

**Aion 4.9 Patch Notes** 

# **Abyss**

#### **Movement in the Abyss**

Detecting new Balaur movement in the Upper Abyss, the Elyos and Asmodians constructed Landings, advance fortifications to carry out aggressive strikes against the Balaur.

The Elyos' Redeemer's Wing Legion and the Asmodians' Omen's Herald Legion, despite their shared goal of preventing Ereshkigal's legions from gaining ground in the region, have inevitably clashed.

#### **Sullenscale Rive**

Due to the massive shockwave in the Abyss, new islands have formed in the Lower Abyss. Elyos and Asmodian scouts have reported Balaur forces already occupying the islands. Knowing of the strategic importance, both Daevic factions are eager to wrest control of them from the Balaur and each other.



1. Landings have been added to the Upper Abyss.

Race	Landing Name
Elyos	Redemption Landing
Asmodians	Harbinger's Landing





- 2. The Abyss Core has been sealed away, and can no longer be visited.
- 3. Sullenscale Rive, comprised of several islands in the Lower Abyss, has been added as an elite hunting ground for Level 46 or higher characters.
- 4. Aether material nodes in the Upper Abyss have been changed.
- 5. To prevent an exploit, Homeward Bound can no longer be used in certain areas of the Abyss.
- 6. The Legion Brigade General reward given on completing a successful fortress defense in the Upper Abyss has been changed to the Guardian Spirit's Necklace.

### **Bases**

- 1. Sixteen bases have been added to the Upper Abyss.
- Four are Artifact Bases in the Upper Inner Abyss that are occupied by the Ereshkigal Legion.
- Six are normal Bases in the Upper Inner Abyss that are occupied by the Beritra Legion.
- Six are normal Bases in the Upper Outer Abyss that are occupied by the Ereshkigal Legion.
- 2. Fixed an issue where the Soul Crush Artifact in Kaldor would apply its effects incorrectly.

### **Instances**

#### **Sealed Argent Manor**

When Beritra launched his invasion, the Drakan Wizard Zadra foresaw the coming destruction, and made arrangements for Argent Manor to be sealed in the Aetheric Field. While the ritual was in process, however, an aetheric shift caused Zadra to collapse, and sealed away some of his memories.

The Elyos and Asmodians, having discovered new Aetheric Field Fragments, have forged a path through the Aetheric Field Generator to Sealed Argent Manor. What secrets will they find inside?

1. Sealed Argent Manor is accessible via the Aetheric Field Generator in Territory Villages in Cygnea and Enshar.

Name	Party Size	Level	Entry Item	Reset Number of Entries	Number of Entries
Sealed Argent Manor	1	Level 65	Aetheric Field Piece + Rechargeable Electric Fuel	9:00 a.m. on Wednesdays	7 Times/Week



- 2. The level 40 Upper Abyss Fortress Chamber instances have been moved to Sullenscale Rive in the Lower Abyss and renamed as Storerooms.
- All characters of level 40 or higher can use them on certain days of the week, regardless of fortress occupation status, vulnerability and the occupying race.
- Each storeroom can be entered starting at 9:00 A.M. on the designated dates of the week, and entry will remain available for one day.

Instanced Dungeon	Original Name	Entry Day	Party Size	Level
Isle of Roots Storeroom	Krotan Chamber Mon, Thurs and Sun			
Grave of Steel Storeroom	Kysis Chamber	Tues, Fri and Sun		
Twilight Battlefield Storeroom	Miren Chamber	Wed, Sat and Sun	6	40+
Carpus Isle Storeroom	Asteria Chamber	Tues, Thur, Sat and Sun		
Hamate Isle Storeroom	Chamber of Roah	Mon, Wed, Fri and Sun		

- 3. Legion versions of the fortress Barracks instances in the Upper Inner Abyss have been disabled.
- 4. Monster deployment and rewards in the fortress Barracks instances in the Upper Abyss have changed.
- 5. Fixed an issue where the final boss of Ophidan Bridge could be defeated multiple times.
- 6. Fixed an issue where windstreams in Illuminary Obelisk and Infernal Illuminary Obelisk could not be accessed.
- 7. Fixed an issue where the Flame Death effect cast by the Flame Vent occasionally disappears faster than the stated duration.
- 8. Fixed an issue where players could move into the Power Generator area in Engulfed Ophidan Bridge.
- 9. Fixed an issue where interacting with the Suspicious Cannon in Steel Rake Deck would not allow progress to the next area.
- 10. Some items have been changed so they cannot be used in some instanced dungeons.
- 11. When the opposing race leaves Iron Wall Warfront, the remaining players will have 15 minutes to defeat the final monster.
- 12. When the opposing race leaves Idgel Dome, the remaining players will have 10 minutes to defeat the final monster.
- 13. Fixed an issue where exiting Draupnir Cave would not put you back where you were before entering.

## **Skills**

1. Reduced the initial acquisition levels for some skills in each class.

Class	Skill	Before	After
Gladiator	Counter Leech	60	47
Gladiatoi	Body Slice	62	61
Templar	Blood Pact	61	26

Assassin	Cyclone Slash	53	48
ASSASSIII	Deadly Focus	55	54
Pangor	Manaleech Shot	58	38
Ranger	Spread Shot	60	59
Sorcerer	Meteorite	60	47
Sorcerer	Thick Shield	62	61
Spiritmaster	Spirit Pique	59	44
Chanter	Block Curtain	51	46
Cleric	Flash of Healing	59	49
Gunslinger	Spinning Fire	59	49
Songweaver	Ode to Friendship	40	38
Aethertech	Double Boost	37	27

#### 2. Added a new skill - Glory: Empyrean Aegis.

Acquisition	Can be equipped if 1 weapon type (or shield) and all 5 armor pieces are enchanted to at least level 20
The skill is removed if the acquisition conditions are not met	
	Damage received by the caster and party members is reduced by 10% for 20 seconds.
Effects	The effect is only active if party members who received the effect stay within 15m of the caster while the skill is in effect.

#### 3. Changed the behavior of attack skills that could be used while moving, when they are used in flight.

Before	When such skills are used while remaining still, the caster could not move during the animation.
After	When such skills are used while remaining still, the caster can move during the animation.

- 4. Fixed an issue where level 8 of the Ranger skill Arrow Deluge was dealing incorrect damage.
- 5. Fixed an issue where level 10 of the Templar skill Shield Counter was dealing incorrect damage.
- 6. Fixed an issue where level 5 of the Cleric skill Retribution Lightning was using too much MP.
- 7. Fixed an issue where characters could not be immediately controlled after using Remove Shock when bound in mid-air.
- 8. Fixed an issue where levels 1 and 2 of the Gladiator skill Crashing Blow were using incorrect amounts of MP.
- 9. Fixed an issue where using Spirit's Empowerment would not desummon the spirit.

- 10. Fixed an issue where the Chanter Linked Stigma skill Debilitating Incantation would not apply some effects properly.
- 11. Fixed an issue where the Cleric skill Noble Grace would not apply some effects when used in conjunction with the Chanter skill Word of Protection.
- 12. The vertical ranges of some skills have been improved.
- Some AoE buff skills have been improved so their vertical ranges match their horizontal range.
- Some AoE attack skills have had their vertical ranges slightly improved.
- 13. Fixed an issue where the Chanter skill Resonant Strike could be used while unarmed.
- 14. Fixed an issue where immobilization effects are not displayed when the Chanter skill Rage Spell is applied.
- 15. Bandage Heal can no longer be used while in flight.
- 16. Fixed a display issue with the Asmodian Guardian Deity skill Summon Abyssal Energy.
- 17. Fixed an issue where the Spiritmaster skill Blood Funnel would have a different range based on the equipped weapon.
- 18. Fixed an issue where sound for some Sorcerer skills was not played.
- 19. Fixed a crash issue related to using skills during flight under certain conditions.
- 20. Fixed an issue where the Half-Stop skill would remove magical debuffs applied to the target, instead of only removing buffs.

### **Panesterra**

- 1. Added a portal that leads to Panesterra for characters of any rank.
- If all 100 Panesterra entries are not used, the remaining entries can be filled by players using the Advance Corridor for Distinguished Service.

Entry NPC	Rank Requirements	Maximum Entrants
Advance Corridor	Governor	1 Character
Advance Corridor for Commanders	Top 100 or Higher	49 Characters
Advance Corridor for Contributors	Top 1000 or Higher	50 Characters
Advance Corridor for Distinguished Service	No Rank Requirements	Until 100 characters have entered.

- 2. The ranked portal duration has been reduced from 10 minutes to 5 minutes.
- After 5 minutes, the Advance Corridor for Distinguished Service will spawn for 5 minutes.
- 3. Additional Balaur have been deployed in Panesterra.
- 4. Fixed an issue in Panesterra where bind points could occasionally not be captured.
- 5. Increased the HP of the defense cannon at the Transidium Annex.

#### **Items**

- 1. The Amplification step that enables enchanting past the maximum enchant level has been removed.
- Enchantment past the max level is still possible, but will no longer require Amplification Tools and Amplification Stones.
- Enchantment past the max level will still require Omega Enchantment Stones and will have an associated Kinah cost.
- The Kinah consumption scales depending on the item rarity and enchantment level.
- Items which have been amplified before this change will not require kinah until an enchantment fails.
- The amount of kinah consumption has been added to the Enchant Item window once the max enchant level has been reached.



- 2. All Amplification Tools have been converted to Damaged Amplification Tools, and can be resold to merchants for the purchase price. They have been removed from merchant item lists.
- 3. Amplification Stones will be exchanged for Omega Enchantment Stones at a 1:1 ratio. All sources of Amplification Stones have been removed.

- 4. Omega Enchantment Stones have been buffed.
- If enchantment is attempted using an Omega Enchantment Stone, on an item between +11 and max enchant level, and the enchantment fails, enchantment level will only drop by 1 instead of down to 10.
- When enchanting below the maximum enchant level with an Omega Enchantment Stone, the chance of critical enchanting success (increasing by multiple levels) has been increased.
- Enchantment failure above the maximum level works the same as before, and will return the item to the max enchant level.
- Enchantment failure on all Nether Dragon weapons works the same as before, and will destroy the item.
- 5. The ranks of potion and scroll items have been simplified.
- Several ranks of potions and scrolls can no longer be obtained as a result. These items have been marked with the [Static] tag. This does not affect their usability.
- [Static] items can no longer be obtained from monsters, item bundles, crafting/morphing, NPC merchants, or quest rewards.
- Crafting designs for Life and Mana potions will remain for one additional use.
- Life and Mana potions can be purchased from Potion Suplies/Medicine/General Goods Merchants.
- Items that can no longer be acquired have had the [Static] tag added to them. This does not affect their usability.
- The changes to the ranks of potions, elixir and serums are as follows:

Before Change	After Change
Minor Life Elixir	[Static]
Lesser Life Elixir	[Static]
Life Elixir	Still Available
Greater Life Elixir	[Static]
Major Life Elixir	Still Available
Fine Life Elixir	[Static]
Superior Life Elixir	Still Available

- Quests that gave out items now marked as [Static] have had their rewards adjusted to give the closest level of potion. For example, quests that previously gave out Minor Life Potion will now give Life Potions.
- 6. New Plumes have been added.

Elyos	Asmodians
Kaisinel's Plume: Crit Strike	Marchutan's Plume: Crit Strike
Kaisinel's Plume: Magical Accuracy	Marchutan's Plume: Magical Accuracy

- They can be purchased from the Plume Tuner NPCs in capital cities.
- They can also be acquired as rare drops in some instanced dungeons.
- They have been added to the drop list from existing Empyrean Plume Chests.

Item	Default Stats	Stat Increase
		Crit Strike +12 per level
Kaisinel/Marchutan's	Crit Strike +3	Max HP +150 points per level
Plume: Crit Strike	CITE STITIC 13	After level 5, a random amount of bonus Crit Strike may be added.
1/0.4		Magical Accuracy +8 per level
Kaisinel/Marchutan's Plume: Magical	Magical	Max HP +150 points per level
Accuracy Accuracy +2		After level 5, a random amount of bonus Magical Accuracy may be added.

- 7. Tempering Solution can now be used on some non-accessory equipment, to add PvP stats. Equipment that cannot be tempered will have a corresponding restriction.
- Tempering failure on a non-accessory item will destroy the item.
- 8. Abbey Coins have been added as quest rewards in the Wisplight and Fatebound Abbeys.
- They can be redeemed at Abbey Coin Reward Officers in the Abbeys for a variety of items.
- 9. Monsters no longer drop design items.
- Designs that were previously only available via monster drops can be purchased from Design merchants in the capital cities.
- 10. Fixed an issue where Pastel Lime Polka Dot Floor and Pastel Turquoise Polka Dot Floor could not be purchased from some Housing merchants in Pernon and Oriel.
- 11. Fixed an issue where the Weapon Quartermaster NPC in Inggison and Gelkmaros was not selling Cipher-blades.
- 12. The movement speed stat of some Ceramium Coin equipment has been increased from 21% to 22%.
- 13. Tempering Solution can now be used on Fabled class accessory items level 50 and below.
- These items have a maximum Tempering Level of 5.

- 14. Fixed an issue where damage reduction stats gained from enchanting shields sometimes were not displayed correctly on the tooltip.
- 15. Added Expert Designs for Greater Courage, Awakening, Running, and Raging Wind scrolls to the following merchants:

Race	Merchant NPC	Location
Elvos	Darius	Sanctum
Elyos	Hemes	Oriel
Asmadians	Grad	Pandaemonium
Asmodians	Gelmiro	Pernon

- 16. Destruction of some quest items has been enabled. Previously, they would be stuck inside player inventories after the quest was completed and their usefulness had passed.
- 17. Attack and Magic Boost have been added as armor enchantment stats. The HP added to armor upon enchanting has been increased.
- These changes are retroactive to any armor enchanted before the update.
- 18. Enchantment stats gained each level have been doubled at +21 and higher for weapons and armor.
- These changes are retroactive to any weapon or armor enchanted to this level before the update.
- 19. HP, Physical Defense, and Magic Suppression have been added to shields when enchanting to +21 or higher.
- These changes are retroactive to any shield enchanted to this level before the update.
- 20. Some items that could not be previously amplified now can be enchanted past max level.
- 21. Fixed an issue where wrapping chances would not be applied when enchanting to +21 or higher on some items.
- 22. Fixed a bug where wrapping chances were applied to items with a time limit.
- 23. Dark Lord, Darken Lord, and Balaur Lord weapon and armor tooltips now correctly state that hidden effects are activated when the complete set is equipped.
- 24. Fixed an issue where transformation items in some instances would have incorrect interactions with transformation candy.
- 25. Fixed an issue where weapons that were armsfused and then purified would revert their manastones after logging out and in.

- 26. Fixed an issue where splitting a stack of pet food to feed a pet would cause the food to be inactivated.
- 27. Fixed a graphical issue with characters equipping Black Dragon King's Jerkin.
- 28. New Composite Manastones have been added.
- They drop from the boss monsters in the Upper Abyss or in the Upper Abyss Barracks instances.
- 29. Manastone Ores have been added.
- Manastone Ores are dual-function items that operate both as a bundle and as a currency.
- Double-clicking on one will reveal a random normal or rare-class Manastone.
- Alternatively, they can be taken to special merchants who will sell you a Manastone of your choice in exchange for several ores of a specific level.

Race	Region	Merchant	Manastone Level
	Poeta	Karcia	Minor Manastone Exchange (Lvl 10)
	Verteron	Tearsi	Lesser Manastone Exchange (Lvl 20)
Elyos	Eltnen	Permu	Standard Manastone Exchange (Lvl 30)
	Heiron	Pontero	Greater Manastone Exchange (Lvl 40)
	Theobomos	Komersio	Major Manastone Exchange (Lvl 50)
Asmodians	Ishalgen	Lientake	Minor Manastone Exchange (Lvl 10)
	Altgard	Iskam	Lesser Manastone Exchange (Lvl 20)
	Morheim	Troka	Standard Manastone Exchange (Lvl 30)
	Beluslan	Karte	Greater Manastone Exchange (Lvl 40)
	Brusthonin	Skam	Major Manastone Exchange (Lvl 50)

- 30. Return scrolls have been added that teleport to your race's Landing in the Upper Abyss.
- The scrolls can be purchased from the Blood Mark Reward Officer at Dauntless Artifact Outpost in the Upper Abyss.
- 31. Set effects have been added to the Elite Principal and Elite Proctor armor sets.
- 32. A new currency, Blood Medals, has been introduced.
- Blood Medals can be acquired as quest rewards in the Upper Abyss or in the Fortress Barracks instances.
- 33. New Mythic PvP equipment can be purchased at your race's landing using Blood Medals and Blood Marks.

- Eternal-grade Blood Mark gear can now be purified into the new gear with Blood Medals and Blood Marks.



- 34. Master Crafting designs for Sauro Commander's Divine gear have been added.
- Using these designs, one can transform Sauro Commander's gear into its Sauro Commander's Divine equivalent.
- 35. The success rate of items related to Katalium crafting has been increased.
- 36. Enchantment Stones can now be extracted from Invasion weapons.
- 37. Bonus Entry Scrolls that could be used for the old Upper Abyss Chambers can now be used for the new Storeroom instances in the Lower Abyss.
- 38. Item rewards of some monsters in the Lower Abyss have been adjusted to compensate for the level change.
- 39. Fixed an issue where the time remaining on titles received for winning Territory Battles and Wealhtheow's Keep siege were not being properly applied.
- 40. Crafting materials have been simplified. Non-normal grade gathering and crafting materials can no longer be obtained by any means. Only normal grade materials can be obtained.
- Non-normal grade materials have been given the [Static] tag, similar to the aforementioned potion changes.
- Crafting recipes requiring [Static] items have been modified to have a different crafting option that uses normal-grade crafting materials.

- Morph recipes that create [Static] crafting materials will vanish after one more use.
- Quests that use [Static] crafting materials either as rewards or as requirements have been modified.
- 41. Fixed an issue where Tempering an item would sometimes apply incorrect stats.
- 42. The properties of some consumables which can be used in the Crucible instances have been changed.
- 43. Fixed an issue where the wing equip animation would not display properly when equipping certain wings.
- 44. Fixed an issue where some crafting materials displayed the wrong icon.
- 45. Fixed graphical bugs on several items.
- 46. Disabled Kisks in neutral areas of Kaldor.

### Quests

- 1. The drop rate of the Elyos quest item Destroyed Teleport Statue has been changed.
- 2. The reward for the Asmodian quest The Bottom of the Temple has been changed.
- 3. Fixed an issue where some quests were giving incorrect Kinah rewards.
- 4. The maximum number of repeat attempts for some quests has been fixed.

Race	Quest Name	Maximum Repeat Count
Elyos	Delivery for the Outer Port	10 Times
Asmodians	Delivering Supply Request	10 Times

5. Quests that are acquired when Rifts open have been changed to be acquired upon entering the rift and arriving in the opposing race's region.

Race	Region Quest Name	
	Eltnen	[Urgent Order] Telemachus's Order
Elyos	Heiron	[Urgent Order] Perento's Order
	Inggison	[Urgent Order] Tillen's Order
	Morheim	[Urgent Order] Aegir's Order
Asmodians	Beluslan	[Urgent Order] Nerita's Order
	Gelkmaros	[Urgent Order] Relyt's Order

6. Some urgent order quest areas have been expanded so that players can either defend their own area or attack enemy areas.

Race	Region Quest Name	
Elyos	Eltnen	[Urgent order] Telemachus' Orders
	Heiron	[Urgent order] Perento's Orders
Asmodians	Morheim	[Urgent order] Aegir's Orders
	Beluslan	[Urgent order] Nerita's Orders

- 7. Fixed an issue where some quests were still giving rewards that could no longer be used.
- 8. Some quests in Rentus Base now target different monsters.
- 9. The acquisition NPC for the Asmodian quest [Coin/Group] Trials By Fire in Alquimia Research Center has been changed to Jahawk <Archon Scout> in the Abandoned Campsite in Beluslan.
- 10. Some quest progression steps have been changed.

Race	Quest Name	
Elyos	Creating a Monster	
	Brigadier Indratu	
	A Spy Among the Lepharists	
Asmodians	Better than Last Time	
	Suppressing the Bakarma Legion	

- 11. Some rewards of the Asmodian quests Time Has Come and [Group] To Steal a Secret have been changed.
- 12. Fixed an issue where the Legion level 8 task quests [Group] Beritra's Fate and [Group] Victory over Beritra could not be completed.
- 13. Fixed an issue where some objects in the quest Marmeia's Krall Research were excluded.
- 14. Fixed an issue where the next quest in the chain would not properly update for the following quests:

Quest Name
Finding the Forges
Pluma Attack!
Balaur Weapons

- 15. The number of quest monsters in Heiron Nute Warrans has been changed.
- 16. Aethertech items have been added as options to the rewards of some missions in Cygnea and Enshar.

- 17. The head accessory reward item of the repeatable quest The Theobomos Syndrome has been changed so that it is given only once.
- 18. Fixed an issue where some optional rewards of the Cygnea campaign quest Research the Ruins were not available.
- 19. Fixed an issue where the Raksang Ruins quests [Daily/Coin] Import the Report (Elyos) and [Daily/Coin] A Flurry of Activity (Asmodian) would not update.
- 20. Some directions for the Asmodian quest Delivering Supply Request have been changed.
- 21. Abbey quests that previously awarded Lionheart Tokens and Valiant Lionheart Tokens will now give out Abbey Coins. Abbey Coins can be exchanged for Lionheart Tokens and Valiant Lionheart Tokens at an NPC.
- 22. The following quests have been added to the Abbeys for returning players:

Race	Acquisition NPC	Level Requirements	Quest Name
		Level 10 - Level 15	To Verteron
		Level 16 - Level 20	To Haramel
	Margues	Level 21 - Level 24	To Eltnen
	Margues <dispatch instructor=""></dispatch>	Level 25 - Level 29	To Nochsana
	\Dispatcii ilisti uctoi>	Level 30 - Level 35	Into the Fire
		Level 36 - Level 40	To Heiron Observatory
		Level 41 - Level 45	To Arbolu's Haven
Elyos		Level 10 - Level 16	[Daily] Forest for the Trees
		Level 17 - Level 20	[Daily] Observing the Field
		Level 21 - Level 25	[Daily] Protect Eltnen Fortress
	Lena	Level 26 - Level 30	[Daily] Protect Cascade Springs
	<support instructor=""></support>	Level 31 - Level 35	[Daily] Protect Hieronopolis
		Level 36 - Level 40	[Daily] Protect Poie Jungle
		Level 41 - Level 45	[Daily] In a Manor of Trouble
		Level 62 - Level 65	[Daily] Warding the Old
	Brunk <dispatch instructor=""></dispatch>	Level 10 - Level 15	To Altgard
		Level 16 - Level 20	To Haramel
		Level 21 - Level 24	To Morheim
		Level 25 - Level 29	To Nochsana Training Camp
		Level 30 - Level 35	To the Fire Temple
Asmodians		Level 36 - Level 40	To Beluslan
Asmodians		Level 41 - Level 45	To Red Mane Cavern
		Level 10 - Level 16	[Daily] Protect Moslan Forest
	Melanka	Level 17 - Level 20	[Daily] Protect Impetusium
	<support instructor=""></support>	Level 21 - Level 25	[Daily] Protect Morheim
	\20phort mstructor>	Level 26 - Level 30	[Daily] Protect the Salt Desert
		Level 31 - Level 35	[Daily] Protect Beluslan

Level 36 - Level 40	[Daily] Protect Kidorun's Campsite
Level 41 - Level 45	[Daily] Protect Hoarfrost Shelter
Level 62 - Level 65	[Daily] Protect Whirlpool Temple

23. New quests related to the Aetheric Field Corridor have been added.

Race	Quest Name	Acquisition NPC	
	Fragment Discovered in Levinshor	Likates <aetheric corridor="" field="" officer=""></aetheric>	
	Fragment Discovered in Kaldor		
Elyos	Shard Discovered in Levinshor	Eljer <bonesinger tribunus=""></bonesinger>	
	Shard Discovered in Kaldor	Alphioh <guardian captain="" detachment=""></guardian>	
Asmodians	Levinshor Fragments	Rinich <aetheric corridor="" field="" officer=""></aetheric>	
	Kaldor Fragments		
	Discovery in Levinshor	Yasan <darkfate tribunus=""></darkfate>	
	Discovery in Kaldor	Feroz <archon battlegroup="" captain=""></archon>	

- 24. Fixed an issue where the quest item for [Spy/Group] A Many-Splendored Ring could not be obtained.
- 25. Some daily quests have been added to Panesterra, which can be acquired while the siege is not in effect. Different quests are available based on whether or not your faction controls the nearby fortress.
- 26. The monsters that need to be hunted for the Asmodian quest Irresistible Soup have been changed.
- 27. The Empyrean Scribe and Agent's Appreciation quests available in Ahserion's Flight will now reset at 9AM every Wednesday.
- 28. New campaign quests have been added for level 65 characters who have completed A Big Plot to Foil (Elyos) or It's Worse than We Thought (Asmodian).

Elyos	Asmodians
Taking Arms	A Bloody Battle with Beritra

29. Characters who complete the Taking Arms or A Bloody Battle with Beritra can access quests to craft new Daevanion Equipment.

Race	Quest Name	Acquisition NPC	NPC Location
Elyos	Two Steps Closer	Pennan	Cygnea

	Hand in Glove	<the 4th="" agent="" kaisinel="" of=""></the>	
	Souled Shoulder		
	Last Leg and Wit's End		
	Buffed Shirt		
	Wielding Power		
	Kaisinel's Oath		
	First Steps as a Protector	Skuldun <the 4th="" agent="" marchutan="" of=""></the>	Enshar
	A Tenacious Spirit		
	A Dedicated Protector		
Asmodians	Walk the Walk		
	Guardian of Life	The Hir Agent of Warehatans	
	Wielding Strength		
	Marchutan's Oath		

30. New campaigns have been added to the Upper Abyss, which are automatically obtained by level 55+ characters upon entering the Abyss.

Race	Quest Name
Elyos	Aiding General Giscours
Asmodians	Pontekane's Plight

- 31. Weekly quests that award Ancient Coins have been added to the Upper Abyss. They can be obtained from Disanne in Redemption Landing (Elyos) and Butillian in Harbinger's Landing (Asmodians).
- 32. Weekly quests have been added to the Upper Abyss that can be acquired when your faction occupies the various bases. They award GP, Blood Marks, and Blood Medals.
- 33. [Urgent Order] PvP quests have been added to the Upper Abyss, and will be acquired automatically when conditions are met.
- 34. Quests to defeat the boss monsters in the Upper Abyss have been added. They can be acquired from Palmer in Redemption Landing (Elyos) or Lakos in Harbinger's Landing (Asmodian).
- 35. Quests have been added to lead players to Redemption Landing (Elyos) and Harbinger's Landing (Asmodian).
- 36. The rewards to some quests related to Upper Abyss sieges have been changed.
- 37. Quests to defeat special bosses in the Upper Abyss have been added.
- They can be triggered by Brigade Generals whose legions occupy the fortresses.

- The item required to trigger the boss is delivered to the Brigade General as a siege reward, similar to Wealhtheow's Keep in Kaldor.
- 38. Quests have been added to the Lower Abyss that can be completed in the new islands in the center of the Lower Abyss.
- They can be acquired in Teminon Fortress (Elyos) and Primum Fortress (Asmodians).
- 39. Due to the introduction of Manastone Ores, previous quests related to Manastone exchange have been removed.
- 40. Some existing Abyss quests have been removed due to the changes in the region.
- 41. Fixed an issue where some level 30 Daevanion quests would not proceed.

### Characters

- 1. Fixed an issue where the Abbey Return Stone could disappear before its timer ran out.
- 2. The animation displayed when the character is bound in mid-air has been changed.
- 3. Fixed an issue where Aethertechs would be placed incorrectly when standing up after falling down.
- 4. Fixed a rare bug where invisibility could be lost when using teleportation skills under specific circumstances.
- Invisibility is not lost upon entering the Chat window.
- Emotes automatically caused by normal chat will not be displayed while the character is invisible.
- However, emotes used with chat slash commands (/dance, etc.) will be displayed even if the character is invisible.
- 5. Fixed an awkward animation when Aethertechs extract aether while riding in a Bastion.
- 6. Fixed an issue where earrings would display incorrectly under certain circumstances.
- 7. Fixed an issue where eye and skin color in character customization would appear incorrectly.

## Legions

1. Added the Legion Application function.

- The Search Legion window can be checked by pressing Shift + G or by going to Menu > Community > Search Legion.
- A legion's Brigade General can change the settings such as registration process, level restrictions, and advertising message.
- Settings can be changed in Legion > Legion Menu > Legion Registration Settings.
- Members which have applied for Legion membership can be checked in the Application tab.
- Only characters that don't currently belong to a Legion and have not yet applied for one are able to apply to a Legion.
- Until it is approved, a character can cancel their application.
- Players cannot accept invitations from other legions while they have an active application.
- 2. Deleting characters that belong to Legions has been improved.
- If the character's rank is lower than Deputy Brigade General, they can confirm their removal from the Legion when attempting to delete their character.
- However, Brigade Generals must disband the Legion before attempting to delete their character.
- The character will still be removed from the Legion if they cancel their deletion.
- 3. Added a mandatory waiting period between joining Legions.
- After joining a Legion, characters must wait 24 hours before joining another Legion.
- For example, if you join a Legion and leave 4 hours later, you must wait 20 hours before joining, creating, or re-joining a Legion

### UI

1. Changed how the Inventory Panel can be expanded.



- It can now be expanded directly from the inventory window.
- Upon clicking the locked inventory row, you will be given the option of using Kinah or a new item, Cube Expansion Coins.
- Cube Expansion Coins can be purchased on the Black Cloud Marketplace or earned in some events.
- With each expansion, the price for the currency you picked will increase.
- The initial prices are retroactively determined based on how many expansions you have already acquired via quests, Kinah and store items.
- The total amount of available rows has been increased.
- Cube Expansion NPCs, quests and items no longer serve this function.
- Cube Expansion Tickets have been exchanged for an appropriate amount of Cube Expansion Coins, based on the level of the ticket.
- 2. The Macro window has been improved.
- You will be able to pick from a variety of icons based on your class.
- The first few characters of the Macro name will be displayed on the icon.
- Brief instructions have been added to the command box when creating a new Macro.
- 3. The Abyss Core has been sealed and can no longer be viewed on the map.

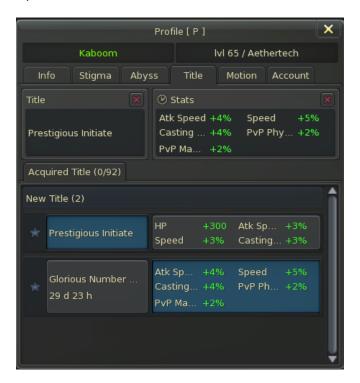
- 4. A subcategory dedicated to Idians has been added to the broker.
- 5. The character info UI has been improved.



- Character stats have been organized into Offensive and Defensive stats.
- The Hide/View Appearance function for Plume/Hat/Legion Cape have been relocated to the character preview, and is no longer in the options menu.
- 6. Items can now be equipped directly from the character equipment screen.
- Click on the gear slot to display available gear, then click on the desired item to equip it.
- 7. The Abyss Rank UI has been improved.



- Requirements for the next rank are displayed.
- Emblems for each rank have been added.
- 8. The Title UI has been improved.



- 9. The entire UI can be scaled using a new slider in Options > Game Options > Interface > UI Size.
- The slider ranges from 70% to 130%.

- 10. Monsters that are the targets of quests will now display a quest icon next to their name.
- 11. The system menu (hotkey O or Escape) has been improved and will now display session info. Clicking the reset button will reset the session info.
- 12. "★New" has been added to the quest window when acquiring a new quest or campaign mission.
- 13. "★New" has been added to the left side of the server name for new servers.
- 14. Restructured the Help window.
- 15. Duration has been added to the buff tooltip of active skills.
- 16. Fixed an issue where Whisper Chat would occasionally not function after changing the character name.
- 17. Fixed an issue where tags could be used to change font colors in private store signs.
- 18. Added a new effect when learning a skill. Additionally, you will see the number of new skills you have learned.
- 19. New skills and skills that have recently leveled up will float to the top of the skill list in the Skill Window (K).
- 20. The XP bar will now display the % of XP acquired instead of the amount of XP.
- 21. On the map, mousing over a fortress will now display the time of the next siege, rather than the fortress status in one hour.
- 22. The default setting of "Fix Compass on North" has been switched to disabled.
- 23. Fixed an issue where resurrection times for Kisks would be partially cut off.
- 24. Some mailbox functions have been added.
- You can now see the sender and subject of newly arrived mail by mousing over the icon next to the compass.
- The "To:" field on the Write Mail tab will remember the last character you mailed.
- 25. You can now check which items have sold on the broker by clicking on the icon near the compass when an item sells.
- Kinah still needs to be collected by visiting the broker in person.
- 26. Fixed an issue where the map displayed on the Compass would be reversed in certain areas.
- 27. A new loading screen has been added when launching the client.

- You will be able to see the % of loading progress.
- 28. Fixed an issue where the Lepharist Secret Laboratory was not viewable on the map for Asmodian characters.
- 29. Fixed an issue with setting hotkeys to select group members.
- 30. Fixed a UI-related client crash.
- 31. The option to display Hearts information has been removed from the map.
- 32. Fixed a display issue during character customization.
- 33. Fixed an issue with invalid instances being shown on the Find Group dialog.

# Siege

1. The weekly Fortress Siege schedule has been updated.

Time (CDT)	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
15:00							
16:00	Wealhtheow's Keep						Inggison + Gelkmaros
17:00							
18:00	Lower Abyss	Lower Abyss	Lower Abyss	Lower Abyss	Lower Abyss	Lower Abyss	Panesterra
19:00							Ahserion
20:00	Upper Abyss	Miren	Kysis + Krotan	Kysis	Krotan + Miren	Krotan	
21:00							Miren + Kysis
22:00	Inggison	Gelkmaros	Inggison	Gelkmaros	Inggison	Gelkmaros	
23:00							

2. The schedule for timed PVP instances has been changed.

Instance Name	Days Available	Times	
Dredgion	Daily	12AM - 2AM 12PM - 2PM 8PM - 10PM	
Idgel Dome	Daily	5AM - 6AM 5PM - 6PM 9PM - 10PM	
Kamar Battlefield	Daily	2PM - 4PM 9PM - 11PM	
Engulfed Ophidan Bridge	Daily	12PM - 2PM 7PM - 9PM 11PM - 1AM	
Iron Wall Warfront	Saturday/Sunday Only	11PM - 1AM (starts at 11PM Friday) 1PM - 3PM	

- 3. The boost given to factions that lose more sieges has been greatly increased.
- Due to this change, we have removed the Fortress Siege race boost for Israphel Asmodians. **We will be** monitoring the effects of this change, and make adjustments as necessary.
- 4. Sieges will no longer take place at the Ruins of Roah fortress, Asteria Fortress, or Divine Fortress in the Abyss.
- 5. Except for Panesterra, fortresses now have a maximum capture limit.
- Races can no longer hold the fort for more than two consecutive defenses.
- Control of the fort will revert to Balaur before the third siege.

### Sound

1. Added an option to mute pets/sidekicks. They are not muted by default.

## **NPC**

1. The levels, battle patterns and deployments of all monsters in the Upper Abyss have been changed.

- 2. New boss monsters appear in the Upper Abyss between 11PM and 1AM on certain days only.
- 3. New boss monsters can be summoned by the Brigade General of the legion who controls one of the Upper Abyss fortresses.
- To spawn the monster, interact with the Crystal Sword near the fortress while possessing the fortress' Guardian Spirit Necklace.
- The Guardian Spirit Necklace is given as a siege reward and will last for one day after acquisition.
- 4. Invasion monsters will appear in the Upper and Lower Abyss.
- 5. Some boss monsters which used to appear in the Upper Abyss and the Abyss Core will now appear in the Lower Abyss.
- 6. The level of the NPCs related to Lower Abyss fortresses and Artifacts have been changed to level 50.
- 7. Ceramium Medal exchange NPCs have been added to some of the outposts in the Upper Abyss.
- 8. Teleport Statues have been added to Anturoon Crossing and The Forsaken Hollow in Ishalgen.
- 9. Balic Design Merchant NPCs and Relic Exchange NPCs that were previously in the Upper Abyss have been relocated to the Lower Abyss.
- 10. Fixed an issue where NPC animations in Heiron would not display.
- 11. Teleport, Bind Point Teleportation, and Flight costs in the beginning areas, and between the beginning areas and the Capital Cities, have been changed.
- 12. Fixed an issue where Asmodian characters could not use the portal that would spawn after killing a Conquest Offering monster in Gelkmaros.
- 13. Changed the battle patterns of Beritra in Drakenspire Depths.
- 14. Fixed an issue where Brigade General Vasharti in Occupied Rentus Base and Rentus Base would not use his battle patterns properly under certain cirmstances. Also, his battle patterns have been updated.
- 15. Flamyar, in front of the Asmodian Fire Temple, can no longer be attacked by Elyos characters.
- 16. Fixed an issue where Captain Xasta in Occupied Rentus Base and Rentus Base would move rapidly under certain circumstances.
- 17. Fixed an issue where the cursor displayed when mousing over Hannet in front of the Elyos Fire Temple would be incorrect.
- 18. Fixed an issue where looting was disabled after defeating Beritra in Drakenspire Depths.
- 19. Adjusted aggro ranges of some monsters for campaign quests in Cygnea.

- 20. Adjusted stats of some monsters in Cygnea.
- 21. Some battle patterns of the mobs summoned by Commander Bakarma in Draupnir Cave have been changed.
- 22. The skill range of the spirit summoned by Unstable Triroan in Theobomos Lab has been changed.
- 23. Merchant NPCs selling Mythic class rental items have been added.
- Items will last for 14 days after purchase.
- Discounted rental weapons can be purchased in Fatebound and Wisplight Abbeys.

Race	Region	NPC Title	NPC Name
Elyos	Wichlight Abboy	<superb merchant="" rental="" weapon=""></superb>	Junion
	Wisplight Abbey	<superb armor="" merchant="" rental=""></superb>	Amilia
	Sanctum - Galleria of Grandeur	<superb merchant="" rental="" weapon=""></superb>	Lankas
	Sanctum - Ganeria or Grandeur	<superb armor="" merchant="" rental=""></superb>	Morinas
Asmodians	Fatebound Abbey	<superb merchant="" rental="" weapon=""></superb>	Zumank
	rateboulld Abbey	<superb armor="" merchant="" rental=""></superb>	Amillota
	Pandaemonium - Market Street	<superb merchant="" rental="" weapon=""></superb>	Lankail
	Panuaemonium - Market Street	<superb armor="" merchant="" rental=""></superb>	Moreata

- 24. Added a new portal with new destinations to the Wisplight and Fatebound Abbeys.
- 25. Abyss points earned from hunting monsters in the Abyss have been increased.
- 26. Guard NPCs in Enshar Territory Villages will no longer give AP.
- 27. The respawn time of the Captain NPC in bases in Eltnen, Morheim, Heiron and Beluslan has been reduced.
- 28. Some rift exits have changed location. They still lead to the same zone, but lead to different areas within that zone from before.
- 29. Fixed some awkward animation and pathing for NPCs in Enshar.
- 30. Teleport statues have been added to the capital cities.
- 31. Some Bind Point Teleport destinations in the capital cities have been removed.
- 32. Aetheric Field Fragments now drop from monsters in Kaldor and Levinshor. Additionally, the drop rate has been increased.

33. The monsters summoned by Balaur Barricades in Dark Poeta have been changed so that they don't give EXP and DP anymore.

# **Prestige Pack**

- 1. Prestige Crystals have been renamed to Prestige Coins.
- 2. The Prestige Case has been updated with new contents, and has been simplified. The full list is below:

Item Name				
Major Danuar Relic	Instance Reset Scroll (Choice)			
Administrator's Boon - 1 Time Pass	Saam King's Herbs (x3)			
Ceramium Medal	Value Boost Pack - 1 Day			
Ancient Coin (x10)	Prestige Coin (x10)			
Blood Mark (x10)	Conqueror's Marks (x3)			

## **Others**

- 1. The character deletion waiting period has been changed to 5 minutes at all levels.
- 2. Fixed an issue where house owner benefits were not applied correctly on integrated servers.

