



4.0 Part 1: Patch Notes

CLASSIC

6/10/2025 | [Patch Notes](#) | By Community Team

[Character]

1. Added a new class 'Luminess'.
 - A short-ranged class with a new weapon, the 'Dimensional Sword', and 'Cloth Armor'.
 - Luminess is a female-only character and cannot be gendered as male.

Luminess Showcase



2. Expanded the maximum level of characters to 65.
3. Added a customization widget that you can select during character creation.
4. Added a special hair dyeing system.
 - Added premium dye.
 - You can dye your hair in the 'Hair' section of the [Closet - Appearance Dye] menu.
 - Premium dyes can only be used on eligible hair items and have a chance to change the skin and color of the item when used.

[Tiamaranta Mesa]

1. Added a new field 'Tiamaranta Mesa'.

- Through the Siel's Relics, the future-seeing Tiamat has committed a massive force to Tiamaranta in an effort to change her destiny, driving out the Reian. She's also placed Watching Eyes to monitor Daevas' incursions, and through the study of Black Drana, she levitated parts of the terrain to form floating islands. Daevas advance on Tiamaranta Mesa, hoping to crush the new Tiamat plot that threatens Atreia.

Tiamaranta Mesa Showcase



Faction

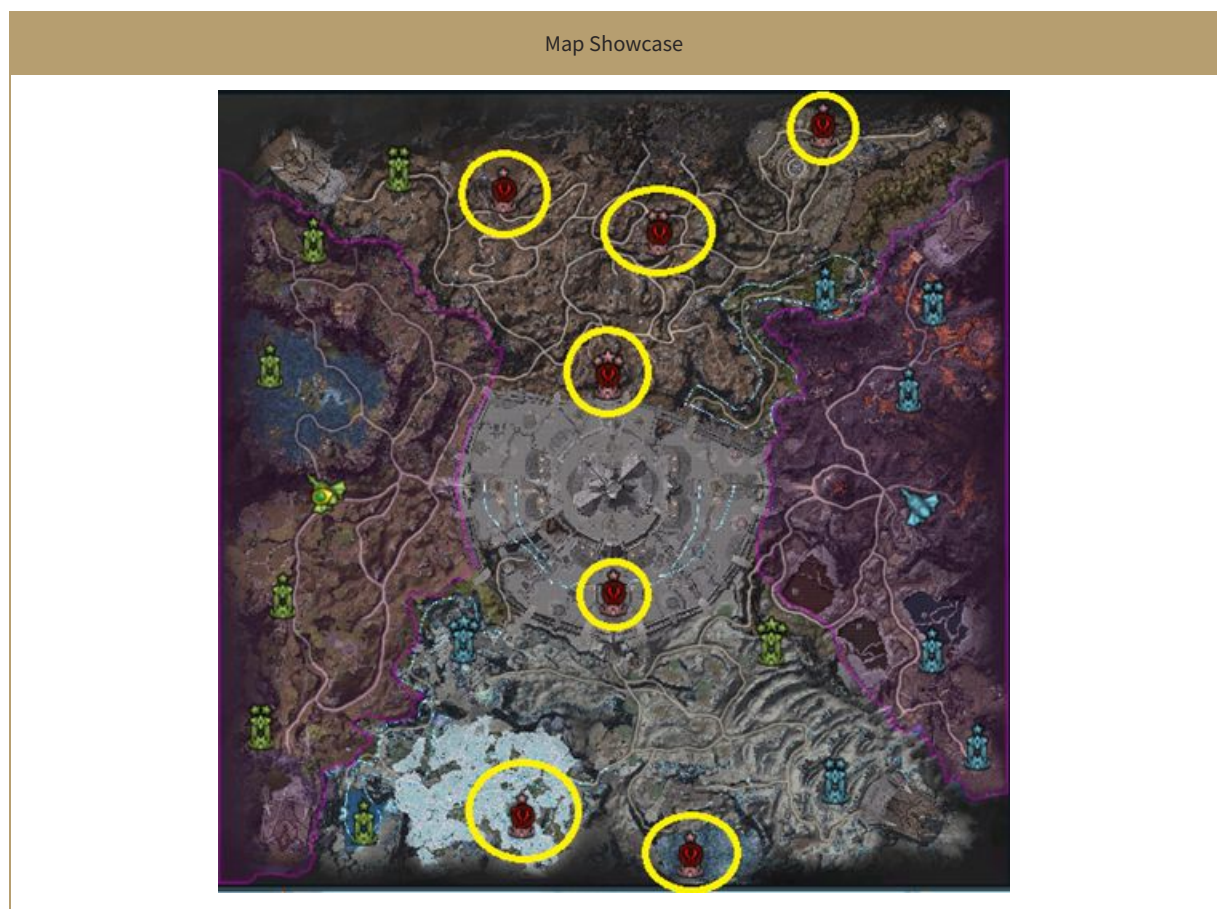
NPC

NPC Location

Entry Requirements

Elyos	Somnium Boarding Device	Rafslan Battleship Eos	Level 60 or higher
Asmodian	Nornir Boarding Device	Rafslan Battleship Midnox	Level 60 or higher

- Tiamaranta Mesa is a field in which Daevas engage in both ground and aerial combat and contains powerful level 65 monsters.
- The islands in the sky are navigable via multiple devices on the ground and contain disputed areas with high rewards.
- Conflict zones in the sky will be cleared during Dredgion interception.
- If you die in a conflict zone in the sky, you can choose your respawn location.
- Kinah is required to enter Tiamaranta Mesa.
- Tiamaranta Mesa has been divided into three zones: Territory occupied by Elyos / territory occupied by Balaur / territory occupied by Asmodians.
- Each faction's occupied territory will be designated as a neutral zone where PvP is not possible, making it a safe area.
- Tiamaranta's Mesa offers flight in factional occupied zones.
- Territory occupied by Balaur is available for PvP.
- Players participating in territory occupied by the Balaur will have their flight limited.
- The Alliance and League Window are unavailable while in Tiamaranta Mesa.



2. Watching Eye Skirmish.

- The watching Eye in each faction's occupied territory is in a state of full occupation by each faction, allowing quests to be carried out without any occupation activity.
 - The Watching Eye in Balaur's territory can be occupied by both Elyos and Asmodian.
 - After being occupied by another faction, the time required for reoccupation has been set to 5 minutes for Small, 10 minutes for Medium, and 15 minutes for Large.
- When it becomes capturable, users within the Watching Eye are forced to move out of the Watching Eye area.
 - When forced out, it does not disable installed Kisk within the Watching Eye area.
 - When it becomes capturable, the Watching Eye area becomes a conflict zone and can be attacked regardless of faction.
 - If you die in a conflict zone in the Watching Eye area, you can still choose your respawn location.
 - If an occupied Watching Eye is available for capture by Elyos/Asmodian is not captured within 30 minutes, it will be captured by the Balaur.
 - Faction that failed to capture a Watching Eye area cannot install Kisks, and any Kisks installed in the area will be removed when the occupying race changes.
 - While occupying the Watching Eye, you can use a Teleport Statue to travel to a connected Watching Eye occupied by the same faction.
 - Capturing the Large Watching Eye has a chance to reveal the Archaeologist NPC.
 - You can craft Tiamaranta Essence with Legion Crafting to purchase the Ancient Summoning Scroll Bundle from the Archaeologist NPC.
 - In the Large Watching Eye, you can take Updraft to quickly travel to islands in the sky.
3. Tiamaranta Sky
- Every day at 13:00, 14:00, 19:00, and 20:00, a Gurriki Legion will appear on one of the islands in the sky.
 - Defeating a monster has a chance of spawning one of the Dragon Lord's Lesser, Regular or Greater Record Box, while defeating 100 or more will cause the Gurriki Legion to retreat and mass spawn Dragon Lord's Lesser, Regular, or Greater Record Boxes in the area.
 - Added level 60 Skill Book and 59-60 Stigmas as drops from monsters in the Sky.
4. Dragon Lord's Record Box
- The Tiamaranta Mesa field has a Lesser, Regular, and Greater Record Box that has a chance to drop items related to the Dragon Lord's Records.
 - You can obtain Dragon Lord's Weapon Box from the Tiamat's Favorite Scientist on each faction's battleships in exchange for items related to the Dragon Lord's Records.

NPC Information	
Erzera for Elyos	Krulos for Asmodian
[1555. 19 377.50 373.52]	[1604.90 2776.19 374.407]



5. Tiamaranta Path

- A direct path to Tiamaranta has been added next to the Rafslan path in the Balaurea.

Path Showcase



6. Defeating monsters located on the Floating Islands has a chance to grant you a Level 60 Skill Books.

7. Added the Amberlite contents.

- Amberlite can be earned by defeating monsters placed in fields, interacting with objects, completing quests, and interacting with merchant NPCs.
- Amberlites spawns have been placed on the ground and in the sky of Disputed Zones within Tiamaranta's Mesa. Clicking on an Amberlite in the field will grant a certain amount of Kinah based on chance.

Amberlite Showcase



8. Added a new raid.

9. You can earn 3 Orders from the Tiamaranta Daily Quest from the NPCs 'Ancanus' for Elyos and 'Skafir' for Asmodian.

- If your faction captures the Watching Eye that corresponds to an order, you can learn quests from that Watching Eye.
- You can purchase additional Bundle of Orders from the 'Black Cloud Traders Staff' NPC on battleships of each faction.

NPC Information	
Ancanus	Skafir

10. Monster Summoning Scroll are available in Tiamaranta Mesa and are no longer available in Rafslan.

11. Moved the Relics Exchange NPC from Rafslan to Tiamaranta Mesa.

12. The 5 Altar of Dragons has been moved from Rafslan to Tiamaranta Mesa.

Altar Locations:

- **Dark Dragon Altar** – [248.95 2499.22 321.62]
- **Wise Dragon Altar** – [610.62 560.44 355.40]
- **Fire Dragon Altar** – [2710.23 402.60 345.39]
- **Water Dragon Altar** – [1798.22 2360.29 269.26]
- **Thunder Dragon Altar** – [2448 1197.26 301.91]

Altar Showcase



13. Moved RvR content from Rafslan to Tiamaranta Mesa.
 14. Added quests for Special Ops/Crusade Agent, and Growth Support for Tiamaranta Mesa.
 15. You can travel to the sky via the Black Cloud Traders located throughout the land, which costs a small amount of Kinah.
 16. When entering the Heart of Fissure, Gravity, Wrath, Petrification, or Garrison, you will automatically gain the Urgent Order PVP quest, which can be repeated twice per week.
 17. There are Discs of Peace throughout the land, where battle between Elyos and Asmodian is unfeasible.
- Outside of the Disc of Peace, battle between Elyos and Asmodian is unfeasible in the Black Cloud Camp or the Petro Reian Campsite.

[Instanced Dungeon]

1. Added a new dungeon, 'Fortress of Determination'.
2. Arriving at the fortress, the Reian's strongest point of defense against the Balaur, the Daevas, begin operations to neutralize the Command Center. With the ongoing Balaur offensive taking its toll on the Reian, the Daevas must decide whether to risk Reian casualties and charge directly at the Legion Leader defending the Headquarters or take their time and help the Reian eliminate Balaur.

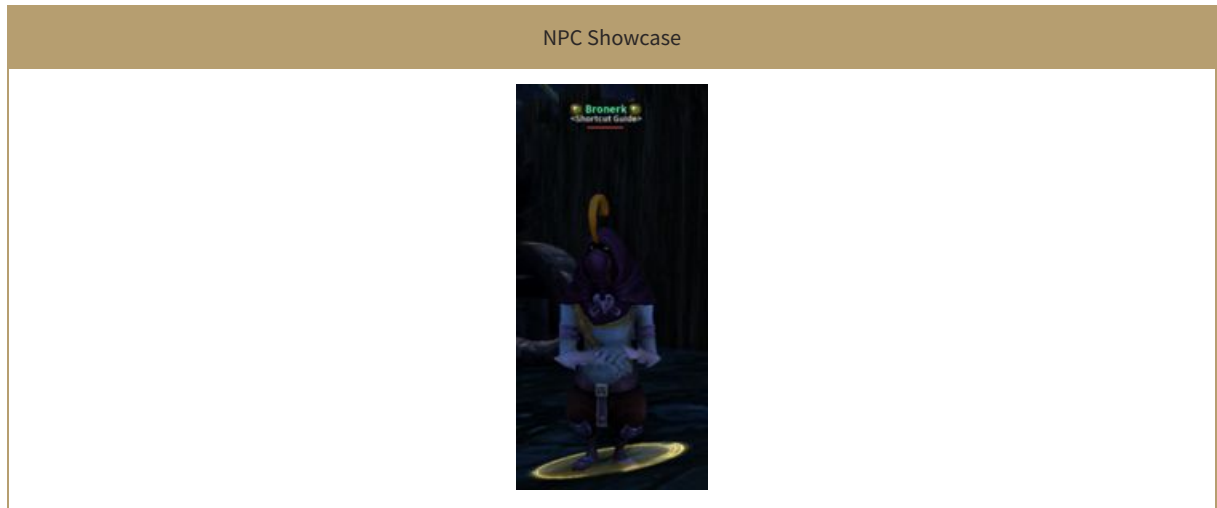
Dungeon Showcase



Max Players	Level Requirement	Number of Entries	Reset Time
6	60 and above	1 per day	9:00 a.m. every day

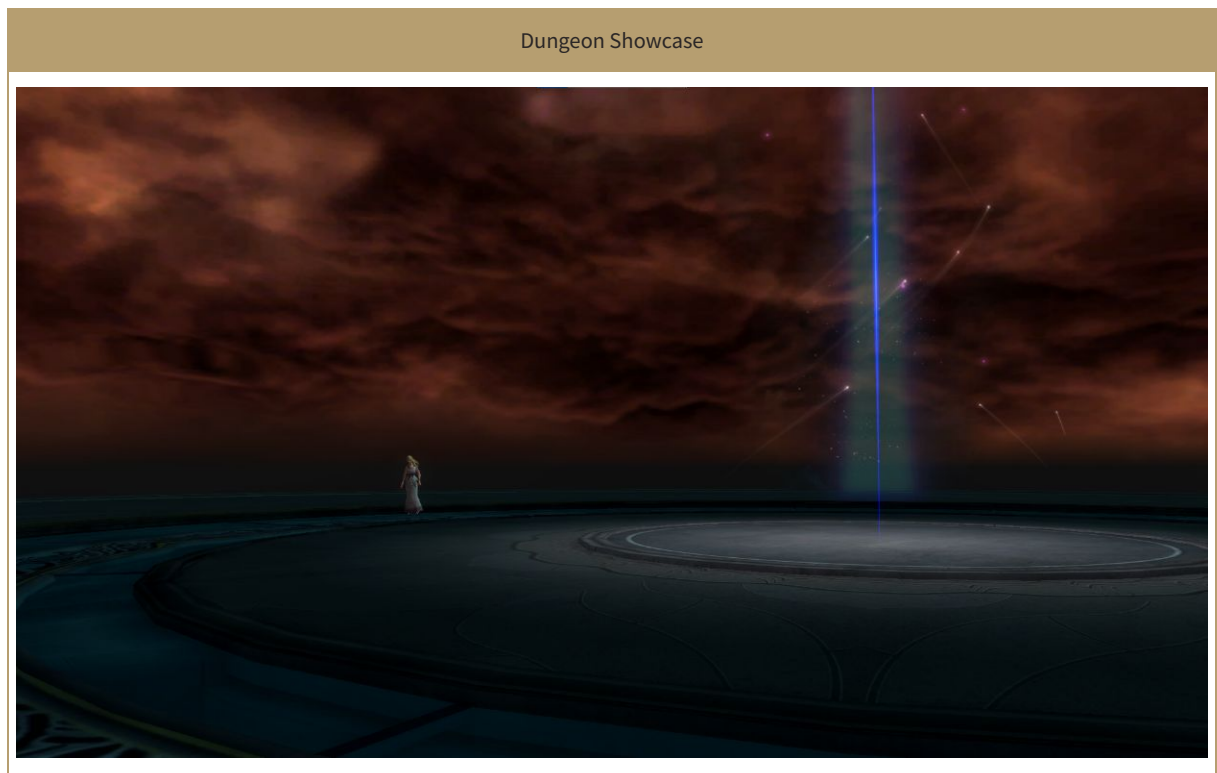
- You can enter via the 'Way to Fortress of Determination' in Tiamaranta Mesa.

- The final boss monster time attack changes based on the number of boss monster kills.
- If you skip the intermediate bosses and attack the final boss, you'll get the rewards from all the intermediate bosses if you time attack successfully.
- The in-game Shugo 'Bronerk' will take you directly to the final boss, located in the Command Center.



3. Added a new dungeon, Labyrinth of Reunion.

- Across Atreia and the Abyss, powerful beings of the Balaur who once tormented the Daevas have been discovered through rifts in time and space. The Daevas must confront these nightmarish foes of the past once more and defeat them again. But wait a moment—our Daevas might have become a bit too powerful compared to the past.





Max Players	Level Requirement	Number of Entries	Reset Time
6	60 and above	Once per day	9:00 a.m. every day

- It can be entered through each faction's battleship in Tiamaranta Mesa.
 - Labyrinth of Reunion is unlocked for every reward when entering with 4 or more players.
 - The Undying Temple Guardian's Protective Cloth Armor items can now be obtained as a drop in Allos Cosmos.
- Moved the Burning Citadel of the Sacred and Allos Cosmos entry NPC to Tiamaranta Mesa.
 - Fixed some equipment not dropping 100% of the time from Theobomos Lab, Adma Stronghold, and Draupnir Cave boss monsters.
 - Increased the maximum entry level to 65 for some instanced dungeons that previously had a maximum entry level of 60.
 - Changed the maximum level to 65 for Battlegrounds "Chantra Dredgion," "Tiak Research Center," and "Black Vevium Battlefield'.
- Level 61 to 65 can enter the battlegrounds.
- Removed Padmarashka's Cave dungeon.
 - Removed the maximum number of entries for Wall of Lament and Phaistos' Disk.
 - Reduced the difficulty of some patterns used by Tragic Samael in Wall of Lament.
 - Reduced the difficulty of some patterns used by Phaistos in Phaistos' Disk.
 - Changed the Wall of Lament to allow 6 people to enter.
 - Fixed an instanced dungeon not completing correctly if both the character and Yaksha die at the same time in the Burning Citadel of the Sacred.

14. When entering the Fortress of Determination, a permanent buff that greatly increases Physical Attack and Crit Strike will be applied.
15. Revised some of Vasharti's skills and patterns.
16. Changed the Vasharti's Manastone Bundle to a selection Bundle.
17. Increased the amount of XP earned from Allos Cosmos, Fortress of Determination's named and boss kills.

[Rafslan]

1. Changed Rafslan to the main server field.
2. Removed some contents from Rafslan with the opening of Tiamaranta Mesa.
 - Removed the Dropped Supply Box.
 - Removed the Rafslan supply contents.
 - Removed the mutated named monster.
 - Removed the Arch Diad Raid.
 - Removed the Subterra Lord Raid.
 - Added the Signal Flare contents.
 - Removed the Lawless Land contents.
 - Removed the Treasure Hunt contents.
 - Removed the Krall, Mau boss monsters.
 - Rewards for deleted contents will be transferred to other contents in Tiamaranta Mesa.
3. Made changes to some Rafslan quests with the opening of the Tiamaranta Mesa.
 - If you earned and are in progress on a mission before the update, the mission will be deleted after the update.
 - Changed the Rafslan's daily quests to weekly quests.
 - Changed the rewards for the Rafslan quests.
 - Changed the associated Legion mission for Rafslan to Tiamaranta.
4. Added contents for 'Unknown Energy Object in Rafslan'.
 - Every day at 17:00 and 20:00, an 'Unknown Energy Object' is generated.
 - 12 Gurriki will spawn from a single "Unknown Energy Object" and they will respawn when you defeat them.
 - When you defeat 200 or more Gurriki monsters, "Tatar" monsters will appear in two predetermined locations.
 - When a 'Tatar' monster appears, both 'Unknown Energy Object' and 'Gurriki' will be despawned.
 - You'll earn rewards for killing 'Tatar', and in addition, you'll receive First Strike rewards, Last Strike rewards, and Contribution rewards.

[Apheta Beluslan]

1. Added new rewards to the Ulsaruk.
 - Additional rewards will be awarded to the first and last attackers, as well as a random person in the battle, for defeating the Ulsaruk.
2. In the Apheta Beluslan Fortress Battle, the attack range has been adjusted so that players can more effectively target the 'Ulsaruk' when playing ranged classes.

[Siege Schedule]

1. All sieges have been moved one hour earlier, based on community feedback.

[Battleground]

1. Changed some monster levels in Chantra Dredgion, Tiak Research Base, and Black Vevium Battlefield to level 62.

2. Fixed the tabbed targeting/auto targeting not working correctly in Hlak Research Center when a factional match is made.

[RvR]

1. Added the Arc Tatar Raid.
 - Every other Friday beginning June 20th at 21:30 in the Ruined Fortress in Tiamaranta Mesa.
 - Added a new Arch skill that can be earned through Arch Tartar.
2. Changed the location and time of the Arch Haechi Raid.
 - Every other Friday at 21:30 in the Ruined Fortress in Tiamaranta Mesa.
 - The Arch Tatar Raid will kick off on Friday, June 27th, and will run every other Friday thereafter, alternating with the Arch Haechi Raid.
 - The attack range for players to target the 'Arch Haechi' has been adjusted to facilitate smoother attacks for ranged classes
3. Added the Governor Sunayaka Raid.
 - It starts every Saturday at 22:00 in the Basilika Cavern of Tiamaranta Mesa.
 - He has stronger stats and rewards than the original Brigade General Sunayaka.
4. Added the Dredgion Raid.
 - It starts every Tuesday and Thursday at 21:00 in Tiamaranta Mesa Sky.
5. Changed Zantra/Nuzanta raids to a daily spawn and updated the associated rewards.
 - Depending on your contributions, you can earn Success Reward Boxes from Rank 1 to Rank 10.
 - Removed consolation rewards.

[Raid]

1. Sunayaka, Arch Tatar, and Arch Haechi drop rewards to include the Forgotten Dragon Lord's Weapon Piece item.
2. Increased the amount of XP earned from World Raids (Arch Haechi, Arch Tatar, Governor Sunayaka, Dredgion Interception) and Balaurea Raids (Zantra/Nuzanta).

[Item]

1. Added items for Luminess.
 - Adjusted the types and probability of items dropped from monster kills.
 - Adjusted the types and probability of items that can be obtained/selected when using bundled items.
 - Adjusted the types and probability of items dropped from Battlegrounds and Dungeon rewards.
 - Added a Dimensional Sword Crafting Design.
 - Added Protective Cloth Items.
2. Unified Scrolls to the highest rank and removed the lower rank Scroll sources.
 - Removed all scrolls except for Major Crit Strike, Major Spell Crit, Greater Running, Courage, Raging Wind, Awakening Scrolls, Fine Anti-Shock, and Elemental Defense Scroll.
3. Changed Crafting Design items from deleted scrolls unavailable.
4. Deleted the Crafting Design from deleted scrolls.
 - If you own the corresponding Crafting Design, you will be compensated with Kinah.
5. Changed the Elite Fleet Admiral Armor to allow stacking when the same skill is granted.
 - Active skills share cooldowns with each other.

6. Changed Combat Admiral Armor to allow Skill Reassignment.
7. Lowered the equip level of Padmarashka's weapon, and Stormwing's Armors.
8. Fixed a message when using a Monster Summoning Scroll.
9. Added the Kisk return scroll item for levels 61-65.
10. Changed the name of the Abyss Fleet Admiral Armor item to "Elite Abyss Fleet Admiral Armor".
 - Increased the 'PvP Defense' stat.
11. Changed the [Event] Manastone item to a [Supply] Manastone.
 - You will receive [Supply] Manastone as a quest reward.
12. Changed the Supply Rudra's Armor to be unextractable.
13. Fixed tooltips for premium dyed items not displaying dye information.
14. Added level 62 Stigma to the Dragon Lord's Lesser Record Box.
15. Removed the number of times a Dragon Lord's Record Box can be opened, allowing it to be opened an unlimited number of times.

[Quest]

1. Simplified missions up to level 60.
 - Warriors, Scouts, Mages, Priests, and Harmonizers can ascend as Daevas at level 5.
 - Simplified missions and adjusted the items and XP they reward.
 - Adjusted the mastery level of a mission.
 - If you earned and are in progress on a mission before the update, the mission will be deleted after the update.
2. Changed the obtainable levels of Battlegrounds-related quests and removed some quests.
 - If you earned and are in progress on a mission before the update, the mission will be deleted after the update.
3. Quests related to Padmarashka's Cave are no longer available.
 - If you earned and are in progress on a mission before the update, the mission will be deleted after the update.
4. Added the Dimensional Sword to the list of quest rewards.
5. Added quests for growth support.
 - Complete quests to the 'Steve' NPCs in Inggison/Gelkmaros and get a variety of gear as a reward.
6. Changed daily quests to auto-acquire when entering the Tiak Research Center.
7. Improved the rewards for the Rafslan daily quest.
8. Fixed some quests being unavailable to characters level 61 and above.
9. Fixed an issue where some missions and quests were incorrectly acquired and unable to progress.
10. Fixed Find Location feature in 'Disappearing Aether' missions.
11. Adjusted the respawn time of the monsters that need to be defeated during some missions.
12. Changed the rewards for some Growth missions.
13. Fixed an issue with missions being able to be picked up by characters who have already completed them.
14. Added a Tiamaranta Mesa mission.
 - Level 60 or higher Daevas will receive them automatically.
 - A new mission has been added to Tiamaranta. Complete them to earn a new title.
15. Added the Celestial Dragon Dimensional Sword to the Five Altars' Weapons quest rewards.
16. Increased the maximum number of Five Altars' Weapons quests completed to 2.
17. Improved Order Quests.
 - Two of the daily bundles of Orders can be fulfilled by selecting the Watching Eye quest in the Occupied Territory.
 - One of the daily bundles of Orders will allow you to choose from seven Watching Eyes in occupied territories to fulfill quests.
18. Added the Golden Wind quest.

- Added the Tiamaranta Golden Wind quest, which is completed after fulfilling five daily quests in Tiamaranta.
- 19. Adjusted quest rewards in the Balaurea and Rafslan.
- 20. Added one new quest that can be carried out in the Sky.

- This quest is available from the Large Watching Eye.

[NPC]

1. Changed the "Durable Elite Fleet Admiral's Jacket Prototype Box" to be available for purchase from the <Weapon Appearance and Skin Merchant> NPC.
2. Added Luminess-exclusive weapons to the store NPC's sales list.
3. Removed an auto-acquired Skill Book from the sales list.
4. Deleted Scroll items that have been deleted from the sales list.
5. Changed the sales list of Coin Store for PC Cafe.
6. The Premium Kisk Return Scroll has been added to the sales list.
7. Added the "Divine Soul Healing" ability to the Soul Healer NPC.
 - You can recover all of the HP/MP by spending money.
8. Fixed Asmodian Alchemy Merchant selling some Elyos Design.
9. Added the Luminess Premium Hair Dye Trader NPC Tradenerk.
 - Can be found in the Sanctum/Pandaemonium or Inggison/Gelkmaros fortress.
 - If you have Luminess Premium Hair Dye that doesn't match your faction, you can exchange all of your dyes for your faction by talking to an NPC.
 - NPC Tradenerk is available until otherwise noted.

[Skill]

1. Changed some skills to be earned automatically.
 - Skills that aren't automatically earned can be obtained through Skill Books.
2. Added class-specific 'Forte' skills.
 - Available while in a group and under the effect of Luminess' Mezzo Forte skill.
 - The available skills are class-specific and are labeled (Forte) after existing skills.
 - (Forte) skill is gained automatically when you log in.
 - Some (Forte) skills can stack with existing skills, but do not share cooldown times.
3. Added new class-specific skills for the level 65 expansion.
4. Added new class-specific Stigma skills for the level 65 expansion.
5. Added and adjusted existing skills per class to match the changed levels.
6. Made passive skills that can be gained through reassignment stackable.
7. Added a paralysis related repeat immunity effect.
 - If paralysis is applied to more than one subject in a row within a certain amount of time, it is applied at a reduced duration.
8. Fixed the Cleric's 'Flashbolt I' skill being auto-learned.
9. Fixed Templar's 'Reroute Power I' skill outputting a 10% chance to trigger the effect.
10. Fixed low spirit levels being applied to the Elyos - Lava Spirit II and Asmodian - Tempest Spirit II skills.
11. Changed the MP consumption of the Cosmic Acceleration V skill.
12. Fixed the Lightburst and Shadowburst skills not sharing a cooldown time.
13. Fixed Forte skills for some classes not displaying in the skill list.
14. Improved the tooltip for Luminess - Flare Spiral skill.
15. Fixed the Gladiator - Righteous Cleave III motion being different from the existing skill.
16. Fixed the Assassin - Crashing Wind Strike III icon being different from the existing skill.
17. Fixed an issue where Spiritmaster - Spirit Preserve I would only apply to one person.
18. Fixed incorrect tooltip readings for Cleric - Noble Energy III and Spirit Healing III.

[Daeva Potential]

21. Changed the formula for calculating Daeva Potential.
 - Fixed the large variance between classes that previously made it difficult to reflect their combat abilities.
 - Previous: Calculations based on stats per physical/magical class
 - Change: Equipment (Rank/Level/Tier) Points + Enhancement (Manastone/Godstone/Enchantment Stone) Points + Class-specific Training Skill Points + Skill Points on Equipment + Moros Level Points

[Aion Look]

1. Added the function to preview bundle composition.
 - [Ctrl + Left-click Icon] Selecting an item in the composition view popup allows you to preview the selected item.
2. Fixed an issue where the color preview for outfits in the SHOP tab of the Aion Look would output incorrect colors.

[UI]

1. Fixed the Luminess class icon not displaying when the group UI is collapsed.
2. Fixed some characters' appearance and quest markers being displayed incorrectly.
3. Changed the corpses to disappear after defeating a monster if there are no droppable items.
4. Fixed the "Claim" button for some Daeva Potential Reward not being active.
5. Fixed items in Premium Cube not displaying correctly.
6. Fixed signature, highlights, and two-tone looks for Luminess Premium Dyes not appearing correctly in the wardrobe color preview.
7. Added the name of each Watching Eye on the map.
8. Skill icons have been added in the Skill Reassignment probability popup, and hovering the mouse over displays the skill effects.
9. Added a button to the inventory that opens the Skill Reassignment menu.
10. Fixed an issue where switching from full-screen mode to windowed mode would result in a black screen.
11. Fixed an issue where the character's hair color would appear when previewing undyed hair items.

[Legion]

1. Updated the Legion Mission Guide tips.

[Others]

1. Moros: Promised Hour effectiveness has been increased.
 - Changed to trigger when attacking all Drakan, Lizard, Naga, and Arch monsters.
 - Changed Extra Strike damage to increase with skill level.
2. Updated the error messaging for terminating client access during the maintenance.
3. Fixed an issue where pet auto-loot would display a complete message even if no items were available.