



# Ignite Update Patch Notes

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CLASSIC

2/05/2025 | [Patch Notes](#) | By Community Team

### Ignite Update – Full Patch Notes

#### [Rafslan]

1. Changed the Rafslan outpost quests.
  - Changed quests in 1st and 2nd outposts to weekly group quests.
  - Changed quests in 3rd-9th outposts to daily quests.
  - If you acquired and completed related quests before the update, they will be deleted after the update.
2. Modified some of the Rafslan terrain.
  - Changed the location of Rafslan 1st, 2nd, 7th, and 9th outposts.
  - Added three new air streams in Rafslan.
  - Added two new Windstreams in Rafslan.
  - Added three new supply routes in Rafslan.
  - Modified some previously added air streams and Windstreams.
3. Changed the stats of the 8th and 9th outposts Balaurs and the 508th Workhouse Supervisors/Inspectors.
4. Adjusted the speed of all Windstreams in Rafslan.

5. Made some changes to the Treasure Hunt content.
  - Changed the message that is displayed to indicate where the treasure box appears.
  - Changed treasure box to appear 2 minutes after message output and Arena Keeper's appearance.
  - Changed treasure box to show its location on the map when it appears.
6. Changed supply content.
  - Changed the appearance time of the Supply Vendor NPC.

| NPC Name               | Appearance time |
|------------------------|-----------------|
| <Ra> Trading Merchant  | 19:30           |
| <Fs> Trading Merchant  | 20:30           |
| <Lan> Trading Merchant | 21:30           |

- Changed the quantity of supplies sold by each trader.
7. Fixed other Alliances in the same League becoming enemies in the Rafslan Lawless Land.
  8. Changed the way Rafslan activates the Lawless Land within it.
    - The Tiamat 508th Legion Garrison Lawless Land will remain active at all times as before.
    - Contaminated Lake Slan, Reian Campsite, and Lawless Land of Murk Rift will be activated when the Arena Keeper appears to announce the appearance of a treasure box, and will be deactivated when the treasure box disappears.
  9. Changed the map to show the Lawless Land area when Lawless Land is active in Rafslan.
  10. Fixed stealth being unlocked while Lawless Land is deactivated.
  11. Added Signal Flare content.
    - There is a chance to acquire Signal Flares from the Legion Contribution Supplies which is a reward from the quests [Daily] Rafslan Elyos Sweep and [Daily] Rafslan Asmodian Sweep.
    - Acquired Signal Flares are destroyed 60 minutes after they are acquired.
    - Depending on the type, Signal Flares can be used near the Exchange Ancient Relics NPC in Rafslan.
    - Explorer Shugo that appears will remain for 30 minutes.
  12. Fixed Rafslan's Lawless Land incorrectly activating immediately after maintenance ends.
  13. Added additional Guard NPCs to each faction's ships.
  14. Added the Five Great Altar of the Other World content.
    - You can get special items when you interact with altars while equipping appearance equipment that matches their attributes.
  15. Changed the map to show a location icon when using a Signal Flare.
  16. Changed some terrain that interferes with flight.

## [Instanced Dungeon]

1. Renamed "Citadel of the Sacred" to "Burning Citadel of the Sacred".

| Entry Location | Max Players    | Level Requirement  | Number of Entries | Reset Time           |
|----------------|----------------|--------------------|-------------------|----------------------|
| Rafslan        | Up to 6 people | Level 56 or higher | 5 times per week  | Every Wednesday at 9 |

- Changed to a dungeon with a time limit.
- Ranking is based on the time left to kill the Boss Monster.
- The rewards have been broken down by tier.

2. Changed the number of entries for some Instanced Dungeons.

- Changed Allos Cosmos, Burning Citadel of the Sacred to allow 5 entries per week.
- Changed Padmarashka's Cave to allow 4 entries per week.

3. Increased the drop rate of some items based on changes to the number of entries to Allos Cosmos.

4. Changed the minimum points required to achieve Tempus D-Rank.

5. Fixed some patterns for the 'Id Yaksha' in 'Burning Citadel of the Sacred'.

6. Fixed some effects of the weakness attack buff in Burning Citadel of the Sacred working incorrectly.

7. Changed the drop rate of some items that can be obtained from Haramel.

8. Changed some items that drop in Theobomos Lab, Adma Stronghold, and Draupnir Cave to drop regardless of level difference.

9. Changed the attack range of the Allos Cosmos 'Drowning Blues'.

10. Fixed certain areas of instanced dungeons to respawn in the correct location when rejoining after dying.

11. Removed 'Udas Temple'.

- Any acquired and completed related quests before the update will be deleted after the update.
- Any related quest items before the update will be deleted after the update.

12. Changed the Eternal Accessory that drops from the 'Udas Temple' and the 'Udas Temple' to the 'Padmarashka's Cave' reward.

- Changed the sale price of these Eternal Accessory to reflect the reward changes.

13. Changed the entry location of 'Tempus'.

14. Reduced the difficulty of "Padmarashka's Cave".

15. Reduced the difficulty of 'Phaistos' Disk'.

16. Changed the number of Wall of Lament entries to four per week.

17. Increased the drop rate of some equipment dropped by Raging Padmarashka due to changes to the number of

Padmarasnka's Cave entries.

18. The Crucible Coliseum is now available for entry.

19. Changed the level of Unstable Tiroan, Lord Lannok, and Commander Bakarma to 51.

## [Quest]

1. Added the Meta Stigma I quest.
  - Obtained from Stigma Masters in each Balaurea faction's fortresses.
2. Added a quest to trade Undying Temple Guardian's Armor and Bamboo materials for 'Undying Temple Guardian's Overcoat'.
  - Quests can be learned from the Israphel's Apostle for Asmodian and the Siel's Apostle for Elyos.
3. Fixed expired quests not being auto-deleted when returner benefits end.
4. Fixed an issue where quests could not be dropped from the Asmodian NPC "Sorolov".
5. Added description to the Returning Deava quest regarding auto-deletion.
6. Added the Gling Boost II Exchange quest.

| Faction  | Quest Name                       | NPC                        | Level              |
|----------|----------------------------------|----------------------------|--------------------|
| Elyos    | The secret to spectacular glides | Flight Researcher Flaanerk | Level 58 or higher |
| Asmodian | The secret of artistic flight    | Flight Researcher Flaanerk | Level 58 or higher |

7. Added a quest for the Furious Admiral's Protocol Weapon Box:

| Faction  | Quest Name                  | How to Obtain                        | Level              |
|----------|-----------------------------|--------------------------------------|--------------------|
| Elyos    | Gambanerk's surprise order  | From the Gambanerk's surprise order  | Level 60 or higher |
| Asmodian | Gamblenerk's surprise order | From the Gamblenerk's surprise order | Level 60 or higher |

8. Fixed an issue during the "Graves of the Red Sky Legion" mission where the NPC's dialog would display invalid quest material item descriptions.
9. Changed the ability to move immediately to the "Captured Prisoner" during the Saving Elyos Captives and Saving Asmodian Captives quests.

10. Changed quests related to the Hrak Research Center to be obtainable.
11. Made the quests Dressing Up For Bollvig, Wings of Mastery, and Huron's Letter unobtainable.
  - If you have obtained and are working on the quests, they will be deleted after the update.

## [Ranking]

1. Changed points earned through PVP to immediately count toward RP and AP.
  - Ranks are reset after a certain period of time.
  - APs are not deducted when ranks are reset.
2. Reduced the RP penalty for death at 4-Star Officer and higher ranks.

## [Seasonal Ranking]

1. Added minimum PvP AP values per rank.
  - You must achieve the minimum PvP AP value requirement to reach the rank before the rank is applied.
  - Rank is updated in real-time for Rank 9-1 Soldiers.
  - Officers to Governor will have their ranks applied in time for rank updates.
  - Failure to meet the minimum PvP AP value for Officer to Governor status will result in the rank being stripped in real-time.
2. Changed rankings to update in integrated dungeons to match the ranking update time.
3. Changed the duration of each season in the Arena Rankings to two weeks.
4. Changed the ranked tiers for Arena rankings.

| Rank by Class | Tier          |
|---------------|---------------|
| 1st           | Master tier   |
| 2nd           | Diamond Tier  |
| 3rd           | Platinum tier |
| 4th and 5th   | Gold Tier     |
| 6th to 10th   | Silver Tier   |
| 11th to 20th  | Bronze tier   |

5. Changed the way Arena rankings are calculated to combine all factions, and all classes.

## [ Battleground ]

1. Added group entry to the Black Vevium Battlefield.
  - Group entry is for a maximum of two people.
2. Changed the start cooldown for Black Vevium Battlefield to 2 minutes 30 seconds.
3. If any users have left the Battleground at the start, the Battleground will end and the entry count will be added.
  - Characters who leave before the Battlegrounds start will not have their entry count added.
4. Added the existing battleground 'Tiak Research Center'.

| Max Players | Level Requirement | Number of Entries | Entry Days                                   | Reset Time          | Entry time    |
|-------------|-------------------|-------------------|--|---------------------|---------------|
| 6 vs 6      | 56 and above      | 2 per day         | Tuesday,<br>Thursday,<br>Saturday,<br>Sunday | 9:00 a.m. every day | 19:00 - 22:00 |

- You can enter via the Request Entry icon that appears in the HUD at entry time.
- Private Entry and Group Entry of two players are available.
- Factional matching is possible.
- Points are awarded for defeating opposing PCs, NPCs, and neutral faction monsters.
- Changed the movements of some NPCs.
- Changed the attack period to 20 minutes.

## [ RvR ]

1. Changed the schedule for the Arch Diad Raid.

| Before the change        | After the change   |
|--------------------------|--------------------|
| Last Friday of the month | Every other Friday |

- The duration remains the same.

## [ Enchants ]

1. Added a +10 Guaranteed Enchant system.
2. This will be available by selecting the Guaranteed Enchant tab in the Enchant Item window and will change your equipment to +10 Enchant when you meet the required conditions.

3. Only equipment with +0 to +5 Enchant will be available, and the number of Enchantment Stones required depends on the equipment's current Enchantment Level.
4. The minimum level of Enchantment Stone required varies depending on the rank of equipment being enchanted.

| Item Rank | Minimum level of Enchantment Stone required |
|-----------|---|
| Normal    | Item Level +0                               |
| Rare      | Item Level +5                               |
| Heroic    | Item Level +15                              |
| Fabled    | Item Level +35                              |
| Eternal   | Item Level +50                              |

## [Steve]

1. Has arrived.

## [Item]

1. Added the ability to open multiple stackable Selection Bundles at once.
2. The list of dungeons to be selected when using the Dungeon Bonus Entry Scroll item has been changed.
  - Removed 'Udas Temple'.
  - Removed 'Lower Udas Temple'.
3. Fixed an issue that caused a character crash when using the Totem Kisk reward from Allos Cosmos.
4. Fixed Twinkling Mirror sharing cooldowns with Stigma.
5. Fixed clicking on an item with probability information linked to a chat to display a detailed information popup.
6. Fixed some effects from the Flaming Salvation Weapon outputting unnaturally.
7. Fixed Bollvig, the Archon of Storm to not appear when defeating Black Heart Rasberg from Monster Summoning Ticket.
8. Changed the cooldown of Crystal type items to not share cooldowns with new Elixir type items.
  - Changed the cooldown of Crystal type items to 20 seconds.
  - Crystal type items that drop through collecting changed to no longer be available.
  - Added Crystal Designs to the purchase list through the Alchemy Merchant.
9. Added the Abyss Admiral Appearance Weapon.

- It can be purchased through Gambanerk or Inggison and Gambanerk or Gelkmaros.

10. Added the Abyss Admiral Armor.

- It can be purchased from an Abyss Admiral Equipment Merchant.
- The Appearance Skill is applied when the Abyss Admiral Armor is equipped and is not applied when it is unequipped.
- If you apply the Appearance of a piece of Equipment that does not have an Appearance Skill of an Abyss Admiral Armor, it will retain the Appearance Skill.

11. Fixed the tooltip for the [Event] Crystal Spirit Monster Summoning Scroll

12. Added "Unavailable to register to World Exchange" to the warning message displayed when changing an item's Appearance.

13. Fixed a bug where the weapon would not unfold after switching to combat mode while equipping the Fierce Midnight Tiger's shield and the Wise Dragon King's Bow.

14. Changed the items for sale at the Training Camp Quartermaster in the Arena.

15. Changed the name and availability of some items sold by the Training Camp Quartermaster in the Crucible.

16. Updates to Guardian/Archon Fleet Admiral's Wings Equipment Merchant:

- Changed the quantity of goods required to redeem an item.
- Increased the stats of some items.
- Added the ability to use the 'Extraordinary Daeva's Destructive Power' skill when equipped.

17. Changed the item rank of the Nether Wings Selection Box and Heavenly Weapon/Shield/Wings.

18. Changed the way the Conditioning availability option is displayed in the item tooltip.

19. Changed Energy type items to items that cannot be applied on pets.

## [Story Book]

1. Lowered the difficulty of completing the Lumiel Painting.

- Changed the appraisal probability for 'Unconfirmed Fine Lumiel Painting Piece'.
  - Added 'Lumiel Painting Box' to Explorer Shugo's sales list.
  - Changed the number of "Unconfirmed Greater Lumiel Painting Piece" dropped by Aether in Inggison and Gelkmaros from 1 to 2.
  - Changed the number of "Lesser Lumiel Painting Trace" dropped by ground objects in Inggison and Gelkmaros from 3 to 4.
  - Changed the number of "Lesser Lesser Lumiel Painting Trace" dropped by objects around Rafslan 5th Outpost from 5 to 7.
  - Changed the number of "Unconfirmed Greater Lumiel Painting Piece" dropped by Aether in Rafslan from 2 to 3.
  - Changed the number of "Unconfirmed Greater Lumiel Painting Piece" dropped by the 5th Outpost Guards in Rafslan from 2 to 3.
- Changed the number of Unconfirmed Lesser, Regular, and Greater Painting Pieces that can be obtained when using the 'Lumiel Painting Box' from 1 to 2.



- Fixed the Storybook "Ancient Art" list being displayed incorrectly.

## [Skill]

1. Updated the description of the Strengthen Wings I skill.
2. Changed the effects of some Stigma skills.
3. Added the respective class skillbooks to the Hall of Guardians in Sanctum and the Capitol Building Master NPC in Pandaemonium.
4. Improved some of the Executor's skill effects, damage, and usability.

## [Legion]

1. Added a L120 Enhancement Stone craft.

## [Wild Card]

1. Added a new Wild Card skill, 'Ultimate Delirium'.
  - Wild Card skills acquired before the update will be deleted after the update, and you can reselect them through the Wild Card Quest.

## [Daeva Pass]

1. Changed the weekly "3 entries to the Black Vevium Battlefield" mission in the Special Default Pass to "3 entries to Rafslan".
2. Fixed starting level of Daeva Pass not jumping after the season ends for Deava Passes with Premium rewards unlocked.
3. Fixed Deava Pass related limited-time rewards being received in the mail with the reward still wrapped.

## [UI]

1. Changed opposing faction's Abyss ranks to be displayed in all regions.
2. Refactored the code that causes the HUD icon to blink.
3. Fixed Exclusive Cube windows remaining when closing the Inventory window.
4. Changed the tooltip UI for items in the description UI (Assemble/Disassemble/Dye/Book of Adventure) to allow

scrolling via the mouse wheel.

## **[Others]**

1. Changed the cost of binding an Obelisk.
2. Improved logs for Legion missions.
3. Fixed awkward animations for certain weapons in cutscenes.
4. Fixed incorrect size of the EXP bar when starting in transitional full screen.
5. Fixed difficulty recognizing wind paths.
6. Fixed some weapons intermittently not outputting their effects when the Lord Kaisinel's appearance is applied.
7. Fixed a message regarding rank drops when purchasing items by spending Abyss Points.
8. Fixed awkward dialog from NPCs selling Balic Design in Abyss.
9. Changed the stats of the Prisons in the Closed Tiak Research Center.
10. Changed the link to the product details in the Aion Shop/Aion Look.
11. Changed the product details page in Aion Look/Aion Shop to connect to the correct server settings.
12. Fixed an intermittent display of an announcement when an item is in the Legion Warehouse.

## **[Game Guard]**

1. Applied NCGuard related code.