



## Patch Notes

### New Character Classes

#### Gunslingers

The Gunslinger is a new class governed by Empyrean Lord Israphel.

At first, most people dismissed the new research coming out of Israphel's research center as "technist tinkering," but when the power of their new Pistols and Aethercannons became apparent, and news of their success in the Abyss War became widely known, even the Kaisinel Academy and the Marchutan Priory had to accept them as a force to be reckoned with. Soon, they acknowledged the Gunslingers as a new class, and many young Daevas aspired to become one.

- Players start out as Technists, and become Gunslingers upon Ascending.
- Gunslingers use Pistols and Aethercannons.
- The type of weapon used will affect combat style. Aethercannons have a slower attack speed but fire great powerful blasts. Pistols are much faster, and can fire off multiple shots in succession for a more dynamic style.



Gunslinger – Pistol



Gunslinger – Aethercannon

## **Songweavers**

The Songweaver is a new class governed by Empyrean Lady Siel.

For centuries after the Cataclysm, Muses fell silent from heartbreak over the loss of their patron, Lady Siel. That did not mean, however, that they ceased their studies. Realizing that combining music with the power of Aether could produce a dazzling effect, some Muses decided that the best tribute to Siel would be to use their power in service to their people. Inspiring their allies and weakening their enemies, they made such a contribution in battle that the Kaisinel Academy and the Marchutan Priory confirmed them as an official class.

- Players start out as Muses, and become Songweavers upon Ascension.
- Songweavers heal allies, and weaken or attack enemies with their songs of magical power. Their main weapon is a Harp.
- They can weaken the power of multiple enemies to get the upper hand in combat.



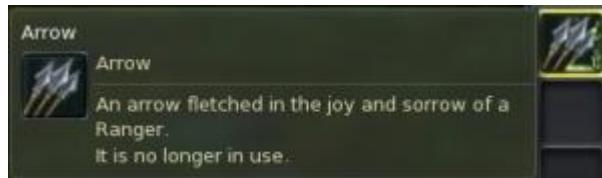
**Male Songweaver**



**Female Songweaver**

## Other Character Changes

1. Increased the level cap from 60 to 65.
2. Reduced the amount of XP required for each level up to level 59.
  - Energy of Repose and Energy of Salvation are scaled accordingly.
3. New characters begin with 100 Minor Life Elixirs and 100 Minor Mana Elixirs.
4. Reduced PvP damage.
5. Arrows are no longer required in order to use a bow.
  - Existing arrows have been unequipped, but can be sold back to an NPC at the original purchase price.
  - NPC vendors no longer sell arrows.



6. Increased the AP gained from killing an enemy in PvP. Abyss Points lost upon dying have not changed.
7. You can equip Power Shards in both hands whenever any two-handed weapon is equipped.
8. Tooltips for skills that use a shield now say that they require one to be equipped.

## Skills

1. Added new skills for existing classes.
  - Elyos can buy the new skills at the Protectors Hall or the Cloister of Kaisinel in Sanctum. Asmodians can buy them in the Capitol Building or the Convent of Marchutan in Pandaemonium. Alternatively, buy them from the Combat Manual Steward in the new bases, or find them inside the Steel Rose instance as a drop.
  - You can buy new Stigma from the Stigma Distributors at the races' bind points in Katalam and Danaria. However, they are cheaper to get in the garrisons than at the bind points.
  - Some Stigma skills can be obtained as a reward for participating in Fortress Battles in Katalam and Danaria.

Class	Level	Skill Name	Skill Description
Gladiator	10	Roiling Hack I	Inflicts damage on nearby enemies and absorbs 30% of the damage as HP.
	61	Body Slice I	Inflicts damage on a target and increases Enmity toward you.
	62	Magical Defense I	Stigma Skill Increases Magic Suppression by 300 for 15s, and decreases Magic Resist by 100.
	63	Repel I	Increases parry by 300 for 10s.
	64	Whirling Advance I	Inflicts damage on targets near you. Inflicts additional damage if the target is a Balaur.
	65	Ferocious Chop I	Inflicts damage on enemies near the target by leaping at it.
	65	Ankle Snare I	Stigma Skill Makes the target immobile for 10s.
	10	Enemy Placement I	Pulls the enemy towards you.
	61	Blood Pact I	Multicast 3 times Inflicts damage on a target by sacrificing your own HP. Deals more damage to Balaur targets.
Templar	62	Restoration Sacrifice I	Stigma Skill Restores the HP of a target by sacrificing your own HP.
	63	Reroute Power I	Decreases physical defense for 15s by sacrificing your HP, and inflicts additional damage every time you attack a target.
	64	Morale Wave I	Restores the HP of two group members by sacrificing your HP.
	65	Battle Call I (Elyos) Blind Anger I (Asmodian)	Taunts up to 6 enemies within 8m for 15 seconds and generates waves that increase Enmity.
	65	Punishing Thrust I	Stigma Skill Inflicts physical damage on a target.

Ranger	10	Arrow Assault I	Multicast 3 times Inflicts physical damage on a target.
	61	Stillness Arrow I	Multicast 2 times Inflicts physical damage on a shocked target.
	62	Feint I	Stigma Skill Removes Altered State related to movement and teleports you forward 10m.
	63	Finishing Arrow I	Inflicts physical damage on a target.
	64	Propelling Trap I	Plants a visible trap that explodes after 3s to knock targets backwards.
	65	Storm Mine I	Places a mine in the sky for 1m. It explodes when an enemy gets within 10m. Enemies plummet from the air and lose 15s of flight time, but gain a temporary increase in resistance to movement-related Altered States.
	65	Dilation Arrow I	Stigma Skill Inflicts physical damage, and slows casting speed and attack speed.
	10	Shadow Speed I	Available during combat. Triggers Basic Stealth and increased movement speed.
	61	Side Strike I	Inflicts physical damage on a target. Inflicts additional damage if attacked from behind.
Assassin	62	Break Away I	Stigma Skill Removes movement-related Altered States, and increases the target's resistance to them for 7 seconds.
	63	Encircling Strike I	Inflicts physical damage on a target. Inflicts additional damage and poisons the target if attacked from behind.
	64	Blind Side I	Moves to the back of the target to inflict physical damage, with a chance of stunning it temporarily.

			Remove Shock Chain Skill
Sorcerer	65	Shadow Illusion I	Puts you in Basic Stealth, while your movement speed remains steady, regardless of damage received for 3s.
	65	Searching Strike I	Stigma Skill Inflicts physical damage on a target in stealth mode. This temporarily stuns the target.
	10	Heart Shot I	Multicast 3 times Inflicts magical wind damage on a target.
	61	Flame Spear I	Inflicts magical fire damage on a target.
	62	Wake Up I	Stigma Skill Awakens any sleeping allies.
	63	Thick Shield I	Multicast 5 times Forms a protective shield that blocks 100% of attack damage for 5s. The shield remains active until it absorbs a specific amount of damage.
	64	Volcanic Heat I	Inflicts fire damage on a selected area over set intervals.
	65	Balaур Seeker I	Inflicts fire damage on a target. Deals additional damage and knocks it back if the target is a Balaур.
	65	Somnolence I	Stigma Skill Forces a target to fall asleep and increases all elemental defenses.
Spiritmaster	10	Summon Elemental Servant I	Summons Elemental Servant to inflict magical damage on a target.
	61	Ritual Push I	Inflicts magical water damage on a target. Deals additional damage if the target is a Balaур.
	62	Earthen Call I	Stigma Skill

			Removes all movement-related Altered States and increases resistance to them by 800 for 10s.
63	Frenzied Spirit I		Increases your spirit's movement speed for 5m.
64	Magic's Freedom I		Decreases a target's Magic Suppression by 200 for 15 seconds.
65	Command: Kamikaze I		Commands the spirit to use an attack that consumes its HP. Each spirit has an element-specific skill that can cause an area of effect strike. Then, the spirit disappears.
65	Command: Bodyguard I		Stigma Skill Orders the spirit to protect an area. The spirit casts a protective shield over you and any allies within a 20m radius.
Cleric	10	Land's Rage I	Inflicts magical earth damage on a target.
	61	Land's Bargain I	Inflicts magical earth damage on a target by sacrificing your own HP.
	62	Power Sprint I	Stigma Skill Increases your movement speed by 30% for up to 10s.
	63	Vitality's Gift I	Restores a target's HP.
	64	Hale Hearts I	Increases the maximum HP of you and nearby group members for 8s.
	65	Healing Majesty I	Restores the HP of you and nearby group members.
	65	Retribution Lightning I	Stigma Skill Inflicts magical wind damage on a target.
	10	Momentous Rush I	Boosts your movement speed by 10%.
	61	Melee Smash I	Multicast 3 times Inflicts physical damage on a knocked down target.
	62	Acceleration Cheer I	Stigma Skill Consumes your HP to increase an ally's

		movement speed for 7s.
63	Crashing Strike I	Inflicts physical damage on a target.
64	Emergency Teleport I	Teleports you away, removes movement-related Altered States, and decreases Enmity for 15s.
65	Wind Mantra I	Increases the flight speed of you and your group members by 10% and restores 3s of flight time periodically.
65	Leaping Flash I	Stigma Skill Gathers energy, then deals a downward blow to inflict physical damage.

2. Some of the new skills can be charged, to make them more powerful.

- Hit the skill hotkey once, and the charging gauge will appear. Hit the key again to unleash the skill. Waiting until a later stage will make the skill more powerful when you set it off.
- Taking another action or being put in an Altered State will cancel the skill.
- If you let the skill get to its final stage but do not use it, it will time out after a few seconds.



**Charging skill Gauge**

- The following skills can be charged.

Class	Skill Name	Final stage
Gladiator	Sure Strike III, IV	Stage 3
	Precision Cut VII	Stage 3

	Severe Precision Cut V, VI	Stage 3
Assassin	Explosive Burst IV, V	Stage 2
Sorcerer	Flame Spear I	Stage 2
	Somnolence I	Stage 3
Cleric	Healing Majesty I	Stage 3
	Vitality's Gift I	Stage 3
Chanter	Leaping Flash I	Stage 3
Gunslinger	Siege Cannon I - III	Stage 3
	Freeze Cannon I	Stage 3
	Aerial Fury I	Stage 3
	Seeker Round I - III	Stage 3
	Fiery Blast I - VII	Stage 3
	Aetheric Bombardment I	Stage 3
	Shellshock I - IV	Stage 3
	Shock and Awe I - VI	Stage 3
	Missile Guide I	Stage 3
	Blazing Bombardment I - V	Stage 3
	Incendiary Shell I - IV	Stage 3

## Gladiators

1. Fixed an issue where previous skill effects were superimposed when using "Piercing Rupture III".

## Templars

1. Fixed a display issue with the tooltip for "Divine Chastisement".
2. Increased the damage caused by "Sword Storm I".

## Rangers

1. "Nature's Resolve I" now resists two magical attacks rather than one.
2. Added resistance to Altered States to the Ranger/Assassin skill "Calming Whisper".

3. Fixed an issue where "Spike Trap V" and "Spike Bite Trap III" traps caused a speech balloon to display.
4. Fixed a tooltip error in "Trap of Slowing II-IV."

## **Assassins**

1. Added Altered State penetration to "Killer's Eye II".
2. Increased the damage caused by some Assassin skills.
3. Fixed an issue where the Rune Carve effect couldn't be removed when the target magically resisted the Rune Carve skill.
4. Added better explanations to the "Dash Attack II-V" chain skill tooltips.

## **Sorcerers**

1. Increased the duration of "Boon of Clairvoyance I" from 10s to 30s.
2. Reduced MP cost for "Flame Spray V," "Flame Spray VI," "Freezing Wind IV," "Blaze VI".
3. Fixed an issue where previous skill effects were superimposed when using "Stone Skin V".
4. "Glacial Shard III & IV" stigmas now use their own icons, instead of the "Wintry Armor" icon.
5. Fixed a bug that caused "Stone Skin VI" and "Flame Spray VI" to display the wrong stage of the skill.
6. "Flame Cage IV" will now stack with "Flame Cage V" instead of replacing it.
7. "Gain Mana I - III" no longer causes the caster to fall asleep.
8. Corrected the tooltip explanation for "Wintry Armor III-IV."

## **Spiritmasters**

1. "Cloaking Word I" now causes a 90% reduction in movement speed. Increased the cooldown from 5m to 10m.
2. Increased damage caused by the Earth Spirit V's "Spirit Detonation Claw I" and "Spirit Disturbance I" skills.
3. "Withering Gloom I - II" now causes casting speed to accelerate correctly.
4. Fixed the skill effects of the Water Spirit V and Wind Spirit V's "Spirit Wall of Protection I" skills.
5. Fixed a bug with "Cloaking Word I" where the skill would not be activated correctly.
6. Fixed the timing of the periodic debuffs of "Magic Implosion VII".

7. Fixed the damage boost given by "Blessing of Fire VI".
8. The buffs applied by "Spirit Preserve I" now work correctly after summoning "Water Spirit V".
9. Fixed an issue where "Spirit Preserve I," "Erosion VI," and "Sandblaster IV" could be overridden by lower-level effects.
10. Fixed the amount of damage caused by summoned Servants and Energy creatures.

## **Clerics**

1. Added MP restoration to "Life Curtain I".
2. Reduced the amount of Healing Boost sacrificed to use "Sacrificial Power I" from 250 to 150.
3. Fixed a bug causing the enable/disable option to appear for some skills when "Grace of Empyrean Lord I" was applied.
4. Increased the MP restoration of "Penance I - IV".
5. Fixed the damage caused by "Summon Holy Servant V".
6. The cooldown timer "Power Sprint I" no longer gets reset under incorrect conditions.
7. "Summon Healing Servant IV - V" will now summon items of the correct level.
8. Added better explanations to the tooltips for the Asmodian "Holy Servant V" skill.

## **Chanters**

1. Added MP restoration to "Stamina Restoration VI".
2. "Disorienting Blow III" now displays the correct stage.
3. "Numbing Blow III" now causes more damage than "Numbing Blow II".
4. Fixed the display of the weakening effect of "Mountain Crash IV - VI".
5. Fixed a tooltip error in "Tremor III."

## **General**

1. Fixed an issue in skill tooltips while dual-wielding weapons, where the attack range was incorrectly displayed on one of the weapons.
2. Fixed an issue that made it impossible to travel from Tiamaranta's Eye to your bind point while the Hearts were under siege.

3. Changed the number of Stigma Shards required to equip some Stigma stones.
4. Fixed an issue where a Stigma Master sold duplicate Stigma stones.
5. Fixed a bug with some skill animations so that they are now affected by attack speed.
6. Corrected a bug where skills that are only supposed to be available under a specific set of conditions were somehow still available when the conditions changed.
7. Players cannot use "Homeward Bound" to return to certain battlefield locations from their house.
8. Players can no longer use buff skills at the border between neutral and disputed areas, except the chanter's Mantras and the Spiritmaster's Summon Group Member skill.

## Known issues

1. When a character resists a Gunslinger's attack skill, that resistance is mistakenly identified as an evasion. This issue will be fixed in a later update.

# Environment

## Katalam

The Elyos and Asmodians have begun incursions into a new area of Balaurea.

Katalam, once home to the ancient race known as the Danuar, is now suspected to be Tiamat's last stronghold. Tiamat exploited the chaos of the Cataclysm to invade Katalam in search of a Danuar weapon. Tiamat's failed experiments with the weapon, and with its power source, the strange substance known as Ide, left the surrounding region contaminated and its inhabitants mutated. The Danuar retreated south, giving up their traditional home, and built the Eremion Bulwark to defend against Tiamat's legion. They blew up their weapon to keep it out of Tiamat's hands, but this proved to be a mistake when it left them defenseless against the Dragon Lord's attacks.

After taking control of Katalam, Tiamat suffered a barrage of attacks by Elyos, Asmodians, and Reians alike, as well as plots and conspiracies initiated by another Dragon Lord, Beritra, which eventually led to Tiamat's downfall. Katalam finds itself on the brink of crisis, with the Beritra legion moving in to take over the area, the surviving remnants of Tiamat's armies, and the escalating tension between the Elyos and Asmodians. Each force wages war to capture the bases and fortresses across the region for the ultimate purpose of completely dominating Katalam.



## Danaria

When the ancient Danuar fled Katalam, they tried to make their home in a new land south of the Eremion Bulwark, which they named Danaria. Much of their history is unknown, but many artifacts remain, for anyone who has the patience to decipher them.

Danaria is littered with ancient Danuar fortresses, and with various bases established by the Elyos and Asmodians that have settled here. The various forces wage constant war, stationed in their bases and fortresses, vying to become the master of Danaria.

Meanwhile, Goldrine Limited, a Shugo conglomerate, works behind the scenes to keep the powers at odds, taking advantage of their neutral status to finance various developmental projects at Pandarunerk's Delve, in the Goldrine Free City. Other smaller powers in Danaria include the Dragonbound, a group of eco-warriors known as The Merry and Green, and Shulack pirates taking advantage of the turmoil.



## Idian Depths

The Idian Depths, far beneath Danaria, were originally dug out by the Danuar as a last resort in case of a Balaur takeover of the surface. In the end, some were forced to flee there, but it didn't prevent their ultimate demise. When Tiamat defeated them and took over, she discovered that the Idian Depths are full of great concentrations of Ide, and built many mines. She also began to research the strange and powerful weapons that the Danuar had used against her.

After Tiamat's defeat, the scattered remnants who remained loyal to her fled to the Idian Depths to avoid the armies of both Beritra, and the Daevas. Some decided to cut their losses, joining Beritra, and forming Beritra's Fist, a unit of his army. Meanwhile, the Elyos Guardian Detachment and the Asmodian Archon Battlegroup also ventured into the Idian Depths, each hoping to uncover its secrets before the other.



- A new zone for PCs of level 65 and higher.

- Enter via NPCs in certain key locations:

Katalam	Danaria	Instance
Pride's Legacy	Keliden Swamp	Danuar Mysticarium
Quarantine Area	Danaria Gate	Idgel Research Center
Beritran Foothold*	Pandarunerk's Delve	Void Cube
Primeval Ruins*	Soaring Archways Rampart*	-
Broken Cliff Camp*	Stonewatch Rampart*	-

\*Only available to PCs of the race currently occupying that base.

## Other Environment Changes

1. Increased the maximum level for Rift use from 60 to 65.

2. Tweaked some terrain in the following areas:

- The Angrief Ruins and Skysling Canyon in Inggison.

- The Water Room in the Sky Temple of Arkanis.
- The Gurriki Swamp, Rancora Fortress, and Fissure Barrens in Tiamaranta.
- The area around Marayas Northgate in Gelkmaros.
- The Legionary Antechamber in Tiamaranta's Eye.
- The Tiamat Stronghold instance.
- Morheim Ice Fortress in Morheim.
- The Lower Udas Temple.
- Verteron Swamp in Verteron.
- Eltnen Fortress in Eltnen.
- Elyos Square in Sanctum.
- The Theobomos Lab instance.
- The Abyssal Splinter and Unstable Abyssal Splinter instances.

## Instances

### Steel Rose

Captain Rumakiki, one of three Shulack siblings, branched off from the elusive Steel Beard pirates to lead her own gang. After many whispers and rumors, the Steel Rose has finally been sighted in Pandarunerk's Delve, Danaria. Sandarinrinerk of Goldrine Limited is building rapport with the pirates by trading supplies and crops in exchange for mercenary support in Pandarunerk's Delve from the Steel Rake. However, she's noticed suspicious activity with the Steel Rose and she has dispatched a secret agent to investigate.



- Enter via various NPCs in Danaria.
- There are no quest prerequisites to enter, just a level requirement.

Instance	Max. Players	NPC	Cooldown Time	Level
Steel Rose Cargo (Solo)	1	Yukarunerk	70 hours (Shared cooldown)	61+
Steel Rose Cargo (Group)	3			
Steel Rose Quarters (Solo)	1	Kikorinrinerk	70 hours (Shared cooldown)	61+
Steel Rose Quarters (Group)	3			
Steel Rose Deck (Group)	3	Tocharunerk	70 hours	

## Danuar Reliquary

The Danuar witch Modor had a promising future, until the great explosion killed her only son. Consumed with grief, she hid inside the Danuar Reliquary, in itself hidden in the Idian Depths. She became obsessed with the idea of resurrecting her dead son, but her desperate efforts have all been in vain. Her failed attempts have called forth many ghostly spirits, which haunt the Reliquary to this day. It is whispered of as an accursed place, and anyone who comes near will have to face the witch's spite and torment.



- The entrance to the Danuar Reliquary is located at the 12-o'clock position inside the Idian Depths.
- There are no quest prerequisites, as long as PCs are of the right level, and have the necessary item.

Instance	Players required	Level	Item	Entry Time	Cooldown Time
Danuar Reliquary	6	65+	Danuar Reliquary Waykey	Tue, Fri, Sat, Sun 9am – 9am	118 hours

## Infinity Shard

The desperate Danuar developed an Ide-powered weapon to fight Tiamat, and called it Hyperion. However, their internal conflicts caused so many delays that Tiamat attacked before they could deploy it, causing the great explosion that destroyed the Danuar. The last survivors set off another Ide explosion to keep Hyperion from Tiamat's claws, hiding the remains in the Distorted Energy Nexus. After Tiamat's death, Beritra began a systematic search for the Hyperion, and discovered the Infinity Shard where it was hidden. The Daeva must move fast if they don't want to be on the receiving end of its power.



- The entrance to the Infinity Shard is located at the 6-o'clock position inside the Idian Depths.
- There are no quest prerequisites, as long as PCs are of the right level, and have the necessary item.

Instance	Players required	Level	Item	Entry Time	Cooldown Time
Infinity Shard	12	65+	Infinity Shard Waykey	Wed, Sat 9am – 9am	168 hours

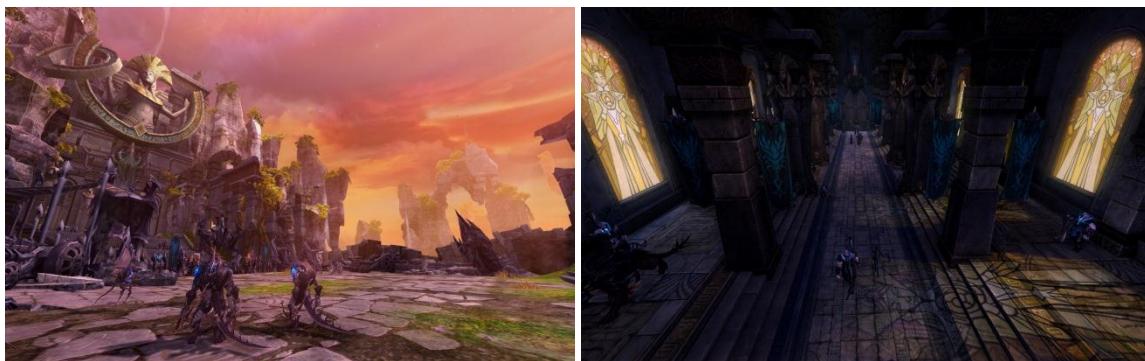
- To create the Waykeys, buy the design from the Special Morph Distributor NPC that appears when you occupy the Icethorn Frontier Post in Danaria.

- The crafting materials are dropped by various monsters in Katalam, Danaria, and the Idian Depths.

## Sauro Supply Base

A small group of Danaur originally created the base as a secret temple hidden in the mountains, where they could have their Jotuns refine high-quality Idgel. By the time it was complete, though, it was obvious that their people were doomed, so they sealed away the temple and disappeared into the pages of history.

The temple lay silent for many centuries, until Sheba, the Brigade General of the Sheban Legion and Commander of Beritra's Intelligence Unit, discovered the secret of the Idgel hidden there. Sheba began to nurture a secret ambition of using it to become the next Dragon Lord, so she persuaded Beritra to designate this place as her base of operations. Keeping the presence of the Idgel a secret from Beritra, Sheba is now researching ways to unleash its true power.



- The entrance to the Sauro Supply Base is found inside Soaring Archways Rampart in Katalam.
- Only the race that has captured the base may enter.

Instance	Players required	Level	Item	Cooldown Time
Sauro Supply Base	6	65+	Blood Mark x3	70 hours

## Eternal Bastion

After fleeing Katalam to set up their home in Danaria, the Danuar constructed the Eternal Bastion to keep Beritra out. After the fall of the Danuar, Beritra's army's used it as their main route between the regions, but the Elyos and Asmodians made it a priority to capture it upon their arrival in Katalam. In order to reclaim this strategically important place, Beritra has sent an army headed by his lieutenant Pashid, with near unlimited resources—and a Dredgion. The Elyos and Asmodian leaders called upon their mightiest Daevas for aid; those who answer head to the Eternal Bastion, where they find cannons and other war supplies on the walls installed by the Elyos and Asmodians, while nearby areas hold various outposts of Pashid's army. Daevas in the Eternal Bastion must defend it from Beritra's army while destroying Beritra's siege weapons, and killing Pashid.



- The entrance to the Eternal Bastion is found inside Icethorn Frontier Post in Danaria. The entry NPCs are Daedalus for the Elyos, and Shuvanhilt for the Asmodians.
- Only the race that has captured the base may enter.

Instance	Players required	Level	Item	Cooldown Time
Eternal Bastion	6	65+	Blood Mark x3	168 hours

## Ophidan Bridge

In the mountains near Katalam, Beritra has built an armory housing his most powerful weapons, in particular aRunic Siege Gun powerful enough to lay waste to any region in Katalam. The Elyos and Asmodians must scramble to destroy it before Beritra can deploy it, but Beritra's army is cunning. The gun is across a narrow bridge, defended by erected 4 outposts and a special barrier, all obstacles that Daevas must overcome, to destroy the Runic Siege Gun before it can be used against them.



- The entrance to the Ophidan Bridge is located in Beritra's Fist Garrison in the Idian Depths.

Instance	Players required	Level	Entry Time	Cooldown Time
Ophidan Bridge	6	65+	Mon, Wed, Fri, Sun 9 am – 9 am	118 hours

## Danaur Sanctuary

Anyone who was anyone in Danaur society was buried here, many of them with jewels and other riches included. Naturally, they protected themselves with complicated labyrinths designed to ward off thieves. But treasure isn't the only wealth buried here; Beritra's Special Research Team is rushing to find a manual said to contain many secrets about using Idgel. Meanwhile, the Chir Grave Robbers, a group of intrepid Shugos and Shulacks, search the place for treasure. The Elyos' Guardian Detachment and Asmodians' Archon Battlegroup learned of this by bribing a shugo Grave Robber. Always a step behind, they must now compete with the Balaur and with each other to be the first to lay hands on the Idgel manual.



- The entrance to the Danuar Sanctuary is located in Ide Mine Alpha, in the Idian Depths.

Instance	Players required	Level	Entry Time	Cooldown Time
Danuar Sanctuary	6	65+	Tue, Thu, Sat, Sun 9 am – 9 am	118 hours

## Kamar Battlefield

Kamar was the symbol of the Reians' many triumphs over countless obstacles, but following Kahrun's disappearance, that inevitably changed. Kahrun's will was all that kept the Elyos and Asmodians from each other's throats, and with that weakened, each left a temporary commander in Kamar in order to eliminate each other and take over power completely if given a chance. The Reians, even Garnon, were powerless against this hostility.

Beritra chose this moment to dispatch Zorshiv, a highly skilled Dredgion Commander, to the tumultuous city, while the Elyos, Asmodians, and Reians bickered. Under the command of Commander Varga, the Balaur hit Kamar by surprise, and sacked the city. Its long peace broken, Kamar was now laid waste. This is the battlefield the Daevas now find themselves in.



- The Kamar Battlefield is an instance where two alliances wage a battle against monsters and opposing factions, all within a 30-minute time limit.
- Group/Alliance members' levels must match.
- The instance is only available during designated time slots.

Instance	Players required	Level	Entry Time	Cooldown Time
Kamar Battlefield	12	61-65	Mon, Wed, Sat, Sun 8 – 10 pm	48 hours

- When the instance becomes available, a system message pops up, along with a button at the bottom right corner of the screen.

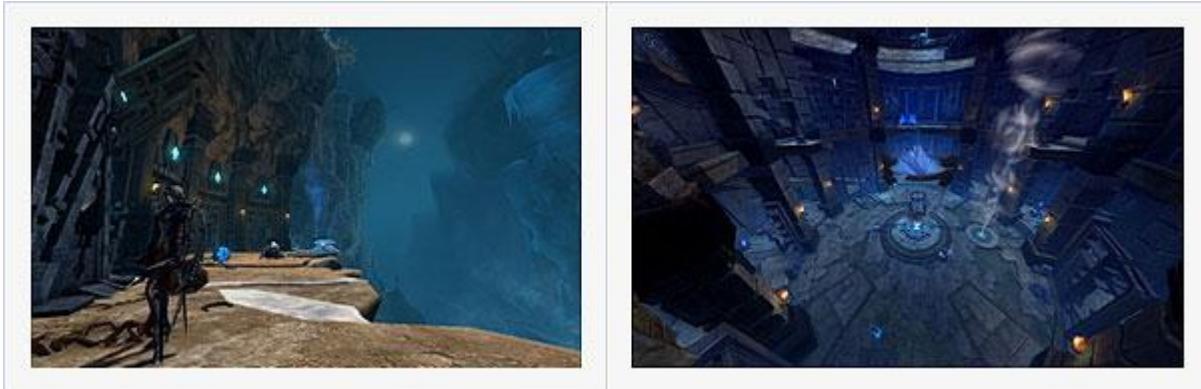
## Fortress-dependent Instances

Several new instances are only available to the conquerors of fortress in Katalam and Danaria.

- When a player captures a particular fortress, the entrance leading to that instance appears inside.
- Score points by hunting monsters and collecting gatherables. Killing the boss monster within the time limit, and at the highest difficulty level, is the fastest way to score higher points in each instance.
- The final boss monster won't appear if the dungeon hasn't been cleared first.

## Danuar Mysticarium

The Danuar Mysticarium is a secret space inside Sillus Fortress. Now it is occupied by Beritra's intelligence unit, but it was originally an ancient Danuar library, where they kept precious information about Ide, Idium, and Idgel. Beritra is chasing traces of Idgel found inside this Tribal Library, and deep underground in Idgel Storage. Meanwhile, the Test Subject Prison is full of kidnapped Atreian and Balaurean creatures, being subjected to terrible biological experiments involving the injection of Idgel. The Daevas need to confiscate the important Idgel data from Research Center Chairman Nautius, but once the alarm sounds, he will destroy the data and flee the prison. You must be swift and precise to obtain the data.

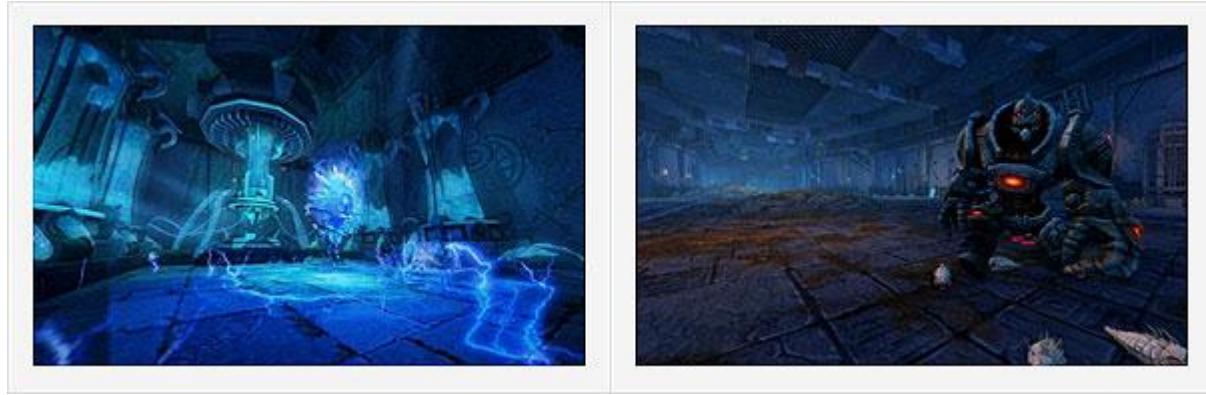


- The entrance NPC for the Danuar Mysticarium is found inside Sillus Fortress in Katalam.
- Only the race that has captured the fortress may enter.
- If a legion captures the fortress, members can enter the Legion's Danuar Mysticarium via the same NPC.

Instance	Entry Requirements	Players required	Level	Reentry Time
Danuar Mysticarium	Race occupies Sillus Fortress	1	65+	(Shared reentry time) 70 hours
Legion's Danuar Mysticarium	Race occupies Sillus Fortress	1	65+	

## Idgel Research Center

Beneath Pradeth Fortress lies the Idgel Research Center, Beritra's secret biological laboratory. It can be reached only when Pradeth Fortress is captured. An abandoned Danuar facility that was briefly controlled by Tiamat, it contains all the facilities and equipment necessary to research Ide, the energy source of the ancient Danuar weapons. Various biological experiments are performed for extracting Ide energy from a diverse range of creatures, even kidnapped Reians. The most strange and promising test subjects are isolated in chambers in the center of the facility, protected by traps, and by the Pashid Blades Unit, who will destroy them rather than let the Daevas take them.



- The entrance NPC for the Idgel Research Center is found inside Pradeth Fortress in Danaria.
- Only the race that has captured the fortress may enter.
- If a legion captures the fortress, members can enter the Legion's Idgel Research Center via an NPC.

Instance	Entry Requirements	Players required	Level	Reentry Time
Idgel Research Center	Race occupies Pradeth Fortress	6	65+	70 hours (Shared reentry time)
Legion's Idgel Research Center	Race occupies Pradeth Fortress	6	65+	

## Void Cube

Upon capturing Silona Fortress, the Daevas discovered the Void Cube, where the Danuar once stored their Ide. Silona Basin was created after the great explosion that the Danuar accidentally set off while using their weapon. The Void Cube was not the worst hit, but it was certainly affected; the rooms were buoyed into the air, suspended in Aether. Researchers speculate that this Aether was what became of the Ide that was exposed to the explosion. This was another facility that caught Tiamat's eye, and therefore Beritra's also, after her downfall. Beritra's army made it their garrison while they search for the Danuar weapon, and to protect themselves they have installed special barrier doors in every room to block Aether energy, and, on the very lowest level, a large Idgel Cube with a trigger to collect Ide.



- The entrance NPC for the Void Cube is found inside Silona Fortress in Danaria.
- Only the race that has captured the fortress may enter.
- If a legion captures the fortress, members can enter the Legion's Void Cube via an NPC.

Instance	Entry Requirements	Players required	Level	Reentry Time
Void Cube	Race occupies Silona Fortress	6	65+	70 hours (Shared reentry time)
Legion's Void Cube	Race occupies Silona Fortress	6	65+	

## Instance Groups

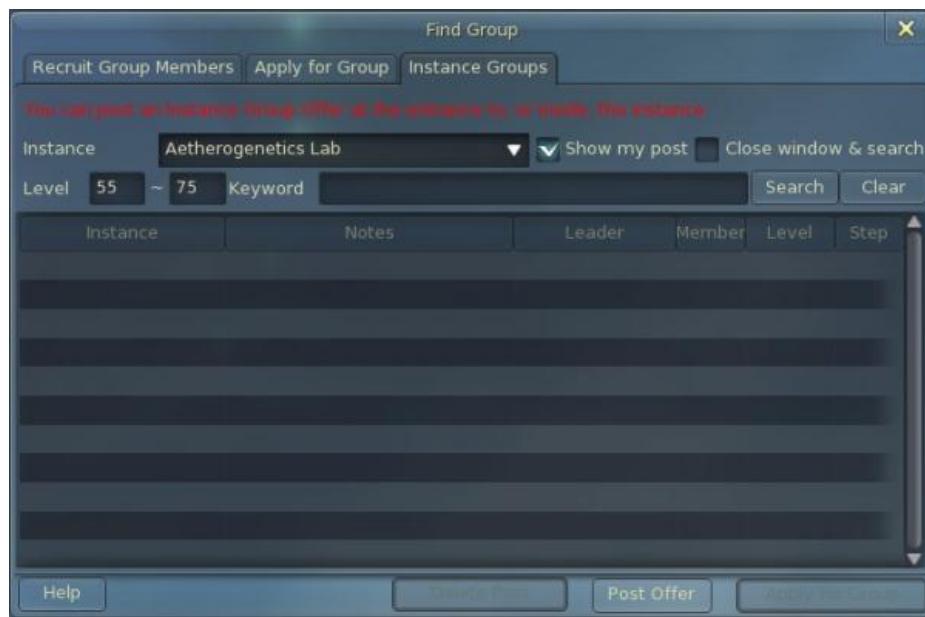
Instance Groups are a new feature added to certain instances that auto-matches players from different servers to allow them to enter the instance together.

- The following instances use the feature:

Type	Instance		
Group Instances	Fire Temple	Nochsana Training Camp	Dark Poeta
	Theobomos Lab	Adma Stronghold	Draupnir Cave
	Steel Rake	Abandoned Udas Temple	Lower Udas Temple
	Indratu Fortress	Azoturan Fortress	Aetherogenics Lab
	Raksang	Tiamat Stronghold	Empyrean Crucible

	Beshmundir Temple	Rentus Base	Steel Rose (Cargo, Quarters, Deck)
Alliance Instances	Dragon Lord's Sanctuary	Elementis Forest	Argent Manor
	Muada's Trencher	-	-

- At the instance entrance door/NPC, choose Auto Group to bring up the Find Group window and create a posting.
- You must be at the entrance of the instance to create a group.



- When posting an offer, you can set a group size. This is the minimum number of players you require to enter the instance, and your group will not be able to enter until you have at least that many members.



**Apply for Group**



**Recruit Group**

- Once enough members are ready, the "Enter" button becomes available to the group leader.
- If there are still available slots in the group, more people can join even after the group enters the instance. The menu for that is available only to the group leader.
- During the Ready stage, the group can choose a different instance than the one originally chosen.
- During the In Progress stage, the group can choose to enter an instance already in progress.
- Leaving the instance will kick that player from the group.
- Leaving the group will kick that player from the instance.
- A group formed via this system has limited options in the group menu, including Invite and Kick.
- The Instance Group system is incompatible with Auto Group system used in the Crucible Coliseum and Dredgion.

## Existing Instances

1. Added new arenas and training grounds for level 61-65 PCs.

Instance	Level
Arena of Discipline	Discipline Training Grounds
Arena of Chaos	Chaos Training Grounds
Arena of Harmony	Harmony Training Grounds

2. Reverted the level for obtaining items in some of the instances back to the previous required level.

- Instances affected: Asteria Chamber, Roah Fortress, Krotan Fortress, Kysis Fortress, Miren Fortress, Esoterrace.

3. Modified the properties of the items required to enter the Crucible Coliseum, Dark Poeta, and Padmarashka's Cave so that they can be stored in the Special Cube. (This also means that they can no longer be stored in the warehouse.)

4. The Auto Group system no longer works for the Abyssal Splinter and the Unstable Abyssal Splinter. Those instances can be reached only by forming a normal alliance.

5. Changed the stats, numbers, and positions of some monsters in certain instances.

Instance	Changes
Alquimia Research Center	Monster position
Nochsana Training Camp	Monster stats/numbers
Draupnir Cave	Monster stats/numbers/positions
Fire Temple	Monster numbers/positions
Aetherogenics Lab	Monster numbers/positions
Sky Temple of Arkanis	Monster numbers/positions

6. An item is no longer required in order to enter Padmarashka's Cave.

7. Fixed an issue where PCs couldn't move even after destroying the Spider Cocoon used by Collapsed Kaluva the Fourth Fragment in the Unstable Abyssal Splinter.

8. Fixed an issue where the timer from the Dragon Lord's Sanctuary showed up even after leaving the instance.

9. Fixed an issue where system messages for instances that require a waiting time were displayed differently depending on whether the player was entering normally or through the Auto Group system.

10. The Auto Group system is now available for the Lower Udas Temple on the Fast-Track Server.

11. Fixed an issue where some objects in Dark Poeta resisted all types of magical attacks.

12. Added new reward items to the Arena of Harmony for level 61-65 players.

Rank	New Reward Item
1st	Victor's Reward Box
2nd	Consolation Prize Box

- These boxes contain Blood Marks.

- The Victor's Reward Box contains a ticket to the Arena of Glory.

13. Fixed the animation for Brigade General Terath's Gravity Distortion skill.

14. Fixed an issue where dying inside instances did not cause XP loss.

15. Fixed an issue with the Group Distribution loot setting inside certain instances.

16. Entering a Dredgion now removes buffs.

## NPCs

1. Added new teleport options to travel between the major cities and Balaurea.

Race	Region	Teleporter	Route
Elyos	Sanctum	Polyidus	Sanctum > Sarpan
			Sanctum > Inggison
Asmodians	Pandaemonium	Doman	Pandaemonium > Gelkmaros
			Pandaemonium > Sarpan

2. When using the Aerolink, PCs now arrive in front of the Aerolink at their destination.

3. Teleporters and flight NPCs in Elysea and Asmodae that required PCs to complete a quest have now had those requirements removed.

- Any PC who has completed the class change can teleport to any area in Elysea, Asmodae, and Balaurea.

4. Changed the stats, numbers, and positions of some monsters in certain areas of Eltnen, Heiron, Morheim, Beluslan, Inggison, and Gelkmaros.

5. Fixed an issue where the number of Guard NPCs varied at the Breakouts in Tiamaranta's Eye.
6. More monsters have been added to some of the areas.
7. An issue where the Ambrinerk NPC didn't show up in Ingjison has been fixed.
8. An issue where some monsters at the Eracus Temple Cavern in Eltnen stopped attacking after a skill is used has been fixed.
9. Fixed a bug in which the sound of a monster noticing a player would sometimes not play
10. Changed around some guard locations in Kamena Development District.

## Fortress Battles

1. The new Katalam and Danaria zones have several new fortresses:

- Sillus Fortress is in Katalam; Silona Fortress and Pradeth Fortress are in Danaria.
- As with other fortresses, they are conquered by killing the Guardian General.
- Kisks cannot be installed inside or nearby any of these fortresses.

Time	Mon	Tues	Wed	Thurs	Fri	Sat	Sun
14:00-15:00		Silona			Silona	Sillus	Silona Pradeth
18:00-19:00							
22:00-23:00	Sillus		Pradeth	Sillus	Pradeth		

- After a successful siege or defense, various Reward Boxes are given according to contribution level.
- If a legion successfully defends a fortress, the Brigade General will receive exclusive items and other reward bundles.

2. When a fortress is captured, both the winners and the losers receive different magical buffs.

- The buffs apply if your character is in Katalam or Danaria.
- Entering some instances can remove the buffs.

Requirements	Buffs	Details
Attack / Defense Successful	Sillus' Commendation	PvE Attack + 2%
	Silona's Commendation	

	Pradeth's Commendation	
Defense Unsuccessful	Sillus' Encouragement	PvP Attack / PvP Defense + 7%
	Silona's Encouragement	
	Pradeth's Encouragement	



Silona Fortress



Pradeth Fortress

3. The Hearts in Tiamaranta no longer become vulnerable in the 22:00 time slot.
4. Fortresses in Inggison and Gelkmaros are now vulnerable from 20:00-21:00.
  - Monday: Temple of Scales, Vorgaltem Citadel
  - Tuesday: Altar of Avarice, Crimson Temple
  - Wednesday: Temple of Scales, Altar of Avarice, Vorgaltem Citadel, Crimson Temple
  - Thursday: Temple of Scales, Vorgaltem Citadel
  - Friday: Altar of Avarice, Crimson Temple
  - Saturday: Temple of Scales, Altar of Avarice, Vorgaltem Citadel, Crimson Temple
  - Sunday: Temple of Scales, Altar of Avarice, Vorgaltem Citadel, Crimson Temple
5. The Aetheric Fields that protect vulnerable fortresses now inflict the correct damage on PCs.
6. The Katalam Fortresses have a new system that allows for mercenaries to be hired to defend them.
  - Mercenaries are available to members of the conquering legion and are paid in Blood Marks.
  - Once a mercenary is hired, the NPC appears in the selected area.
  - The mercenary disappears if the fortress changes hands. Mercenaries cannot be resurrected.
7. The buffs received when activating an Artifact now disappear when you travel to another zone.

## Base Battles

1. Bases are camps that can be captured by smaller groups of players.
  - Added bases in the existing zones Eltnen, Heiron, Morheim, and Beluslan.
  - Katalam and Danaria have several bases each.
  - Some time after a base is captured, a boss monster appears. Defeat that boss to capture the base.
  - NPCs of other races will constantly infiltrate the base.
  - If a base is captured, a warehouse manager, general goods merchant, and Soul Healer for the corresponding race appears, and, in some cases, NPCs that sell special items.



4. A Stigma Vendor in the Sillus Pass Watchpost will buy greater Stigma of level 60 and lower for AP.

## Quests

1. Katalam and Danaria contain many new campaign quests.
  - The Katalam campaign quests appear automatically in the quest journal at level 60.
  - The Danaria campaign quests automatically appear once all the Katalam campaigns are completed.
2. NPCs that give quests will appear inside the bases in Katalam and Danaria when they are captured.
  - Base battle PvP quests are automatically added to the quest journal when entering the base. PvP kills at other bases will not count toward quest completion.

3. Added quests for the new bases in Eltnen, Heiron, and Inggison for the Elyos, and Morheim, Beluslan, and Gelkmaros for the Asmodians.

4. Added new groups that assign daily quests in Katalam and Danaria and give tokens in reward.

Race	Level	Organization Name	NPC Name	Token
Elyos	60+	Silverine Ltd.	Danurinerk	Silverine Token
		The Merry and Green	Manurunerk	Merrymaker's Token
Asmodians	60+	Silverine Ltd.	Dumurinerk	Silverine Token
		The Merry and Green	Sununnerk	Merrymaker's Token

5. Added quests for the new Steel Rose instance, available to level 63+ PCs.

6. Quests that give equipment as a reward may now also have an option for Gunslingers or Songweavers.

7. Quests to collect gatherable items now have a [Gather] tag before the quest name.

8. Removed restrictions on accepting the Construction Expert and Construction Master quests when you have already completed expert or master quests in two other professions.

9. Replaced the [Construction] tab in the Quest journal (J) with a [War] tab, showing Dimensional Vortex quests, Battlefield Defense quests, and Base Battle PvP quests.



Before

After

10. Improved the filtering options and UI for the quest tracker.

- Added tabs for recommended, tracked, zone, level-appropriate, and recent quests.

Icon	Category	Description
	Tracked	Quests you have selected to track.
	Recommended	Important, key, and campaign quests.
	Zone	Quests in the current zone.

	Level	Quests within two levels above or below your character.
	Recent	Recently accepted quests. (Resets after logging out for some time.)

- After accepting a quest, the temporary indicator flashes for 10s, and disappears.



Before accepting a quest



After accepting a quest

- The quest tracker can be moved and resized.
  - The quests in the quest tracker can be reordered.
  - If the quest summaries are too long for the window, a scroll bar is generated.
  - Up to 14 quests can now be tracked.
  - Use the Quickbar lock button to lock the tracker in place, and hide the edges.
11. Changed the details of many existing quests.
- Changed the number of items to gather or monsters to hunt (usually decreased).
  - Changed the level prerequisites.
12. Fixed a bug where the quest was not updated after killing Brigade General Laksyaka for the Elyos quest "[Group] Surama the Betrayer" and the Asmodian quest "[Group] Surama the Bitter".

13. Fixed an issue where some quest gathering items did not get put in the Special Cube.
14. PCs of level 61 and higher are no longer allowed to join certain daily quest organizations.
- | Elyos           | Asmodians              |
|-----------------|------------------------|
| Alabaster Order | Field Wardens          |
| Radiant Ops     | Blood Crusade          |
| Fortuneers      | Charlirunerk's Daemons |
15. Fixed an issue where teleporting or returning outside of Sarpan while the quest "Steps to the Spear" was active would make the timer disappear.
16. Quests in the new area Idian Depths are available for level 65 characters. They give Ancient Coins in reward.
17. Level 65 quests for the new instances Danuar Mysticarium, Idgel Research Center, and Void Cube are available to the race that currently owns the corresponding fortress.
18. Added level 65 quests that must be completed before entering the Danuar Reliquary and Infinity Shard instances in the Idian Depths
- Danuar Reliquary: [Elyos] "Seek and Interpret" and [Asmodian] "Records of the Past."
  - Infinity Shard: [Elyos] "[Alliance] Hyperion Unearthed" and [Asmodian] "[Alliance] Beyond the Depths."
19. If a player inside a campaign quest instance has to exit the instance, thereby resetting quest progress to the previous step, any quest items already collected will be deleted.
20. Fixed an issue where updating the Elyos "Flying Reconnaissance" campaign quest would also update other quests.
21. The Elyos "[Service/Weekly/Group] Legionary's Rings" quest and the Asmodian "[Service/Weekly/Group] Crack Drak, Bring Ring" quest can now be performed weekly.
22. Fixed an issue where the rewards listed in the Elyos quest "Deliver on Your Promises" and the Asmodian quest "Following Through" were not the same as the rewards given.
23. Fixed an issue causing the cutscene not to play during the Elyos quest "Heaviest of Hearts" and the Asmodian quest "The Four Hearts."
24. Fixed some issues where there were too few monsters spawned for players to complete their quests, or the monsters were not in the correct spot.

25. Fixed an issue blocking completion of the Elyos quest "Heaviest of Hearts" and the Asmodian quest "The Four Hearts."

26. Added text to some quests to clarify how to complete them.

27. Added new quests that give out certificate rewards, which you can then exchange for wings.

Faction	Quest Name	Level	NPC
Elyos	Useful Information from Ararinerk	60	Ararinerk
Asmodian	A Shiny New Pair	60	Beterunerk

28. The Indratu Bloodmage, needed for the Asmodian quest '[Spy/Group] A Many-Splendored Thing', now spawns correctly.

29. Added quests for the Ophidan Bridge instance:

Faction	Quest Name	Level	NPC
Elyos	The Ophidan Bridge	65	Timarchus
Asmodian	Find the Vera Siege Ballista	65	Undgankt

30. Added quests for the Danuar Sanctuary instance:

Faction	Quest Name	Level	NPC
Elyos	Ancient Tomb	65	Liponia
Asmodian	Buried with Their Treasure	65	Maeve

31. Added quests for the Sauro Supply Base instance:

Faction	Quest Name	Level	NPC
Elyos	The Sauro Supply Base	65	Amalde
Asmodian	A Stabbing in Sauro	65	Sibeldum

32. Added quests for the Eternal Bastion instance:

Faction	Quest Name	Level	NPC
Elyos	Meet Stifas the Stiff	65	Demades
Asmodian	A Fierce Struggle	65	Lundvarr

33. Added new Achievement quests, which are given in reward for achieving the highest level in Katalam. Their rewards are unique accessories.

Faction	Quest Name	Level	NPC
Elyos	[Achievement] Examine the Katalam Base	65	Tirins
Asmodian	[Achievement] Inspect the Katalam Base	65	Vard

34. Added new Hero quests that reward you with gear and special materials; you need luck as well as effort and skill for these high-difficulty quests.

35. Made the tooltip more helpful on Calydon Candy, used in the Elyos' The Calydon Ruins quest.

## Items

1. Added weapon types for the new classes: Pistols and Aethercannons for Gunslingers; Harps for Songweavers.

2. Added crafting designs to craft the new types of weapon.

- Pistols and Aethercannons can be crafted via Weaponsmithing.

- Harps can be crafted via Handicrafting.

3. Added a new level of medal for buying Abyss items: Ceramium Medals.

- They are given as fortress battle rewards, and quest rewards, in Katalam and Danaria.

- Fragmented Ceramium, received as a quest reward at the bases in Katalam and Danaria, can be traded for Ceramium Medals through a Ceramium Trade Administrator, if available.

- Mithril Medals can be traded for Ceramium Medals through a Ceramium Medal Steward, if available.

4. Added new level 65 Abyss items, which can be bought from Distributors at the bind points and bases in Katalam and Danaria.

- The Distributor in the base offers more affordable prices than the sellers at the bind point.

- There are Abyss rank restrictions on equipping the new Abyss weapons and armor:

Item set	Can be used by
Proctor's/Arbiter's	Governors
Principal's/Suzerain's	
Elite Custodian's/Elite Shepherd's	Great Generals and above
Elite Emissary's/Elite Ambassador's	
Custodian's/Shepherd's	1-Star Officers and above
Emissary's/Ambassador's	

5. Players can now sell their level 40-60 Abyss items and relics to NPCs in the new zones.

- NPCs at different locations offer different amounts of Abyss Points.

- Legion-exclusive NPCs offer a better deal than other NPCs.

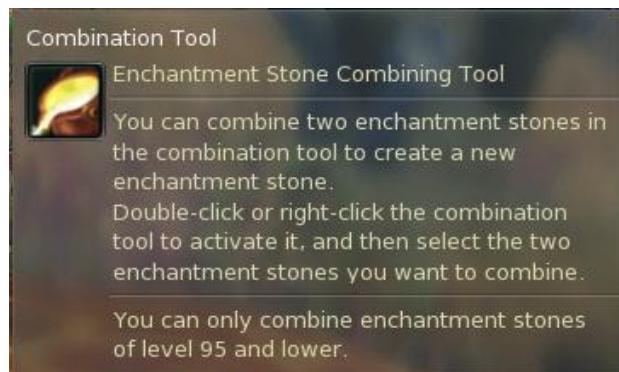
6. Added a new type of leather armor, with magic stat boosts, to the level 30-60 Abyss sets.

7. Reduced the number of Abyss Points and Medals needed to buy level 45-55 Abyss items.

8. Added a system for merging two enchantment stones of level 95 and below, using a Combination Tool.

- The level of the resulting enchantment is random, based on the prior stones' levels.

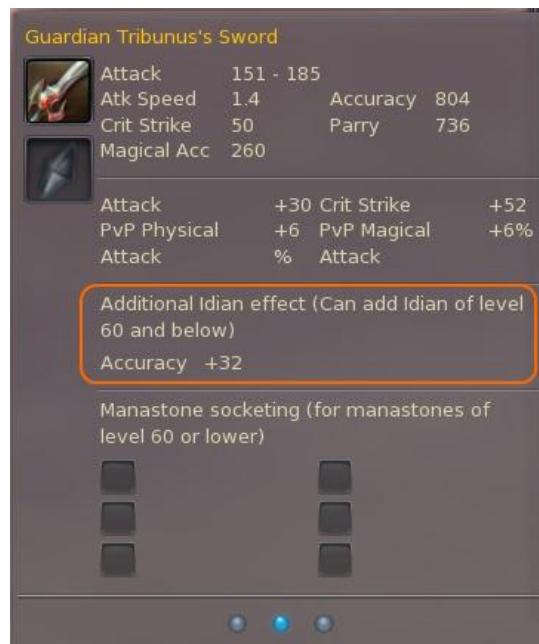
- Combination Tools can be bought from general goods merchants in towns and villages.



**Combination Tool Item**

9. Added a new system for improving weapons using Idian.

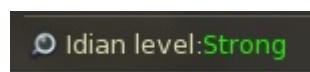
- The Idian adds a specific temporary effect to a weapon.
- The effect is gradually consumed as the weapon is used. When the Idian is gone, so are the stats.
- Using Idian on an already Idian-imbued weapon will replace the stats, not stack them.
- When dual wielding, only Idian effects on the main hand weapon will activate. When armsfusing two weapons, only Idian effects on the primary weapon will activate.



**Idian Item**

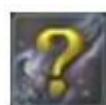
**Idian-imbued weapon**

- When the Idian effect is nearly used up, the status will change from "Strong" to "Weakened."



10. Changed the way that random stats are added to items, where applicable.

- Before: The random stats were shown immediately upon obtaining the item.
- Now: The item must be tuned in order to apply the stats. Right-click to tune it.



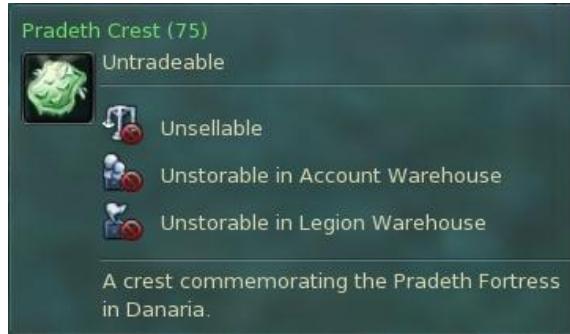
**Icon before tuning**



**Icon after tuning**

11. Added new marks and tokens for purchasing special equipment.
  - Blood Marks are rewards for performing quests at the bases in Katalam and Danaria.
  - Silverine Tokens can be obtained by performing quests for Silverine Ltd.
  - Merrymaker's Tokens are given for performing quests for The Merry and Green.
  - Conqueror's Marks can be obtained from the boss monster in the Steel Rose instance.
12. Added NPCs who sell items that can be bought with the new marks.
  - Battlefield Weapon Stewards, Armor Stewards, and Accessory Stewards sell items for Blood Marks.
  - Silverine Tokens are used for buying items from the Silverine Ltd. Steward.
  - Merrymaker's Tokens are used for buying items from the The Merry and Green Steward.
13. Added new coin items.
  - Ceramium Coins are dropped by monsters or given as quest rewards in Katalam and Danaria. They are used for buying equipment from the Weapon Steward / Armor Steward.
  - Ancient Coins are dropped by boss monsters in Katalam/Danaria, and in the Steel Rose instance. They are used for buying return scrolls from the Shugo merchants in Pandarunerk's Delve.
14. All Crucible items can now be stored in the Account Warehouse.
15. Increased the attack and magical accuracy of weapons below level 30.
16. Lowered the requirements for the gathering skill improvement.
17. The following enchanting and extracting actions are not available while in combat:
  - Enchanting with enchantment stone/manastone.
  - Conditioning, Augmenting, Adding Idian, Tuning.
  - Extracting an enchantment stone.
  - Extracting Abyss Points.
18. Cat Weapon Guestblooms now offer Pistols, Aethercannons, and Harps.
19. Fixed an issue where an Abyss Hat was wrongly shown as an item you can extract Abyss Points from.
20. Fixed an issue where items are deactivated when stored in a warehouse under certain circumstances.
21. Fixed an issue where leather armor with physical stats couldn't be sold to the Abyss Gear Merchant.

22. Fixed an issue where logging out would sometimes cause an essence enchantment to be removed from an item.
23. Fixed an issue where some bundle items sometimes couldn't be dismantled.
24. Fixed some incorrect stats and abilities on items.
25. Fixed the abnormal appearance of some items.
26. Fixed an issue with armsfusing some quest reward weapons that made manastone slots disappear.
27. Fixed an issue where certain Crucible Coliseum consumable items were unavailable.
28. Fixed a bug where users would sometimes receive contents of the Superior Arena Supply Package by mistake.
29. The "Talisman of the Key" and "Talisman of the Circle" items can now be used up to level 65.
30. The final rewards in the Haramel instance are now dropped as a bundle that can be opened.
31. Fixed an issue where some items were unavailable for purchase in the Taloc's Hollow instance.
32. Added new crafting designs.
  - They can be bought from the design merchants at Kaisinel's Beacon and Danuar Spire; at bases in Katalam, Danaria, and Idian Depths; and at the crafting merchants in Sanctum and Pandaeonium.
  - New designs include Balic and Special weapons, armor, accessories, and consumables.
  - Some of the special craftable gear comes with PvP stats.
33. Added new fortress crests that you can get from instances in the fortresses in Katalam and Danaria.
  - Use the crests to buy Ancient Relic Bundles from Fortress Crest Stewards at Kaisinel's Beacon and Danuar Spire in Katalam, or Pandarunerk's Delve in Danaria.
  - The steward in Pandarunerk's Delve changes periodically, each one offering goods at varying prices.
  - Fortress Crest Traders in Idian Depths and at certain bases will trade crests for boxes of crests from another fotress. These Fortress Crest Boxes are cheaper at a base than in Idian Depths.



### Fortress Crest

34. Added items that can be bought with ancient coins.

- Trade them with the Ancient Coin Steward and the general goods merchant in Idian Depths.
- Depending on the type of Ancient Coin Reward Box bought, there is a varying chance of obtaining ancient manastones or composite manastones.
- Sell used Ancient Coin equipment to the Ancient Coin Equipment Vendor in the Idian Depths for Kinah.

35. Added items that can be bought with Conqueror's Marks.

- Use them to buy Vanquisher's Boxes from the Field Achievement Steward at certain bases.
- Different grades of Vanquisher's Box contain different consumables or equipment.

36. Certain enchanting effects/items (Enchantment Stones, Manastones, Conditioning/Augmenting, Idian, Tuning/Retuning) can no longer be used at the same time as extracting effects/items (Enchantment Stone extraction, Abyss Point extraction).

37. Fixed an issue where Guuminerk and Sienrurerk on Tigraki Island wouldn't sell some of their Balic Weapon Designs.

38. Fixed an issue where the sale prices of some items were incorrectly listed.

39. Fixed an issue where some quest reward items couldn't be dyed.

40. Fixed a bug where the Deep Conditioning and Greater Conditioning of Blessing items were unusable.

41. Corrected the stats and abilities of some items.

42. Made the tooltip for some of the Assured Felicitous Socketing Boxes more descriptive.

43. Fixed some incorrect morphing formulae for certain substances.

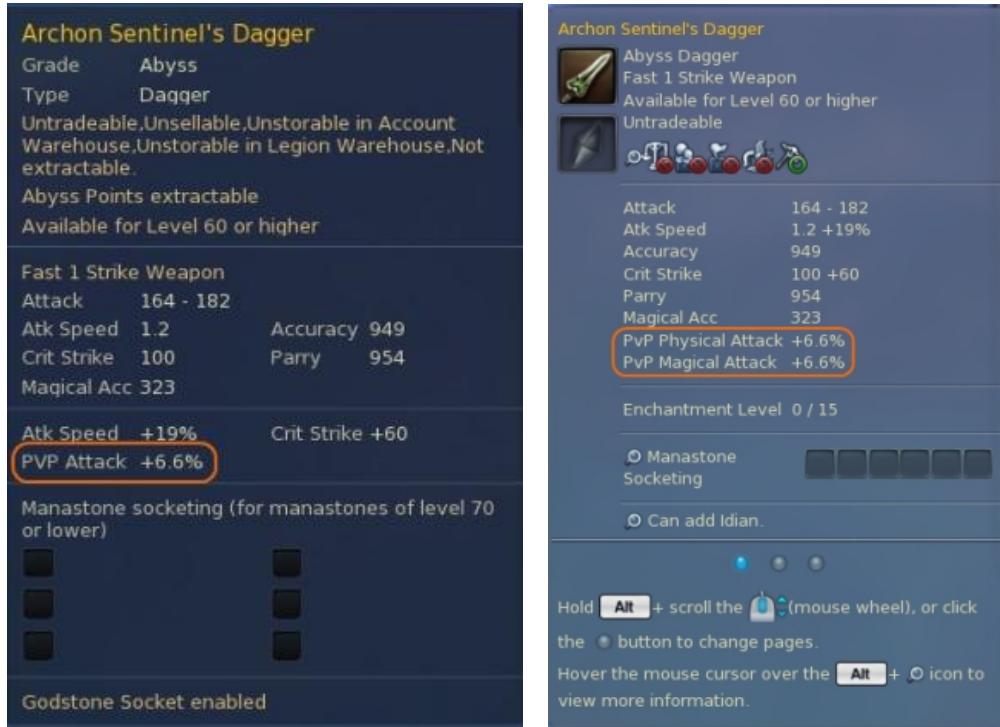
44. Fixed some crafting designs that did not match the grade of the resulting item.

45. Fixed the tooltips of some foods so that they show the buffs the food gives.
46. Fixed an issue that caused furniture placed in a house to sometimes become invisible.
47. Added a new type of leather armor that boosts magic stats rather than physical ones. This new armor is added to certain sets, rather than replacing the old armor. New pieces are distinguished by the word "Magic": Magic Jerkin, Magic Breeches, Magic Shoulderguards, Magic Vambrace, Magic Boots.
48. Fixed certain Asmodian crafting recipes that mistakenly required Elyos materials.
49. Fixed an issue where enchanting a manastone used up the wrong number of Enchant Supplements.
50. Items with set bonuses now state "Hidden effect(s) activated when complete set is equipped."
51. Changed the sounds made by the Stormwing pet.
52. Changed some of the icons for the Relationship Crystal.
53. Changed the names of certain bundle items.
54. Fixed an issue where certain items had incorrect levels.
55. The Dragon Lord's Delight item can be morphed into a "Wind Eternity."
56. Fixed some craftable items so that they now require the correct materials.
57. Fixed the locations of certain gatherable items.
58. Noble Balaur Serum is now destructible.
59. Added new crafting designs for Mythic accessories and extendable weapons.
  - They can be purchased at Katalam's Irigani Keep and the bind point in the Idian Depths.
60. After being tuned once, items can be retuned a limited number of times, using a tuning scroll.
  - Only certain items can be retuned.



61. Weapon PvP stats now differentiate between physical and magical stats.

- PvP attack is now either PvP Physical Attack. or PvP Magical Attack.
- PvP defense is now either PvP Physical Defense. or PvP Magical Defense.



62. Added new icons for Heroic and Fabled hats, and changed the icons for some other hats.
63. Fixed an issue where you sometimes could not see items in the inventory.
64. Buff pets can now use event consumables.
65. The highest level of enchantment effects now also applies to Fabled weapons enchanted to +10 and above .
66. Buff pets now use the correct magic items.
67. Due to the addition of new Tiamat Guard's weapon and armor items, renamed some existing Tiamat Guard's items to avoid confusion.
- Existing Tiamat Guard's weapons > Tiamat Royal Guard's weapons.
  - Existing Tiamat Guard's accessories > Tiamat Guard Captain's accessories.
68. Renamed the "Ancient Icon Guestbloom" item to "Lesser Icon Guestbloom" to match the furniture object as it appears once installed.
69. Fixed the naming confusion with Abyssal Guestblooms, and the items that come out of them.
- Abyssal Chain Armor Guestbloom became Grateful Chain Guestbloom, and gives Guestbloom Gratitude chain armor.

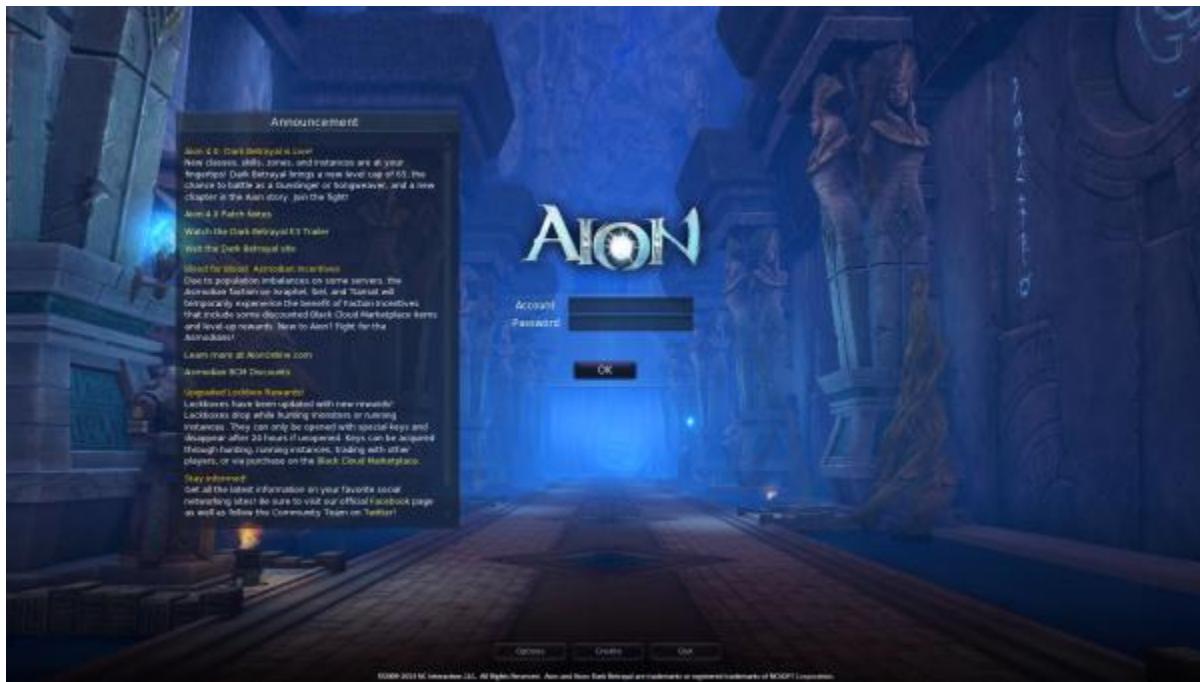
- Abyssal Plate Armor Guestbloom became Grateful Plate Guestbloom, and gives Guestbloom Gratitude plate armor.

70. Fixed the name for the Noble Thin Leather Helmet crafting design, which used to be incorrectly named “Design: Noble Thin Hat.”

## UI

1. Made a major overhaul of the design and color of the entire UI:

- Changed the design of the login screen.



Login screen

- Completely redesigned character creation.



### Character Creation

- Added Technist and Muse to the class selection screen.
- Added a menu for preset appearances, with "Mature," "Young," "Cute," and "Unique" categories.



### Preset character options

- While creating a character, you can preview how it will look with different costumes, wings, and skills.



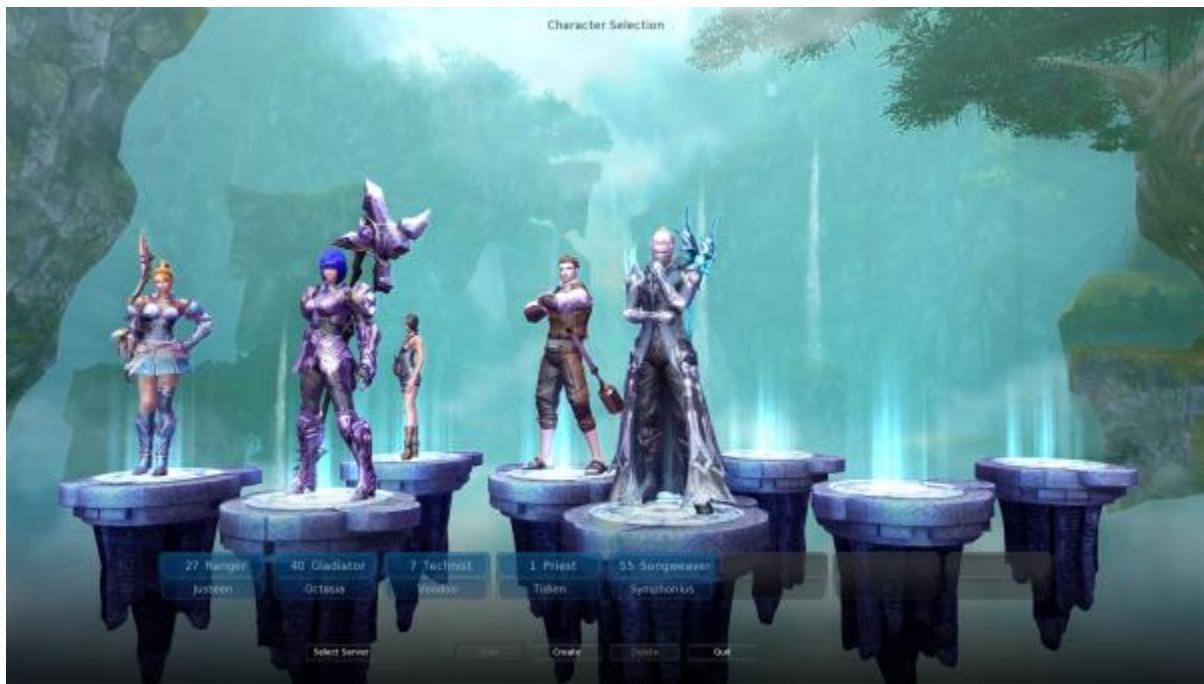
### Preview Character

- The Customize Face menu includes options for "Presets," "Face Shape," "Hair," and "Adornment," and has several new hairstyle and preset face options.



Preset face options in the Customize Face menu

- Changed the overall design of the character selection screen.



**Character Selection**

- The overall design and color of the in-game UI has changed.



**UI design before the update**



**UI design after the update**

- All windows are now transparent.
- The overall icon designs have changed.



**Icons pre-update**

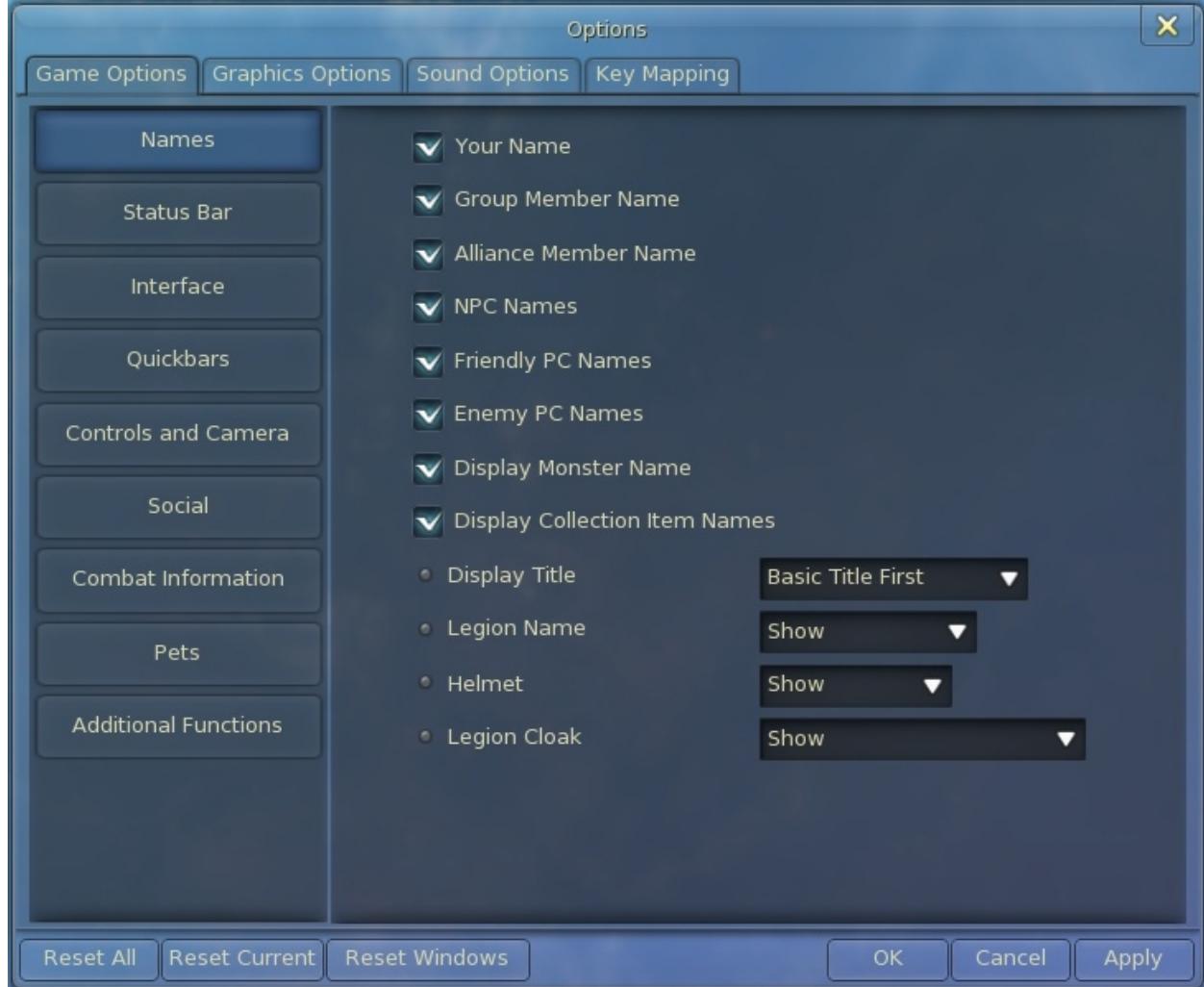


**Icons post-update**

## 2. The menus in the Options window are now organized into categories.

- Game Options: Users can edit the Names, Status Bar, Interface, Quickbars, Controls and Camera, Social, Combat Information, Pets, and Additional Functions.
- Graphics Options: Screen, Graphics Engine, and Misc. settings.
- Sound Options: Volume and other sound options.
- Key Mapping: Controls, Combat, Functions, Group/Alliance, Brands, Windows, and Quickbars.

- Removed the options to block whispers from characters under a certain level, and to open the Aion homepage after quitting the game.
- The Options window UI is now transparent.



### **Categories in the Options window**

3. Players can now set the name and stats of a character title independently.

- If a title in the Title List is selected, only the name of that title will be applied, not its stats.
- If a title in the Title Stats list is selected, only the stats of that title will be applied.
- The title won't be applied until the player clicks the "Change Title" button.



#### Using the stats of the “Aerialist” title, with the “Straw for Brains” title visible

- If you wish to have a title without the stats, or vice versa, select "No title has been selected" or "No stats have been selected," as appropriate.



#### Using the stats of the “Aerialist” title, with no title visible

4. Improved the item tooltip UI.



Weapon tooltip before the update



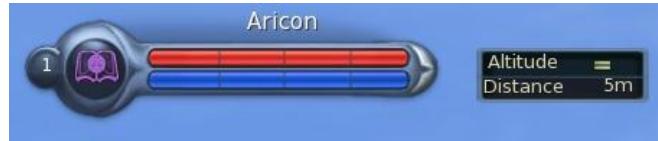
Weapon tooltip after the update

- Divided tooltip into multiple pages, so that more information can be shown. To change pages, hover the cursor over the item icon, press and hold the [Alt] key, and scroll the mouse wheel. Or, click the button at the bottom of the tooltip window.
- The first page is a Summary page, showing the basic stats as well as the presence of godstones, manastones, tuning, conditioning/augmenting, armsfusion, etc. Hover the cursor over the additional stats sections to view more details.
- The Stats page shows a more detailed breakdown of information about the stats: the default stats, as well as additional bonuses granted by manastones, Idian, conditioning/augmenting, and so on.
- The Properties page shows set bonuses, item properties, skins, and dye.

5. Improved the UI of the target information bar.

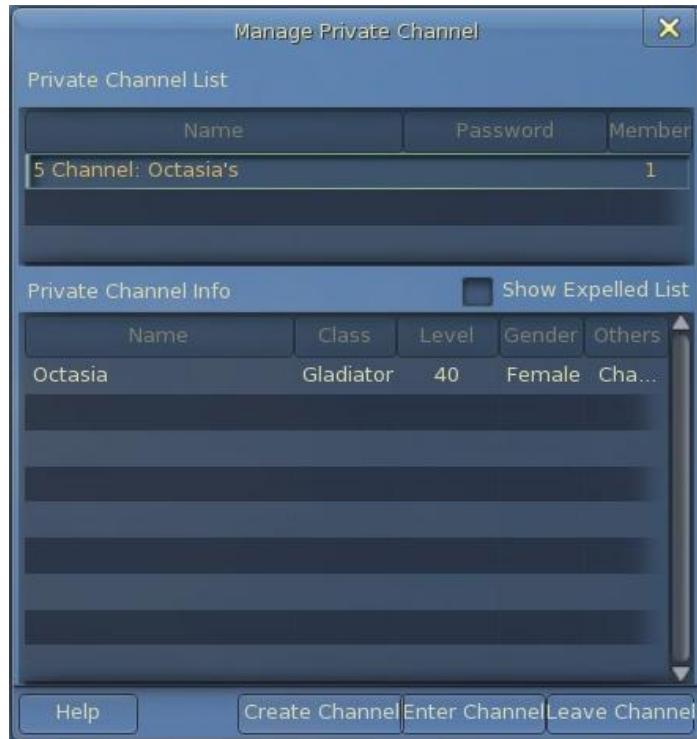
- Added more details to the tooltip that pops up when hovering the cursor over an NPC or monster target. Details include difficulty (common, heroic, etc)

- Added an MP information bar to the target bar for PCs.



**PC target bar showing MP**

6. Added a Private Channel Management system.

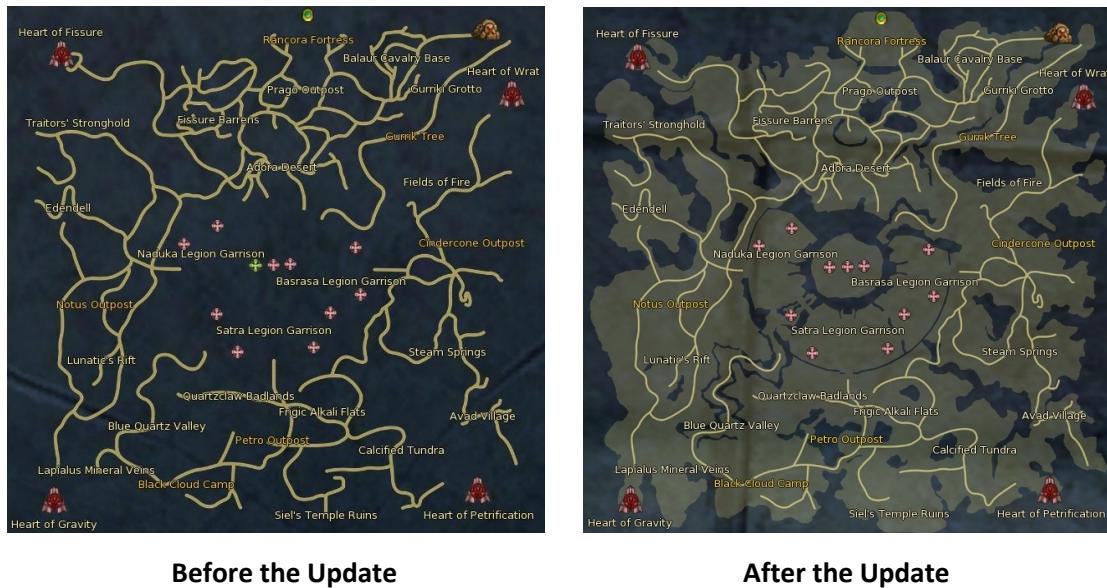


**Manage Private Channel window**

- Go to [Menu > Community > Manage Private Channel] or type "/ManagePrivateChannel" in the chat box to bring up the window showing a list of private channels and information about them.
  - Click [Create Channel] to create a new channel. Click [Enter Channel] to enter an existing channel. Click [Leave Channel] to exit your current channel. Click [Help] to bring up tips.
  - Channels themselves function the same way as existing private channels, and use the same commands.
7. Players can now swap out a Stigma stone for one of the same type (but a different level) without unequipping it. Change the Stigma by right-clicking, double-clicking, or dragging-and-dropping it.
  8. Unwrapping a bundle that gives coins, decorations, and quest items will now open the Special Cube.

9. The transparent map now shows accessible areas.

- This is currently applied to some areas, and will be expanded to all areas in a future update.



10. Hovering the cursor over instance icons on the map will now pop up an information tooltip. Up to four instance tooltips can be displayed simultaneously.

Instanced Zone	Steel Rake Cabin
Max	1
Entry Level	40 +
Reentry Restriction Time	4 h after Entry
Entry Waiting Time	None
Instanced Zone	Steel Rake
Max	6
Entry Level	40 +
Reentry Restriction Time	3 h after Entry
Entry Waiting Time	None

11. For magic classes, "Power" in the character Profile window now means magical attack, not physical.

12. The names of gatherable items that you do not have the skill to gather are now pink, not red.

13. Fixed an issue where magical attack stats for the off-hand weapon were not displayed.

14. Updated the Help menu to reflect changes in the game systems.

15. Attempting plastic surgery without a Plastic Surgery Ticket will now bring up the correct message.

16. Fixed an issue where checking item tooltips could cause the game client to close.
17. Players can no longer abandon pack pets that are carrying items.
18. Fixed the alignment of some NPC vendors' item lists.
19. Weapon Swapping is now available even when a PC is attacking, evading, or being attacked.
20. Improved the loot system with several new functions:
  - Cycle through items in the active loot window with the [Tab] key.
  - Take just the selected item by pressing [C]. (You can change this to a different key in [Options > Key Mapping > Combat], under the "Attack / Chat / Loot Gain" shortcut key option.)
  - Take all items in the active loot window by pressing [Shift + C]. (This shortcut can be changed in [Options > Key Mapping > Functions], under the "Take All" shortcut key option.)
21. Added a Screenshot Browser, which allows you to see your screenshots in-game.
  - Go to Menu – Community – View Screenshot to use it.
  - The Default tab shows screenshots taken with <Print Screen>.
22. Fixed an issue where unchecking “Show Movement Buffs” in Options – Game Options – Combat would cause a character’s bonus stats not to show.
23. Scoreboards displayed inside instances now have an FX animation when you score points.
24. Fixed an issue where certain conditions caused a target’s casting gauge to appear in the wrong place.
25. Fixed an issue where the character’s voice returned to the default after plastic surgery.
26. Fixed an issue where changing to the default graphics engine caused the sky to appear incorrect in certain areas.
27. Fixed the effects animation on the flight icon for when it toggles between enabled and disabled.
28. Fixed the size discrepancy between standard and extended quickbars.
29. Fixed an issue where the incorrect character level was given when added as a friend while offline.
30. Fixed the incorrect display of the flight origin point when using the flight transporter in Inggison and Gelkmaros.

## Legions

1. Added a 10% XP boost buff for members of a legion that meets certain requirements.

- The legion must be Level 3 or higher.
- More than 10 members must be logged in.



Legion buff icon

## Housing

1. Items stored in a cabinet will no longer appear in the inventory when the cabinet expires.

- The player will receive a mail message listing the items affected.
  - The items can no longer be accessed. To retrieve them, re-install the cabinet in the same form.
2. Fixed an issue where some furniture couldn't be installed or moved.

3. Fixed a bug where the General Goods Merchant and Warehouse Manager inside a house were sometimes invisible.

4. Fixed a bug where items intended to be non-paintable could be painted.

## Pets

1. Items carried by a time-limited pack pet will no longer appear in the inventory when the time expires.

- The player will receive a mail message listing the items affected.
- The items can no longer be accessed. To retrieve them, get another pet of the same type.

2. Changed the Sound Options so that not hearing other players' pets is now the default. To change this, go to [Sound Options > Options], and select "Hear Other Players' Pets/Sidekicks."

## Fast-Track Servers

1. Players can now go to Inggison and Gelkmaros on the Fast-Track Servers.
  - Cannot capture a Fortress or Artifact in those areas.
  - There is no access to Silentera Canyon or Rifts, so you cannot infiltrate the enemy's zone.
  - No Abyss Points will be gained even when hunting monsters.
  - Changing between the Fast-Track Server and the Standard Server is not allowed in some areas.
  - Characters cannot level up higher than level 56.
  - Users can enter the Lower Udas Temple or the Abandoned Lower Udas Temple.
  - There is no Fast-Track Server XP boost in these zones.
2. Some instances on the Fast-Track Server can now be reached through the Auto Group system.

Region	Instance
Elysea	Indratu Fortress, Azoturan Fortress, Aetherogenetics Lab
Asmodae	Alquimia Research Center, Lower Udas Temple
Balaurea	Udas Temple, Lower Udas Temple

3. All Abyss skills are now unusable on the Fast-Track Server.
4. Changed the number of region channels for certain regions on the Fast-Track Server:

Region	Before	After
Poeta	2	6
Verteron	3	4
Heiron	1	3
Ishalgen	2	6
Altgard	3	4
Beluslan	1	3

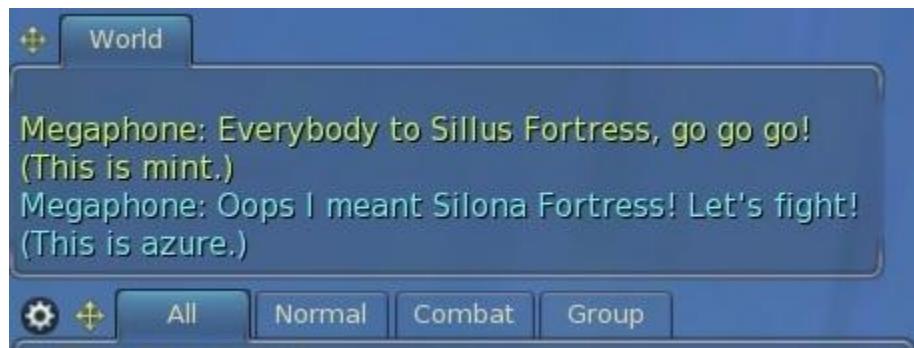
5. You can now travel to the Fast-Track Server from a Standard Server using return skills and scrolls.

### Known issues

1. Some instances intended to have Auto Group access currently do not. This will be fixed in a later update.

## Miscellaneous

1. The lower (5-minute) waiting time to delete characters now applies to characters up to level 45, rather than 35.
2. Growth event has new quests for level 41-49
  - Pandaemonium & Beluslan: Claw Captain Lailin, Claw Captain Jaysif
  - Sanctum & Heiron: Protectors Captain Sherylin, Protector Captain Asif
3. Novice Mentor and Veteran Mentor NPC's have been added
4. Megaphone system has been added
  - It is a global chat channel which is visible to everyone



5. Kinah drop amount has been adjusted in order to balance the in-game economy
6. Lockbox rewards have been updated with new possible reward items:

Combat Lockbox	Wealth Lockbox	Enchantment Lockbox
Gunslinger Weapons	Ceramium Medals (10)	Idian Pouch (10)
Songweaver Weapons	Conqueror's Marks (5)	Ceramium Medal
Ceramium Medal	Silverine Tokens (10)	Ceramium Coins (20)
Ceramium Coins (20)	Ceramium Coins (20)	Idian Pouch (100)
Blood Marks (20)	Blood Marks (20)	Ceramium Medal
Ancient Coins (200)	Ancient Coins (200)	Blood Marks (20)
	Ceramium Medal	
	Merrymaker's Tokens (10)	

7. Capital letters can now be used at any position when creating a character name.

8. Asmodian Incentives have been updated for eligible servers

- Asmodian players will be able to choose an item appropriate for their character's class at the following levels (limit one per account)
- Items have been added for the new classes

<b>Level 3</b>	<b>Accelerox Scrolls (5)</b>
<b>Level 5</b>	<b>"Fiendish" Weapon</b>
<b>Level 16</b>	<b>Rank 9 Asmodian Jacket</b>
<b>Level 19</b>	<b>Rank 9 Asmodian Pants</b>
<b>Level 20</b>	<b>Asmodian Fledgling Weapon</b>
<b>Level 23</b>	<b>Rank 8 Asmodian Jacket</b>
<b>Level 25</b>	<b>Rank 8 Asmodian Pants</b>
<b>Level 33</b>	<b>Shadedrenched Shoes</b>
<b>Level 40</b>	<b>Manastones (10 of one choice)</b>
<b>Level 44</b>	<b>Wise Counsel's Head Accessory</b>
<b>Level 45</b>	<b>Shadetouched Weapon</b>
<b>Level 49</b>	<b>Zeller Aether Jelly (50) Alluring Box</b>
<b>Level 51</b>	<b>Archon Tribunus's Sapphire Necklace Archon Tribunus's Ruby Necklace</b>
<b>Level 54</b>	<b>Noble Coliseum Champion Weapon</b>
<b>Level 55</b>	<b>Mithril Medals (50)</b>
<b>Level 61</b>	<b>Crucible Insignias (40,000) Courage Insignias (4,000)</b>
<b>Level 64</b>	<b>Blood Marks (100)</b>

## Additional Known Issues

1. Reentry Restriction Time is displaying an incorrect cooldown time for some instances.
2. Cooldown time on the following instances are shorter than the correct cooldown
  - Danuar Mysticarium : 70 hours
  - Idgel Research Center : 70 hours
3. The following item names are incorrect

Incorrect Name	Correct Name
Blue Idian	Tidal Idian
The A in Aion	Aion's Chosen
Berdin's 50% XP Amulet VI	Berdin's 50% XP Amulet IV
Berdin's 100% XP Amulet VII	Berdin's 100% XP Amulet IV
Administrator's Boon VI - 15-day pass	Administrator's Boon IV - 15-day pass
Administrator's Boon VI - 30-day pass	Administrator's Boon IV - 30-day pass

4. 64bit client is currently not available
5. Atreian Atlas does not display new class names properly.

