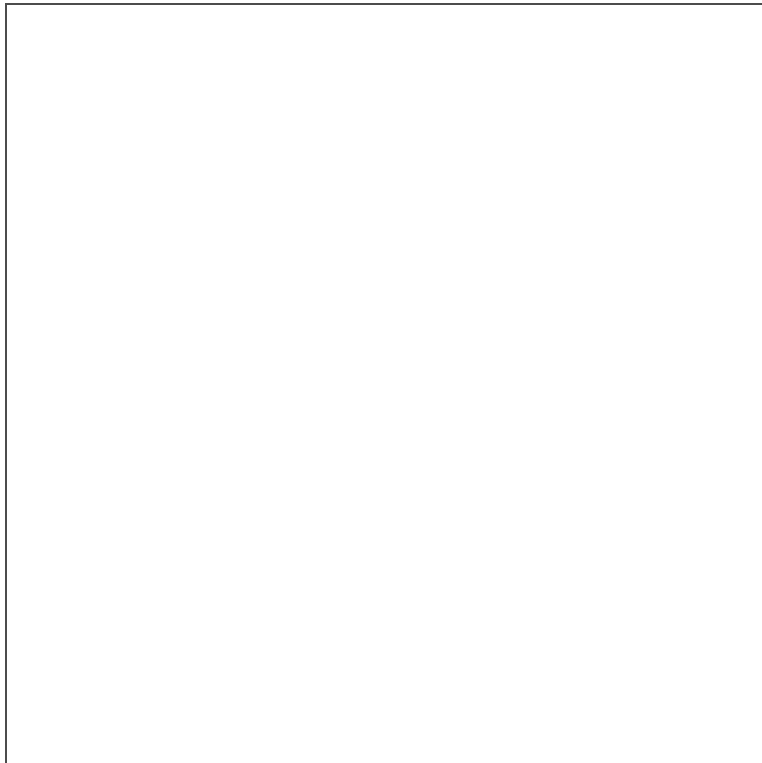


Once the prosperous seat of power for Apsu, the forgotten Dragon Lord, Demaha was left in ruins after his death. Centuries later, Demaha has become a focal point of potential conflict where Stellin Industries has established a neutral zone. Here, Asmodians and Elyos share equal ground amongst the wild and untamed land, where feral beasts and hostile Apsu worshippers still roam.

- Players can initially travel to Demaha through the Lakrum teleporter. Teleportation from Sanctum and Pandaemonium is unlocked after completing Demaha's first mission.

## Instances

1. Added a new instance, Stellin Development Lab.



With a wide of range of business interests, Stellin Industries has recently dedicated their research and development efforts around Demaha, taking advantage of the area's abundant natural resources and unique magical properties. However, the lab has been overrun by mutated creatures and other deadly brigands threatening to destroy their work. It's up to you and your fellow Daevas to step in and stop the chaos!

- The entrance is at the Stellin Industrial Complex in Demaha.

Players	Level	Entries (Prestige)	Reset Time
---------	-------	-----------------------	------------

2 - 6	80	4 (5)	Wednesday 9:00 a.m.
-------	----	-------	------------------------


- There are Easy and Normal difficulties and each difficulty provides a different reward.

## 2. Added Arena of Tenacity (3v3).

The Arena of Tenacity has returned! This 8-team, 3-round tournament format will focus on 3v3 battles.

- The Hall of Tenacity opens from 18:00-19:00 server time on Friday/Saturday/Sunday.
- Players can enter via the entry UI. Groups must be formed before entering; Single and Quick entry is not available.
- The instance can be entered once a day and three times per week.

## 3. Changed the requirements to enter some of the instanced dungeons and added the Entry Request feature which allows players to enter it quickly depending on their level.

Instanced Dungeons	Entry Level	Entry Request Level	Request Entry to UI	Entry Count
Fire Temple	Above 31	31 ~ 39		5 times a week
Esoterrace	Above 40	40 ~ 48		5 times a week
Beshmundir Temple	Above 49	49 ~ 57		5 times a week
Rentus Base	Above 58	58 ~ 66		5 times a week
Tiamat Stronghold	Above 67	67 ~ 75		5 times a week

- If the character level is higher than the Entry Request Level, players can enter it through the instance dungeon entrance.

## 4. Changed some instances so up to 6 players can enter together.

Race	Instanced Dungeons
Common	Haramel, Kromede's Trial, Taloc's Hollow, Lower Udas Temple, Dragon Lord's Refuge, Drakenspire Depths
Elyos	Aetherogenetics Lab, Indratu Fortress

- Added a header [Mission] to the names of these instances.

5. Reduced the difficulty of Bastion of Souls and Frozen Monolith and changed the entry requirements and entrance location.

Instanced Dungeons	Race	Entry Level	Players	Location
Bastion of Souls	Elyos	Above 76	1	Lebu Forest Scout Post
	Asmodian			Mysterious Mushroom Dwelling Scout Post
Frozen Monolith	Elyos	Above 78	2 to 3 players	Lebu Forest Scout Post
	Asmodian			Mysterious Mushroom Dwelling Scout Post

6. Changed the difficulty of Crucible Spire.

7. Updated ranking seasons:

- Added a season for Crucible Spire. Spire seasons will run weekly; other seasons will remain at 4 weeks.
- Removed the season for Arena of Harmony.
- Modified season rewards.
- Seasons will begin on 8/22/2019 at 4:00 a.m. and run until 3:00 a.m. on the day they end.
- As a reminder, Glory Points seasons only count GP obtained during the season period; pre-existing GP will not count towards your total.

8. Added entrances for Primeth's Forge and reduced the difficulty. It will spawn when the respective camps are captured.

Elyos	Breath of Memory
Asmodian	Bark Giant

9. Changed the number of entrants for Infernal Drakenspire Depths to 6 players and reduced the difficulty.

10. Added Nochsana Training Camp.

- Players can enter it with the Nochsana Training Camp Enlistment Notice which is given as a mission reward at specific level ranges.

Notice	Description
Novice Enlistment Notice	1 entry between level 21 and 40
Middle Grade Enlistment Notice	1 entry between level 41 and 55
High Grade Enlistment Notice	1 entry between level 56 and 70

11. Removed the following instanced dungeons:

- Mirash Sanctum
- Cradle of Eternity

12. Added the minimum number of required entrants to the Instance Info players column.

13. Reduced the effects of Enhance Barrier in Primeth's Forge. This buff is applied to Yastikan and Varakan when the 37<sup>th</sup> Legion leaders are slain.

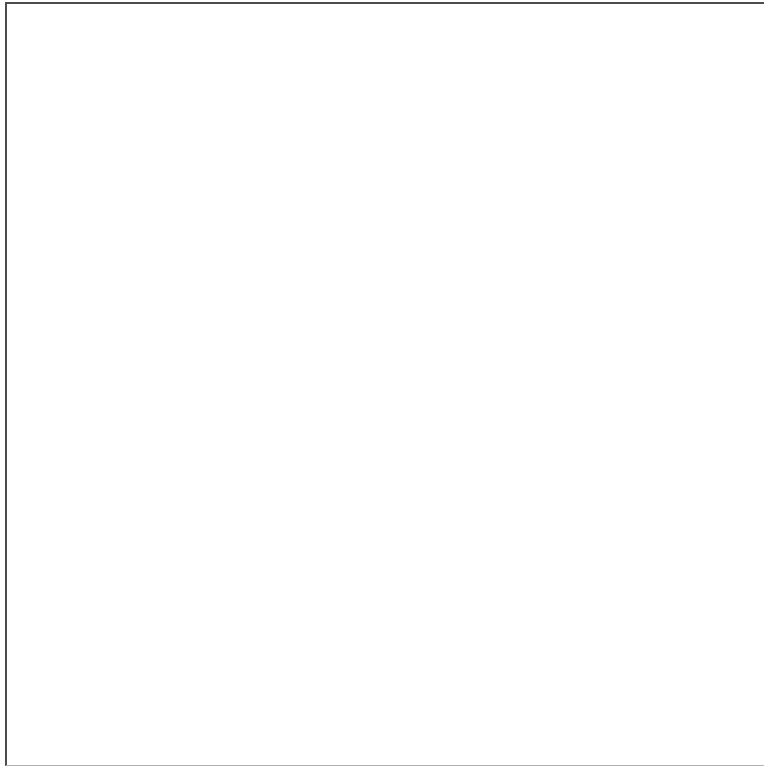
14. Removed [Mission] instances from the Post Offer window in the group finder.

15. Added new equipment to the below instance loot tables.

Instanced Dungeons	Monster	Reward Items
Primeth's Forge	Frigida	Ultimate Skyflame Armor (Pauldrons/Gloves)
Infernal Drakenspire Depths	Cloak of Dragon Lord Beritra	Ultimate Skyflame Armor (Pants/Shoes)

## Siege

### 1. Added Altar Sieges to Demaha.



The Apmaha, ancient worshippers of Apsu, once constructed great worship altars to receive Apsu's blessings. Despite Tiamat's destruction of the land, Apsu's residual power protected the altars and the Apmaha. As the last remnants of Apsu still reside here, the altars have become a focal point of Apmaha worship, and they zealously defend them against all outsiders.

Of course, the residual magical energies have also made them a key point of interest for Stellin Industries and the Daevas, making the area ripe for conflict.

- Altar Sieges start at 20:00 daily. The race that defeats the Apmaha Head Priest will occupy the altar, and the legion with the highest contribution will be awarded control.
- Altars are divided into sizes. 1-4 are small altars, 5-8 are medium, and 9-11 are large. Each tier of siege lasts a different amount of time.
- Large Altars (9, 10 and 11) will be enabled in a future patch.
- All altars have a chance to receive Apsu's Protection which grants a new effect depending on the altar size.

Altar Size	Apsu's Protection Conditions	Added Effects
Small	Defeat the Apmaha.	Ally battle guards appear.
Medium	Occupy the torch.	Ally attack power boost.

- Apsu's Protection also causes a random special NPC to spawn that is accessible to the legion that controls the altar. Depending on the NPC, items available include Legendary/Ultimate Enchantment Stone Coupons, Stellin Development Lab Entry Scrolls and others.
- If one race continuously fails to occupy an altar, members of that race will receive support based on the number of consecutive failures.

Times	1	2	3	4	5	6	7	8	9	10	11	12	13
Marchutan/Kaisinel's Protection			Lv1		Lv2		Lv3			Lv4			Lv5
Portal Support			Portals Active										
Healing Buff - Regen 20% of HP every 5 seconds							Buff Active						
Guard Support											Guards Active		

- Altar Sieges impact the race influence ratio and the presence of the Ariel's Blessing and Azphel's Blessing buffs.

2. The siege schedule has been modified.

Server Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
8:00 p.m.	Altars	Altars	Altars	Altars	Altars	Altars	Altars
9:00 p.m.		Lakrum Fortress		Lakrum Fortress		Lakrum Fortress	Divine Fortress

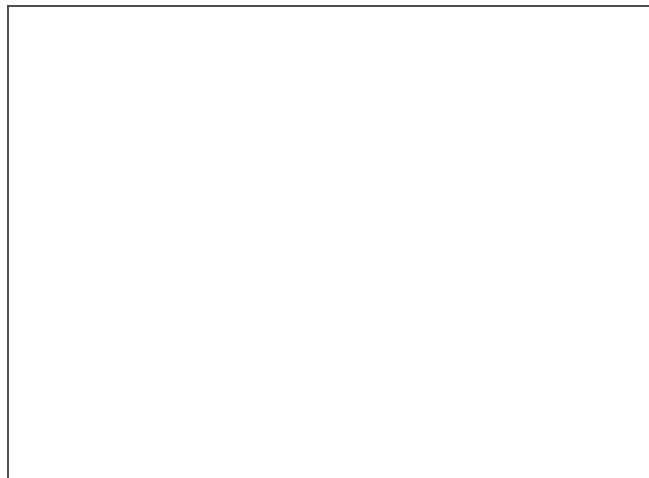


3. Before Lakrum Fortress sieges, a portal will spawn near the main bases for each race that will automatically form an Alliance for the siege when taken. The portals can be used by up to 192 characters for each faction.

4. Siege rewards for Lakrum and Divine Fortresses have been updated.

## Transformation

1. Revamped the transformation system UI.



2. Added two new transformations with physical stats – Colory (Ancient) and Irnin (Legendary).

3. Added two new transformation collections.

Collection	Effect
A Squad of Handsome Men	Physical Attack +171
When Coloring RGB	Accuracy +220

3. Increased the number of transformation collections that can be applied at once to 6.

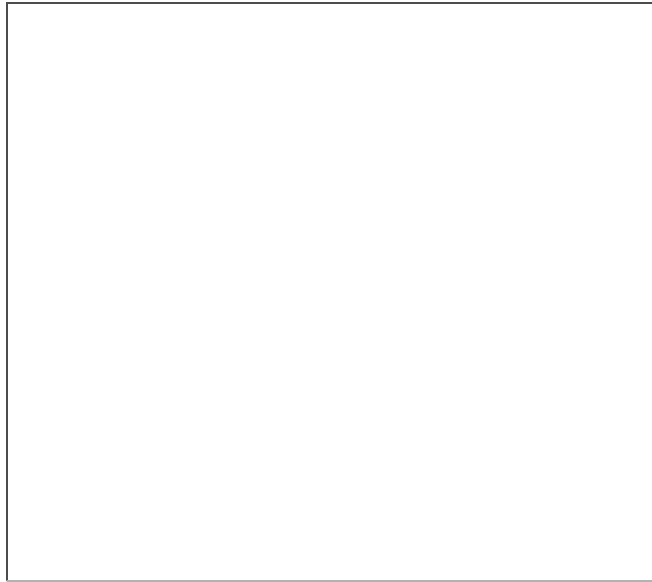
4. Fixed an issue where traveling while under the effects of a transparent transformation would cause it to change to a normal transformation.

5. Fixed an issue where some transformations would not apply visually.

6. Fixed an issue where some transformations would cause wings to display incorrectly.

## Lugbug's Mission

1. Added Lugbug's Mission.



- View it from [Start Menu - Lugbug's Mission], or from the icon next to the Luna Shop.
- There are daily and weekly missions and you can claim the reward by pressing [Reward] after completing them.
- You can receive the final reward by completing a certain number of tasks.
- Daily missions are reset at 9:00 a.m. every day and weekly missions are reset at 9:00 a.m. every Wednesday.

## Items

1. Added Tier 2 Ancient/Legendary/Ultimate equipment.

- Genesis Crystal PvP T1 and Daeva Fighter equipment can be upgraded to PvP T2.
- Added T2 Manastones at each rarity.
- Added T2 equipment and Manastone crafting recipes to Aetherforging.

2. Aethertechs will now equip Magic Plate armor instead of Magic Chain.

- Quest, Drop and Merchant rewards have been updated to the new armor class.
- Aethertechs can equip only plate armors from T2 equipment.
- When promoting Aethertech PvP equipment from T1 to T2, it is first promoted to a T2 chain armor and then to a T2 plate armor.

3. Changed some instance rewards.

4. Changed the instances where Daevanion Skill Books can be acquired.

Instanced Dungeons	Great Smuggler Shukirukin	Smuggler Shukirukin	Clumsy Smuggler Shukirukin
Frozen Monolith			○
Herelym Mine	○	○	
Primeth's Forge	○	○	
Infernal Drakenspire Depths	○	○	
The Veilenthron	○	○	
Stellin Development Lab	○	○	
Dredgion	○	○	
Idgel Dome	○	○	

- Smugglers will no longer appear in Bastion of Souls.
- The chances of one spawning have been adjusted in Infernal Drakenspire Depths and Primeth's Forge to reflect the difficulty changes in those instances.

5. Added new buff items that apply a visual effect on top of any transformations currently in use. These items' stats will stack with transformations. The items can be re-used, but expire after 7 days.

Item	Acquisition	Duration	Stats
------	-------------	----------	-------

Flame's Breath (7 days)	Arena of Tenacity Winning reward	10 minutes	Atk Speed 3% Casting speed increased 3% Movement Speed 3% Physical Defense 100 Magical Defense 100 HP 100
Tide's Embrace (7 days)	Reward for 1st place in Crucible Spire season	10 minutes	Atk Speed 3% Casting speed increased 3% Movement Speed 3% Accuracy 100 Magical Accuracy 100 HP 100

6. Added a new coin, Stellium.



- Stellium can be obtained from Altar Siege or as a quest reward.
- They can purchase a variety of items, or can be used as a consumable to gain 150 PvP attack for 10 minutes.

7. Added the new grade Cubic, Platinum. Ereshkigal Cubics are excluded from this change.

8. Adjusted Silver and Golden cubics so they go up to 5 levels. Ereshkigal Cubics are excluded from this change.

9. Improved equipment between level 1 and 75.

- The stats of equipment items that can be obtained between level 1 and 75 have been increased and Movement Speed bonus has been added to the shoes.
- Added ancient PvE Enchantment Stone and Legendary Grade equipment to level 1-75 instanced dungeon as rewards.

10. Golden Cubicles can no longer be sold through the Trading Broker.

- Ereshkigal Cubicles are excluded from this change.

11. Reduced the cost of Armsfusion.
12. Changed the items sold at the Gold Sand Traders, and adjusted some prices.
13. Changed some of the Stigma grades.
14. Added Minion Contract Stones that are needed to use the Minion feature.
  - Minion Contract Stones can be purchased at the Gold Sand Traders.
  - Kinah no longer can be used to use the Minion features.
15. Fixed an issue where mount animations are not displayed in certain situations.
16. Changed some equipment icons.
17. Fixed an error where some equipment had the incorrect appearance.

## Skills

1. Added skills, Stigmas, and Daevanion Skills for Vandal.
2. Changed the skill effects for each class.

Class	Skill Name	Changes
Gladiator	Armor of Revenge	Increased Duration
		Decreased Cooldown, HP Absorption
		Deleted Fear/Sleep Resistance, Attack Reflection
	Magical Defense	Reduced Duration
		Increase Magical Defense
		Added Fear/Sleep Resistance
	Wall of Steel	Reduced Duration, Parry count, Cooldown
	Body and Mind of Steel	Reduced Duration, Parry count, Cooldown
		Deleted Magical Defense
	Determination	Increased Activation Threshold
		Deleted Stun Effect

		Added Physical Attack increase
	Draining Sword	Changed Animation
	Relentless Cleave	Decreased Cooldown
	Ferocious Earthquake	Reduced Range, Targets
	Ferocious Lunge	Increased Range, Targets
	Defense Preparation	Increased PvP Defense, Cooldown
		Added Physical/Magical defense increase, Physical/Magical/PvP attack penalty
		Deleted Enmity, Fear Resistance, Shield Defense, Parry increases
	Slaughter	Increased PvP Attack, Cooldown
		Added Physical/Magical attack increase, Physical/Magical/PvP defense penalty
		Deleted Magical Accuracy increase
Templar	Baleful Pose	Increased PvE Defense Added PvE Attack increase Changed Physical Attack reduction from % to value
	Draining Slash	Increase HP Absorption value
	Shield Blow	Decreased Cooldown
	Incite Rage	Decreased Cooldown Added PvE Defense Increase Changed Chain skill Dazing Severe Blow → Divine Blow → Incite Rage
	Prayer of Freedom	Decreased Cooldown Added Immobilization Resistance Deleted Crashing Immunity
	Punishment	Decreased Cooldown
	Panoply of Protection	Increased Shield value
	Barricade of Steel	Increased Shield Defense, Physical Defense Deleted Resist Magic, Immobilization Resistance

	Aether Armor	Increased Resist Magic, Magical Defense
Cleric	Enfeebling Burst	Changed to a Normal stigma Deleted damage effect Added Magical Attack reduction
	Sacrificial Power	Changed to Greater stigma Increased Healing penalty, Magic Attack bonus, Magic Crit bonus Added Magical Attack reduction
	Word of Destruction	Changed to Normal skill Decreased Immediate damage, tick damage, duration, cooldown Deleted recovery reduction
	Salvation	Restored as DP skill Added Recovers 50% of max HP and MP of target
	Festering Wound	Deleted Damage, Magic Resist reduction
	Chain of Suffering	Deleted Magic Resist reduction
	Judge's Edict	Increased Magic Resist reduction, Magic Defense reduction
	Splendor of Recovery	Decreased healing Deleted heal over time effect
	Ripple of Purification	Decreased initial healing Added heal over time effect
	Healing Splendor	Increased Healing
	Ripple of Healing	Increased Healing
	Light of Recovery	Increased Healing
	Twinkling Light	Increased Healing, animation speed
	Globe of Light	Increased Healing Decreased Cooldown
	Flash of Recovery	Increased Healing
	Ripple of Purification	Increased Healing
	Great Ripple of Purification	Increased Healing
	Healing Light	Increased Healing

	Healing Grace	Increased Healing
	Sympathetic Heal	Increased Healing
	Immortal Shroud	Deleted Silence resistance, Stumble resistance
	Immortal Wall	Deleted Silence resistance, Stumble resistance
	Immortal Shield	Deleted Silence resistance, Stumble resistance
	Prayer of Focus	Deleted Magical defense increase Decreased cooldown
	Prayer of Resistance	Deleted Magical defense increase Decreased cooldown
	Saving Grace	Deleted Healing Added Magical Defense, Physical Defense buff
	Restoration Relief	Increased Healing
	Endless Thunderbolt	Increased Animation speed
	Benevolence	Increased Cooldown Deleted MP consumption increase Added Magic Attack penalty
	Power Smash	Increased Damage
Chanter	Word of Wind	Changed to a normal skill
	Empyrean Shield	Increased Physical Attack boost Deleted healing increase
	Protective Ward	Changed to a DP skill Deleted Stumble resistance Decreased healing boost Increased duration
	Protection Ward	Changed to a DP skill Deleted Stumble resistance Increased healing boost Increased duration
	Stamina Restoration	Added healing boost effect, duration Increased cooldown



	Debilitating Incantation	Deleted Physical/Magic Crit effect Added Physical/Magic Defense effect
	Word of Instigation	Deleted magic attack increase Increased physical attack increase, accuracy increase Added crit strike increase
	Healing Conduit	Increased healing
	Word of Inspiration	Changed to self-target toggle skill Deleted magic attack effect Added healing boost penalty, Crit Strike boost Increased Accuracy boost, Physical Attack boost
	Bloody Mash	Decreased cooldown
	Slashing Crush	Decreased cooldown
	Invincibility Mantra	Changed from % to value
	Divine Curtain	Increased shield value Deleted Stumble resistance, Silence resistance, Recovery effect boost, Recovery over time effect Added instant recovery effect Decreased cooldown
	Elemental Screen	Decreased cooldown
	Numbing Blow	Increased damage
	Resonant Strike	Decreased cooldown
Assassin	Slayer Form	Increased HP Added Attack Speed increase Deleted Magic Resist
	Slayer of Darkness	Increased HP Added Attack Speed increase Deleted Magic Resist, Shock Resistance Changed to increased Physical attack effects from guaranteed crit
	Break Away	Increased Shock Resistance, Duration Decreased Cooldown
	Eye of Wrath	Changed to increased Physical attack effects from guaranteed crit
	Deadly Focus	Increased duration

	Lightning Slash	Increased evasion reduction, Physical defense reduction Deleted Magic Accuracy reduction, Magic Resist reduction
	Sensory Boost	Increased Evasion, Magic Resist effects Added Physical Defense effect
	Signet Silence	Reduce duration
Ranger	Speed of the Wind	Deleted Physical Crit, Damage increase Added Pull resistance effect
	Bestial Fury	Increased Physical Crit value Deleted Shock resistance value
	Breath of Nature	Increased HP value Deleted Natural HP/MP recovery increase, recovery effect increase Added Shock resistance effect
	Blessing of Mother Nature	Increased HP value Deleted Natural HP/MP recovery Added Shock resistance effect Changed so it can be used while moving
	Destructive Arrow	Decreased cooldown
	Lethal Arrow	Decreased cooldown
	Silence Strike	Increased silence duration on PC targets Decreased cooldown
	Bow of Blessing	Increased Physical Attack boost Added Physical Crit boost
	Mau Blessing	Increased Physical Attack Deleted Paralysis Resistance, Pull Resistance, Magical Accuracy effect, Crit Strike effect
	Sharpen Arrows	Increased Physical Attack value Deleted Evasion effect Added Physical Crit boost
Sorcerer	Flaming Meteor	Increased damage Deleted Stun effect Changed to direct damage from targeted skill

	Flame Waltz	Increased damage Deleted Stun effect Changed to direct damage from targeted skill
	Illusion Storm	Decreased Stun duration, Cooldown
	Boon of Quickness	Decreased cooldown
	Soul Freeze	Changed Silence duration for all targets Added Bind effect
	Baizel's Boon	Added PvE Attack boost
	Flame Spray	Increased Damage
	Glacial Shard	Increased Damage
	Summon Rock	Decreased Cooldown
	Summon Heat	Increased Damage
	Shoot Cold	Increased Damage
	Magic Increase	Increased Magic Attack, Magic Crit Decreased duration, cooldown Deleted Magic Accuracy boost
	Magical Explosion	Increased Magic Attack, Magic Accuracy Decreased cooldown Deleted Magic Crit boost
Spiritmaster	Disenchant	Restored as DP skill Strikes 18 targets up to 25m around the caster Dispels 2 magical buffs Cooldown 10 minutes
	Summon Magma Spirit	Changed to regular skill Cooldown 5 minutes
	Summon Tempest Spirit	Changed to regular skill Cooldown 5 minutes
	Dispel Magic	Deleted Damage effect, casting time (change to instant)
	Wall of Protection	Changed from % to value
	Fear	Changed duration to be more consistent

	Fear Shriek	Changed duration to be more consistent
	Nightmare Scream	Changed duration to be more consistent
	Curse of Water	Changed duration to be more consistent
	Curse of Fire	Changed duration to be more consistent
	Nightmarish Shriek	Changed duration to be more consistent
	Nightmarish Lament	Changed duration to be more consistent
	Magic Implosion	Changed to remove 1 advanced buff/debuff from target Increased damage, damage over time
	Aegis Breaker	Deleted dispel Decreased Cooldown Increased damage, damage over time
	Infernal Pain	Changed to cannot be removed Increased damage over time
	Cyclone of Wrath	Increased damage over time
	Sandblaster	Increased damage over time
	Chain of Earth	Increased damage over time
Songweaver	Minstrel's Flair	Restored as DP skill Deals magic damage
	Symphony of Destruction	Changed to regular skill
	Joyous Carol	Deleted healing
	Soothing Finale	Increased healing
	Soothing Counterpoint	Increased healing
	Soothing Hymn	Changed to Normal Stigma
	Hymn of Rejuvenation	Changed to Greater Stigma Increased healing, healing over time
	Refreshing Melody	Increased PvE Attack
	Armor Cadence	Decreased Cooldown

	Delusional Dirge	Increased Physical Attack reduction Decreased Cooldown, Magic Attack reduction
	Purging Paeon	Changed to instant effect
	Mirage Symphony	Increased Damage Decreased Cooldown
	Exultation	Increased Healing Added HP increase, Magic Attack penalty Deleted Magic Accuracy increase Decreased Cooldown
	Impassion	Increased Magic Attack, Magic Accuracy Added Healing penalty Decreased Cooldown
Gunslinger	Survival Instinct	Decreased Cooldown Increased teleport distance Deleted abnormal condition removal
	Escape Instinct	Decreased Cooldown Increased teleport distance, movement debuff resistance Deleted abnormal condition removal
	Materialize Magic	Decreased Cooldown Deleted Bind Resistance, Silence Resistance
	Mental Vision	Deleted Magic Resist effect
	Bull's Eye Mental Vision	Deleted Magic Resist, Magic Accuracy effect Increased duration, movement condition and shock resistance Added Bind resistance, Silence resistance values
	Sighting	Increased Magical Accuracy value
	Piercing Trunk Shot	Decreased cooldown
	Binding Cannon	Decreased cooldown
	Strafing Fire	Increased damage
	Freeze Cannon	Decreased magical defense value Increased cooldown
	Recovery Fire	Increase recovery on critical

	Strengthened Recovery Fire	Increase recovery on critical
	Recovery Blast	Increase recovery
Aethertech	Kinetic Battery	Deleted Shock resistance, Parry values
	Magical Cover	Deleted Shock resistance, Parry values Increased PvE Defense
	Stability Thrusters	Deleted Shock Resistance, Movement condition resistance Increased magic attack value
	Maximize Combat Skills	Deleted Shock Resistance, Movement condition resistance Increased magic attack value, PvP attack value
	Kinetic Bulwark	Decreased Cooldown Deleted Magic Resist
	Drillbore	Decreased Cooldown
	Alarm	Increased PvE Defense
	Silent Bash	Increased Silence duration on PC targets Changed to cannot be removed
	Rage Wave	Added PvE defense increase Changed to chain skill (Bludgeon → Battery → Rage Wave)

3. Improved the skill tooltips for character, collection, and minion skills.

Before	After
<div></div>	<div></div>

4. Changed some debuff skill effects so that they can be removed by 1 High Grade Healing Potion or 1 Dispel skill.

Target Skills				
Ankle Snare	Chain of Suffering	Judge's Edict	Debilitating Incantation	Mountain Crash
Venomous Strike	Shackle Arrow	Curse of Weakness	Infernal Blight	

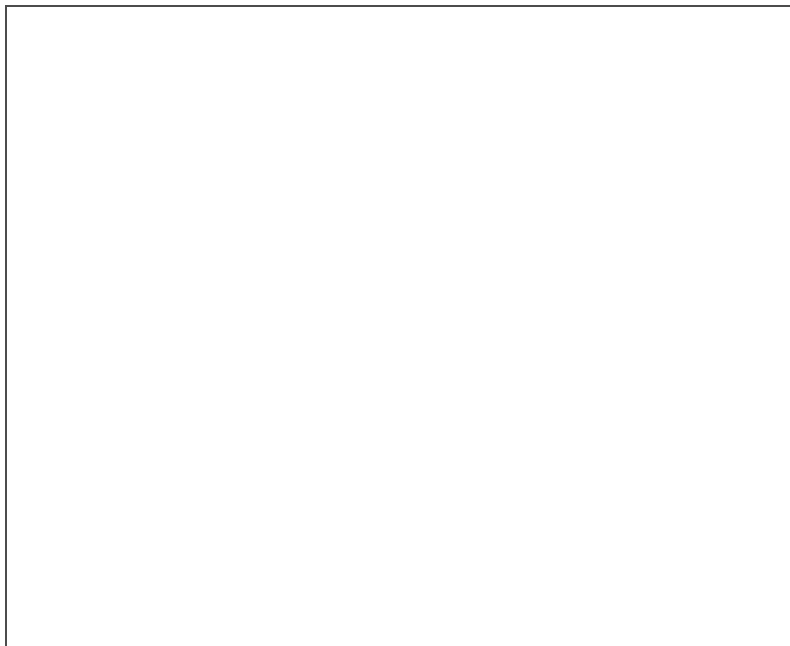
5. Increased the stats and skill effects of Guardian Deity General.

6. Fixed an issue where Spiritmaster's Flames of Anguish debuff effect is removed when striking an enemy.

7. Fixed an issue where the animation for Petrification effect wouldn't be applied while riding a mount.

## System

1. Added an Item Guide. The guide recommends gear based on the what is currently equipped, and shows where they can be found.



- Access the guide via [Profile - Info - Guide] and [Start Menu - Item Guide]. There is also an option to view it from the Resurrection Selection screen that displays after dying.

3. Clicking the Shard icon below the character portrait will now enable/disable Shards.

4. Changed the cost of expanding the initial inventory.

Stage	Previous Cost	New Cost
Stage 1	2,000	200
Stage 2	20,000	2,000
Stage 3	50,000	5,000

5. Unavailable skills will now be displayed in red when you are affected by debuffs.

6. Changed some sound effects.

## Quest

1. Added quests and story missions for Demaha.
2. Added quests for Stellin Development Lab.
3. Improved rewards for regional Lakrum quests.
4. Added some quests for Bastion of Souls.
5. Adjusted existing quest rewards for the addition of the Vandal class.
6. Added growth reward quests for reaching certain levels.

Mission Name	Required level
[Growth/Reward] Crown Prince Bobo's Gift	1/10/25 /76/79
[Growth/Reward] Elsie's Gift	20/35/45



[Growth/Reward] Pixel's Gift	56/65/71/75
------------------------------	-------------

7. Added new tutorial quests.

Quest Name	Required level
[Tutorial] Equipping Shards	56
[Tutorial] Understanding Transformations	65

8. Added instanced dungeon quests for level 1 to 75.

9. Deleted the existing Cubic quest and added a new Cubic quest.

10. Deleted the requirements for Elyos' quest Two Roads Before Me and Asmodian quest Moving Forward. They are automatically learned when reaching level 55.

11. Changed acquisition level, process and rewards for some tutorial quests.

12. Changed the Stigma rewards of some quests according to the change in Stigma grade.

13. Changed the Manastone rewards for some quests.

14. Added a Fortress Battle Participation quest which can be played 8 times.

15. Characters can now receive the Inggison's Environment and Go to Gelkmaros missions when reaching level 40.

16. Adjusted some Legion Tasks in accordance with the changes to Bastion of Souls.

17. Added 4 Fortress Battle quests and 4 regional quests in Demaha.

18. Changed the rewards for Elyos's [Instance Dungeon] To the Crucible Spire! and Asmodian's [Instance Dungeon] Open the Crucible Spire quests.

## UI

1. Removed the Entry Time button on the instanced zone waiting info window.

2. Fixed an issue where the skill and wing effects were not properly displayed on the character creation screen in some situations.

3. Fixed the issue where some reward items in the battlefield entry UI were displayed incorrectly.

## **NPC**

1. Removed the Genesis Crystal Reward Officer who appears when the Lakrum base is occupied.
2. Removed the reward officer in each Lakrum who exchanges Genesis Crystals for PvE equipment.
3. Changed the location of the reward officer who exchanges Genesis Crystals for PvP equipment to besides the Stigma Master at each Lakrum Bind Point.
4. Changed the dialogue spoken by some NPCs.

## **Monster**

1. Adjusted the time so that Berserk Anomos appears a little earlier in Lakrum.
2. Added named monsters in level 1-75 areas.
  - Defeating a named monster gives you a legendary weapon and ancient/legendary transformation potion.
3. Added Lunar Team Leader and Nope Team Leader bosses to level 1-75 areas.
4. Changed the battle patterns of some Lakrum boss monsters.

## **Miscellaneous**

1. Updated the image displayed when the game is launched.
2. Increased the AP earned from PvP.

## **NCW Content Changes**

### **Luna**

1. Updated Luna consumption rewards.
2. Added Luna material drops to Stellin Development Lab (Easy and Normal mode).
3. Additional Stellin Development Lab entries can be purchased with Luna (Easy and Normal mode).

### **Lockbox**

- 4. Added Lockbox drops to Demaha.
- 5. Added Lockbox and Lockbox Key drops to Stellin Development Lab (Easy and Normal mode).

### **Prestige Pass**

- 6. Added Prestige Coin drops to Demaha and Stellin Development Lab, and Prestige NPCs to Demaha.
- 7. Added new Prestige quests, and updated existing quests with Vandal gear.
- 8. Prestige users will receive 1 additional entry to Stellin Development Lab (Easy and Normal mode)

### **Miscellaneous**

- 9. Modified GP rewards from new quests so they are more in line with rank requirements in North America.
- 10. Modified stats and duration for new transformations to be in line with previous NCW adjustments.
- 11. Added transformation contract boss drops to Stellin Development Lab (Easy and Normal mode).