

Aion 3.5 Patch Notes

Tiamat's Ruin

[Instances]

The 3.5 update offers 5 new instances for the bravest of Daevas. Will this be the final end of Tiamat?

Tiamat Stronghold

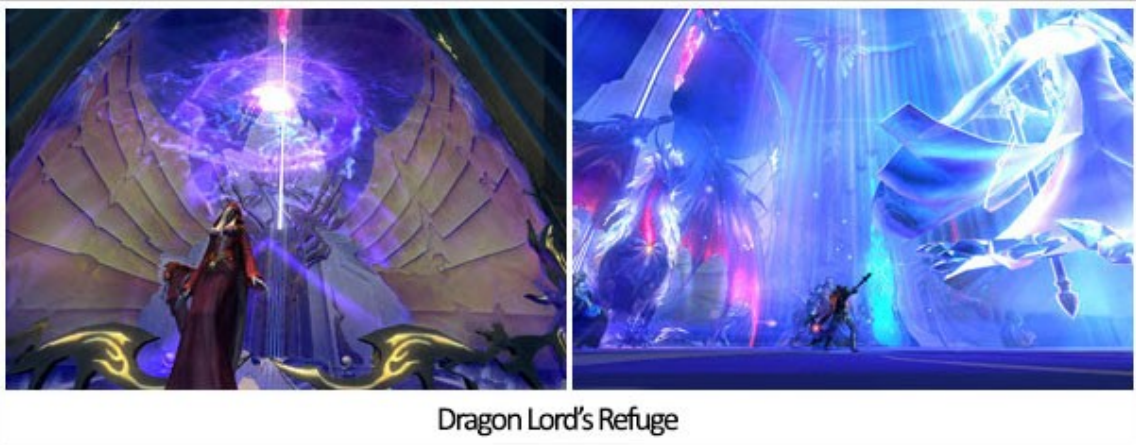
Tiamat Stronghold floats above Tiamaranta's Eye in the center of Tiamaranta as a symbol of Tiamat's supremacy over its lands. Tiamat is said to have created it by breathing magic into a vortex, creating a mystical fortress with a deafening crash and a burst of blinding light. Until now, it has been inaccessible to Daevas, but the Reians have finally found a way in.

The entrances to the Stronghold are in the Elyos and Asmodian Breakouts in Tiamaranta's Eye, and at the 12 o'clock position of the Eye.

Level	Reentry Time	Players	Entrance Quest
60+	9:00 am after last entry	6	None

Dragon Lord's Refuge

The only approach to the lair of the Dragon Lord was a magical passage in the center of Tiamaranta's Eye, closely guarded by elite Balaur. Recently, Reian wizards have managed to create a magical passage of their own, but it remains in an unstable state, and cannot always be used.

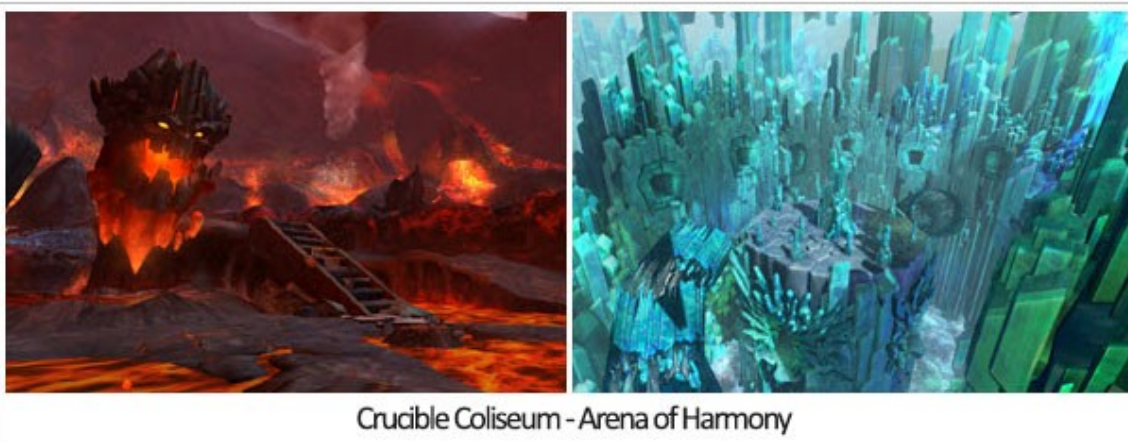


The entrances to the Dragon Lord's Refuge are at the 3-o'clock and the 9-o'clock directions of the Commander's Room inside Tiamaranta's Eye.

Level	Cooldown Time	Players	Entry Quest
60+	1d 16h	12	None

Arena of Harmony

The same organizations that brought you the Arena of Chaos and the Arena of Discipline have now created a tougher challenge that no hero, no matter how skilled, can survive alone. Form a team with one other player and face off against two other teams of two to challenge your teamwork skills.



1. The Arena of Harmony pits three teams of two against each other. The session ends when the time is up, at the end of three rounds, or when one team achieves the winning score.

- Players must have an 'Arena of Harmony Ticket' to enter, not a ticket for another arena.

- You must be at least level 46 to enter. Entrants are separated into level ranges so that players are competing against others of a similar level.

2. If you are already a member of a group, but your fellow group members' levels fall into a different level range, you must disband your group in order to compete.

Category		Arena of Harmony
Description		An instance where three teams of two battle each other. While both factions do compete in the same Arenas, players can only form teams with members of the same faction.
Entry Requirement		Arena of Harmony Ticket
Types of Entry		Personal, Quick, Group
Level Categories		46-50, 51-55, 56-60
Rewards		Courage Insignia, Abyss Points
Entry NPC	Elyos	Arena of Harmony Gate
	Asmodian	

3. The Arena of Harmony can only be entered at designated times, and the Arenas of Chaos and Discipline have had their entry times changed to match that time window.

- New times for the Arenas of Chaos, Discipline, and Harmony:

10 noon - 2 p.m.

4 p.m. - 8 p.m.

10 p.m. - 2 a.m.

4. Arena of Harmony Tickets can be earned by completing quests.

Faction	Where acquired	NPC	Name
Elyos	Kaisinel Academy	Perbano	[Daily] Arena Ticket
Asmodian	Marchutan Priory	Reigar	[Daily] Arena Tickets

5. These tickets last for 7 days before being deleted.

6. If you have several tickets when you enter the arena, the one that expires first will be used.

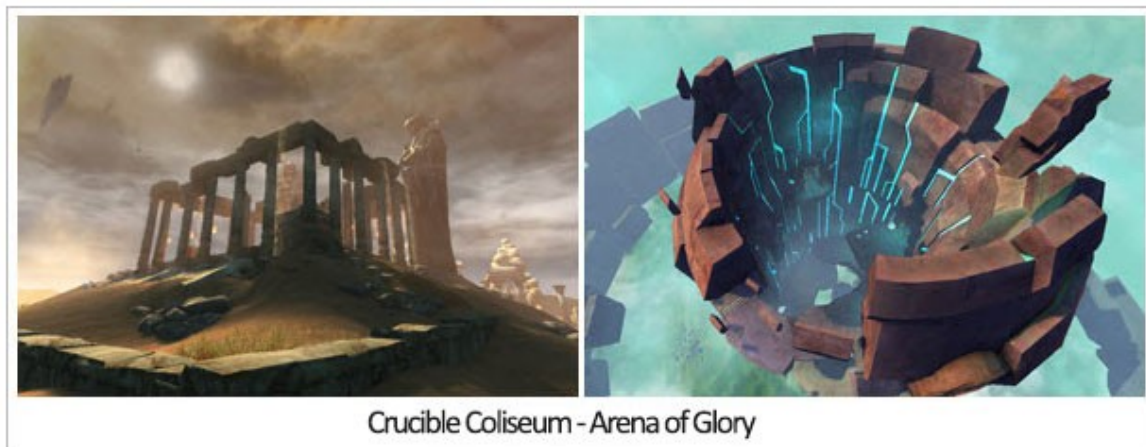
7. Matches are 3 rounds lasting 3 minutes each. New rounds begin automatically.

8. When a new round begins, or upon resurrection, characters temporarily gain the "Morale Boost" buff . (The buff disappears if you exit the client or log out of the server.)
9. Dead characters resurrect in random places after the Resurrection Wait Time passes.
10. You can chat with group members, but not with opposing teams.
11. The following rules apply to Quick Grouping:
 - After a certain time elapses Quick Groups will be sent into the arena, even if some groups have insufficient members.
 - Scores are team-based, so if a player joins after training has begun, they will share the other group member's score.
 - If team members leave the arena, their places will be filled by players from the Quick Group queue. Those players will inherit the team scores from the players who left.
12. How to score (and lose) points in the Arena of Harmony:
 - Members of a team share the same score. Points gained and lost apply to the whole team.
 - Defeat other players or monsters to gain points.
 - Activate devices to gain points.
 - If you are killed by another player, a monster, a device or by falling, you lose points.
 - In the 3rd round, the members of the leading team will be marked with an emblem. If you defeat them, you can earn even more points.
 - In the 3rd round, the members of the losing team will receive additional buffs.
13. Arena ranks:
 - Ranks are determined by points scored.
 - If two or more teams score the same points, the team that has defeated more players will be placed in the lead.
14. Players who leave the arena during the match or go offline during the final scoring won't get any rewards.
 - If one team member left but the other remained, rewards will be given to the latter.
15. Players inside the Arena of Harmony can quit by clicking the Stop Training button at the top right of the screen or the Leave Instanced Zone button in the Group Window on the left (note that this will forfeit your rewards).
16. As in the other Arenas, certain skills and items cannot be used in the Arena of Harmony.
17. You can practice for the Arena of Harmony in the Harmony Training Grounds
18. You can re-enter the Arena of Harmony as often as you can within the time limit.
19. The Arena of Harmony has special group rules:
 - Kicking members out of your group is not allowed.
 - Items obtained from treasure boxes in the Arena are temporarily tradeable. Other trades are not allowed.

Arena of Glory

The Kaisinel Academy and Marchutan Priory have established a new challenge for those who have proven themselves to be the cream of the crop in the other Arenas. The Arena of Glory is available only to the top 4 winners in the Arena of Chaos and the Arena of Harmony, who will compete in a free-for-all match against one another. The overall champion of the Arena of Glory will receive

Glorious Insignia. In addition, anyone who wins 50 times in the Arena of Glory can receive the Academy Legend or Priory Legend title.



1. The session ends when the time is up, at the end of three rounds, or when one player achieves the winning score.
2. The winner and the first runner-up in the Arena of Chaos, and the winning team in the Arena of Harmony, will receive tickets to enter the Arena of Glory. You must be level 56 or higher to enter.

Category		Arena of Glory
Description		An instance in which up to four players regardless of race battle each other.
Entry Requirement		3 Arena of Glory Tickets
Entry Types		New Group, Quick Group
Level Range		56-60
Rewards		Mithril Medal, Platinum Medal, Glorious Insignia, and Abyss Points
Entry NPC	Elyos	Arena of Glory Gate
	Asmodian	

3. The Arena of Glory is open on Saturday evenings from 8pm to 12am.
4. Arena of Discipline Tickets are stackable, permanent items.
5. The rules of engagement are the same as in the Arenas of Chaos and Discipline.

Unstable Abyssal Splinter

A Huge Aether Fragment that broke off from Aion's tower during the Cataclysm has reacted with a nearby Artifact of Protection to create an unstable Aether flow. Creatures affected by this flow

become powerful and deranged, and even more dangerous than their counterparts in the existing Abyssal Splinter.

1. The Abyssal Splinter Entrance that appears when your faction occupies the Divine Fortress will grant access to the Unstable Abyssal Splinter as well as the old Abyssal Splinter.
2. The two Abyssal Splinter instances share a cooldown time.

Entry Level	Cooldown Time	Maximum Participants	Entry Quest
Level 60 or higher	1d 22h	12 players	None

Existing Instances

3. Added an NPC that enables users to enter Nochsana Training Camp from Eltnen (Elysea) or Morheim (Asmodae).
4. Upgraded the default rewards for Dredgion, Chantra Dredgion and Terath Dredgion.
5. Changed the reward calculation formula for the Arenas of Chaos and Discipline.
6. Adjusted the levels of some monsters in the Theobomos Lab.
7. Fixed a bug causing Iprita and Silikor in the Theobomos Lab to drop a useless key.
8. Fixed the points display for the Blessed Relics in the Arena of Chaos and the Chaos Training Grounds.
9. Changed the reuse time for the Talon Summoning Device in the Aturam Sky Fortress.

[NPCs]

1. Changed the positions and abilities of the monsters in certain parts of Eltnen and Heiron (Elysea), and Morheim and Beluslan (Asmodae).

Elysea		Asmodae	
Eltnen	Eracus Temple Cavern Kaidan Mine Lepharist Bastion Kaidan Headquarters	Morheim	Ice Claw Village Taran's Cavern Sky Temple of Arkanis Lepharist Bastion Mist Mane Village
Heiron	Lepharist Research Center Contested Expanse Nute Warrens	Beluslan	Malek Mine Alukina's Palace Chaos Brambles Alquimia Stronghold

	Dragon's Blood Canyon		Hoarfrost Outpost Bakarma Barracks
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2. Fixed Taros Lifebane in Beshmundir Temple so that he now uses all of his skills.
3. Increased the Abyss Points awarded for killing monsters in Silentera Canyon.
4. Removed the NPCs for each individual Arena's Training Grounds, and replaced it with a single NPC that allows access to the Discipline, Chaos, and Harmony Training Grounds.

Race	NPC
Elyos	Valdia
Asmodian	Ganaf

5. Added new Teleporters allowing easier travel within Balaurea, and between Balaurea and Reshanta.

Region	NPC	Route
Inggison	Jumeroth (Elyos)	Inggison → Sarpan
Gelkmaros	Esde (Asmodian)	Gelkmaros → Sarpan
Tiamaranta	Hamideron (Elyos/Asmodian)	Tiamaranta → Teminon Fortress
		Tiamaranta → Primum Fortress
Teminon Fortress	Varina (Elyos)	Teminon Fortress → Tiamaranta
Primum Fortress	Kanzat (Asmodian)	Primum Fortress → Tiamaranta

[Environment]

1. Added raids to Theobomos and Brusthonin via new Dimensional Vortexes.
2. Fixed a bug where the client would close suddenly when a player accessed it under certain circumstances.
3. Fixed the problem that some treasure boxes in Gurriki Grotto in Tiamaranta couldn't be picked up.
4. Fixed the incorrect installation of Kisks near the Asmodian entrance to Tiamaranta's Eye.
5. Modified some terrain in Argent Manor.

6. Modified some terrain in Rentus Base.
7. Added rifts in Inggison and Gelkmaros.
8. Added NPCs near rift exits to guard them. Defeat the guards to get Mithril Medals and Major Ancient Crowns.
9. Added many new flight routes for more convenient travel.

Race	Region	From	To
Elyos	Theobomos	Jamanok Inn	Hongras Campsite
		Anangke Excavation Site	
		Observatory Village	Latheron Coast Base Camp
	Heiron	Senea's Campsite	Arbolu's Haven
		Changarnerk Campsite	
		Coast Watchers Post	
		Jeiparan Village	Reaper Outpost
Asmodians	Brusthonin	BuBu Village	Kamstow's Barracks
		Iollu Overlook	
	Beluslan	Hoarfrost Shelter	Besfer Refugee Camp

10. The new camps have Obelisks, Soul Healers, and other useful NPCs.
- 11.. Kisks can no longer be installed in an abnormal position near the Hero's Discus in Sarpan.
12. Modified some terrain in Sunset Coast Village in Oriel.
13. Modified some terrain in the Inner Ring of Tiamaranata's Eye.
14. Fixed an issue where players were moved to an odd location if Source sieges began while they were riding the Zephyr Stream in Tiamaranta.

Dimensional Vortexes

Those who have undertaken the Crucible Challenge may be familiar with the Crucible Rift that appears when Vanktrist Spacetime, the final enemy, is defeated. After an extensive investigation, both factions have discovered that the rift leads to a strange place connecting Elysea, Asmodae, and Balaurea. Suddenly, Theobomos and Brusthonin areas which were not previously accessible to the unfriendly faction, are vulnerable.

Research centers in Sanctum and Pandaemonium have just finished prototypes to reproduce the circumstances that created this rift, and are ready to test them at the Kaisinel Academy and Marchutan Priory. It doesn't hurt that this provides an opportunity to carry out dangerous

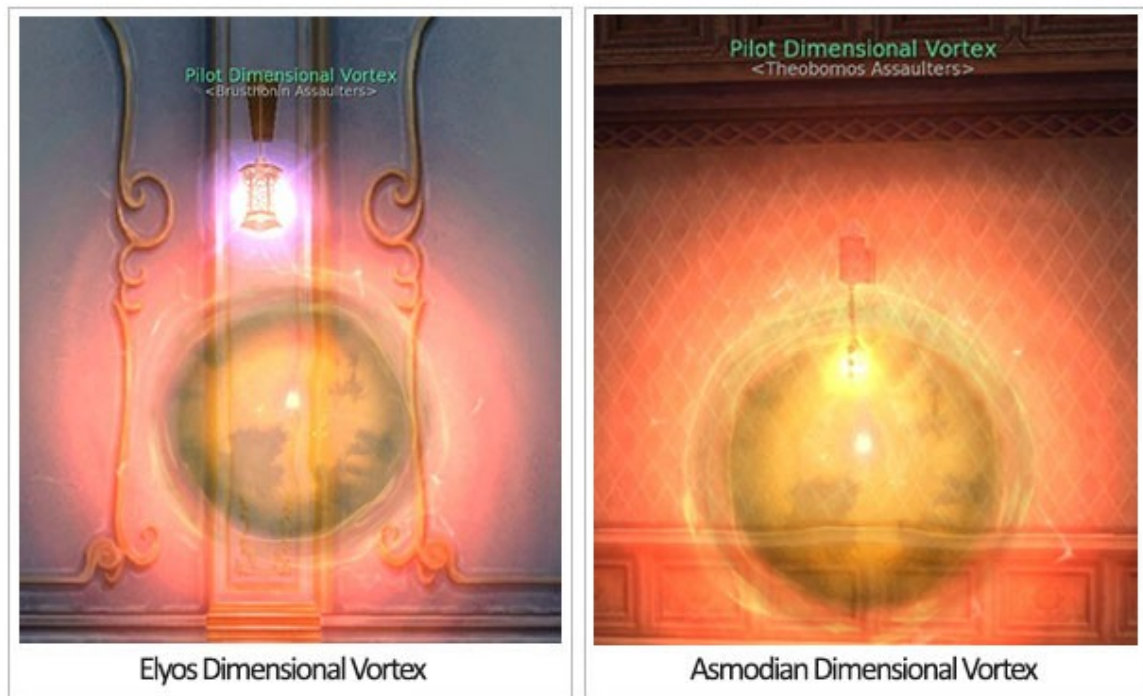
missions in enemy territory. The first mission for the Elyos is to rescue the Griffon's Claw Legion who are stranded in Brusthonin, and to drive out some of the Asmodians. The Asmodians, meanwhile, are attempting to hunt down and terminate Jamanok, who turned traitor, stole important data, and ran to Theobomos in Elysea.



1. Elyos can travel to Brusthonin and the Asmodians to Theobomos through a Dimensional Vortex.
2. The Vortex is active for 2 hours, from 10 p.m. to midnight every Monday, Wednesday, Friday, and Saturday.
3. After two hours, or if the defense manages to destroy the attackers' Rift Generator, the Vortex closes.
4. When the vortex closes, any attackers still in enemy territory will teleport back to the Academy/Priory where they began.

Attackers

1. Attackers can travel to the enemy zone through Pilot Dimensional Vortexes in Kaisinel Academy and Marchutan Priory.



2. Dimensional Vortexes are open to Daevas level 45 and up.
3. An alliance of up to 24 members can travel through a given Dimensional Vortex. If anyone leaves the battlefield by returning to their home turf or by quitting the game, they can be replaced by new members.
4. By traveling to the enemy zone, players automatically leave their original group or alliance and join the raid alliance.
5. Members cannot be invited to or kicked from the raid alliance.
6. The raid alliance has fixed loot distribution settings which cannot be changed.

Rules	Setup
Looting Priority	Round-robin Loot
Distributing Quality Items	Dice roll (for rare items or higher)

7. Upon exiting the raid zone, you are removed from the raid alliance and returned to the entrance.



Range of Theobomos Raid



Range of Brusthonin Raid

8. Players cannot install Kisks in the raid zone, but can still use Kisks they are already bound to.
9. When a player is killed during the raid, they will be resurrected at the raid starting point, not at an Obelisk.

Defenders




1. When a Dimensional Vortex is activated and you move inside the range of the raid, you can choose whether or not to join the defending alliance.
2. If you choose not to join the alliance, you'll be alerted every 10 minutes with more opportunities to join in.
 - You can perform a defense mission even when you join a group or alliance temporarily.
 - The defending alliance can use all functions available for the normal alliance.
 - When a member of the defending alliance moves to another area, that member will be automatically withdrawn from the alliance.

[Items]

1. Supplements (Mythic) and Lesser Supplements (Mythic) are now available from Special Ordnance Quartermasters in Balaurea.

Inggison		Gelkmaros	
Altar of Avarice	Temple of Scales	Vorgaltem Citadel	Crimson Temple

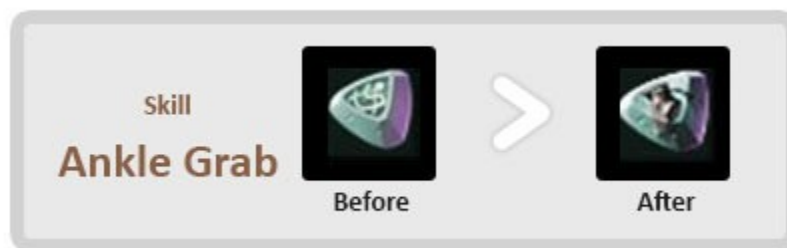
2. Greater Supplements are available in Tiamat Stronghold and the Dragon Lord's Refuge.
3. Added new craftable designs for the crafting skills, purchasable from the Wrights of Dawn in Sanctum and Oriel, or the Shapers of Dusk in Pandaemonium and Pernon. They cost Wright's/Shaper's Tokens to purchase.
4. Changed the icons of buff scrolls for easier recognition.
 - The scroll icons used in Kaisinel Academy, Marchutan Priory, and the Coliseum Training Grounds remain unchanged.

Icon	Item	Icon	Item
	Fireproof Scroll		Earthproof Scroll
	Waterproof Scroll		Windproof Scroll
	Anti-Shock Scroll		Courage Scroll
	Awakening Scroll		Running Scroll
	Raging Wind Scroll		Crit Spell Scroll
	Crit Strike Scroll		

5. Changed the icons of godstones and debuff items for easier recognition.
 - The background colors of the icons vary according to the item grade. The debuff items' icons look identical to Heroic items.

Icon	Godstone Effect	Icon	Godstone Effect
	Bleeding		Blindness
	Paralysis		Poisoning
	Silence		Stun
	Movement Speed Reduction		Attack Speed Reduction
	Immobilization		Water Damage
	Wind Damage		Earth Damage
	Fire Damage		

6. Added images to Stigma icons so that players can easily identify their skills.



7. Added enchantment level information to the tooltips for weapons and armor.
8. Abyss equipment of level 50 and below can now be stored in the Account Warehouse.
9. Greater Skill Book Merchants now sell lower level Skill Books.
10. Changed the appearance properties of some equipment items.
 - Affected Items: Tahabata, Kahrn, Vasharti, Sunayaka equipment sets
 - Changes: Appearance can now be modified, appearance extraction cannot be repeated.
11. Construction Flux now have a chance to come from the gatherable items in Oriel and Pernon.
12. Increased the drop rate of some of the Superior manastones.
13. Increased the item drop rate of some monsters in Silentera Canyon.
14. The Golden Treasure Box that appears in the Left Wing Chamber will now correctly disappear after the time expires. Its location has also been changed.
15. Fixed the problem that the Steel Rake Captain's Hat couldn't be dyed.
16. Corrected the information in the tooltip description for the Charming Licosis Flower Pail.

17. Corrected the prices of some items at shops.
18. Only the current enchantment level will now display in the weapon and armor item tooltips.
19. Fixed the abnormal icons in the Goods Awaiting Collection.
20. Fixed the problem that the Asmodians were given Crucible Insignia which are no longer used in the game when opening the [Event] Crucible Insignia Bundle.
21. Fixed the set effects of the Level 60 Daevanion Armor.
22. Fixed the abnormal appearances of some weapons and armor.
23. Added Mythic weapon and shield items and Eternal extendable weapon items, available in the Dragon Lord's Refuge.
24. Increased the boost effects of the following items from 20% to 30%:
 - Empyrean Crucible Boost Pack
 - Crucible Coliseum Boost Pack
 - Crucible Challenge Boost Pack
 - AP Boost Pack
 - Value Boost Pack (AP and Crucible boosts)

[Housing]

1. Each village in Oriel and Pernon now has a bulletin board offering various tasks, which residents can complete to contribute to the growth and development of their village



- As a village levels up, its appearance changes, and NPCs appear in the center of the village to sell new kinds of installations to residents.



Central Fountain of a Level 1 Village



Central Fountain of a Level 5 Village

- Village merchants sell more items as the village levels up.
- The NPC that appears when you perform repeat village tasks disappears after a while.
- Both residents and non-residents can perform village growth tasks. The quest result is reflected in the village where that quest is completed.

2. Interact with your butler or housing sign to use the Building Renovation option.

- You can buy a House Exterior Remodeling Ticket from the Village Building Renovation Manager that appears as the village grows.
- Buy an Exterior Remodeling Ticket appropriate to the type of house that you own.
- To return the exterior of your house to the original style, you will need another ticket.
- Changing the exterior of the house resets some of the interior/exterior facilities.
- Studios cannot be renovated.



Leaf House



Leaf Mansion



Leaf Estate



Leaf Palace

3. Added a battlefield return function so that a player can return to where they used the Homeward Bound skill.
 - The button appears next to the "Decorate" button while you are in your house, and becomes active 5 minutes after using Homeward Bound.
 - If you used Homeward Bound in certain areas such as instances where summoning is not possible, the battlefield return function won't be available.
4. The option on the Relationship Crystal to select a friend's house at random, and travel there will now function as "Randomly travel to the house of someone you've contacted."
 - In this case, "contact" means grouping, sending/receiving whispers, sending mail, and the owners of the houses you've visited before.
 - The list of contacts resets after a certain amount of time..
5. Added furniture paint to change the colors of furniture installations.
 - The dyes are available from Dye Plants found across the village as the village grows.
 - Each state in Oriel and Pernon offers different paints.



6. Changed the number of interior furniture installations allowed in Estates and Palaces.

House	Before	After
Estate	50	60
Palace	70	90

7. Hearthblooms and Guestblooms now grant direct rewards instead of bundles that you have to unwrap.

8. Lowered the prices of some installations sold by Furniture Merchants.

9. Added items for sale by the furniture merchant in the Residential Shopping Areas of Oriel and Pernon.

- Among the new items for sale, the Practical Wood Cabinet and the Practical Salix Wood Cabinet don't share storage space with the existing cabinets.

10. Reward effects now correctly apply according to housing level on the Fast-Track Server.

11. House information now appears on the profile window while on the Fast-Track Server.

- You still cannot check Maintenance status from the Fast-Track Server.

12. Guestbloom and Hearthbloom merchants in Oriel and Pernon area sell new type of Guestbloom that gives crafting materials.

13. Added new Legion Emblem Flags which can be installed outside houses.

14. Added special effects that appear on furniture installations while applying them in Decorate Mode.

15. Installations are now semi-transparent while being moved in Decorate Mode.

16. Added more functions to housing scripts.

- Use <Ctrl+Z> to undo changes, and <Ctrl+Shift+Z> to redo.
 - Scripting keywords now appear highlighted in different colors.
17. Soul Sickness will now always be correctly removed when logging out in higher level houses, as the reward states.
 18. The Struck by Lightning greeting motion in the housing script now plays correctly in Estates and Palaces.
 19. Fixed the furniture installations that turned into NPCs for no reason.
 20. The house owner name will now update correctly when a character's name is changed.
 21. House signs now point in the right direction.
 22. Land Grade now displays in the Legion window.
 23. Fixed a bug where buildings were put up for auction for no reason when it wasn't the time for auctions.
 24. Limited use Hearthblooms are available for everyone.

[Quests]

1. Added new campaign quests in Sarpan and Tiamaranta. Completing the quest "The Oldest of Foes" automatically makes the new ones available.
2. Added a Level 60 Daevanion weapon quest. Complete "The Shining Spear" (Elyos) or "The Shadow Spear" (Asmodian) to obtain the starting quest.

Race	Level	Name of Starting Quest	NPC
Common	55	The Real Siel's Spears	Kahrn

3. Changed some details of the Level 50 and 60 Daevanion quests.
 - The quest for the level 50 armor is now available starting at level 45.
 - The quest for the level 60 armor is now available starting at level 55.
 - Removed prerequisites for the Level 60 Daevanion armor quest.
 - The level 60 Daevanion armor quest now grants Fragrant Energy, a gatherable item for "A Tribute for All Seasons".
4. Added new quests for the Tiamat Stronghold and Dragon Lord's Refuge instances. They are available from multiple NPCs inside and outside the instances.

Race	Level	Tiamat Stronghold Guide Quest	NPC
Elyos	60	[Group] Surrender of Tiamat Stronghold	Ancanus
Asmodians	60	[Group] The Fall of the Tiamat Stronghold	Skafir

5. Added new quests related to Dimensional Vortexes.
 - As well as being available from NPCs in the attacking and defending camps, they pop up automatically when players enter a specific area.
6. Enabled the existing Arena PvP quests in the new Arenas of Harmony and Glory.

7. Added quests granting a special title for every 10th win in the Arena of Glory. Quests are available starting at level 56 from Shinin (Asmodian NPC) and Junos (Elyos NPC). The quests names, titles, and stats are the same for both factions.

Race	Quest Name	Title	Title Stats
Both	Arena of Glory Challenge 1	Ten-time Champion	Attack speed+2%, casting speed+2%, movement speed+3%, HP+80
	Arena of Glory Challenge 2	Twenty-time Champion	Attack speed+2%, casting speed+2%, movement speed+3%, HP: +90
	Arena of Glory Challenge 3	Thirty-time Champion	Attack speed+2%, casting speed+2%, movement speed+3%, HP: +100
	Arena of Glory Challenge 4	Forty-time Champion	Attack speed+2%, casting speed+2%, movement speed+3%, HP: +110
Elyos	Arena of Glory Challenge 5	Legend of Kaisinel Temple	Attack speed+2%, casting speed+2%, movement speed+3%, HP: +120
Asmodian	Arena of Glory Challenge 5	Legend of Marchutan Temple	Attack speed+2%, casting speed+2%, movement speed+3%, HP: +120

8. Added quests to direct players from lower level Class Preceptors in the capital cities to the higher level ones in the Convent of Marchutan and Cloister of Kaisinel, who sell the level 51+ Skill Books.

9. Added quests related to Nochsana Training Camp in the areas that now connect to the instance: Eltnen in Elysea and Morheim in Asmodae.

10. Changed the details of some crafting quests.

- Changed the number of materials needed to craft a spellbook during the Alchemy Expert/Alchemy Master quest.

- Changed the number of materials needed to craft furniture during the Construction crafting quest.

11. Quests that give Kahrn's Symbols as rewards now give out more symbols.

12. Quests granting Mithril Medals now give out more medals.

13. The "[Service/Daily/Group] Be Quiet!" quest for the Elyos and the "[Service/Daily/Group] Making Noise" quest for the Asmodians can now be repeated a maximum 30 times.

14. Changed the details of the quests in certain fortresses that give Platinum Medals as rewards.

- Decreased the number of quest items, dropped by monsters, which are required.
- Enabled group members to share these items.

15. Changed the details of some campaign quests.

- Deleted the prerequisite quests for certain campaign quests.
- Decreased the number of items you need to gather for certain campaign quests.
- Lowered the level of monsters that must be hunted for some campaign quests.
- Allowed players to enter campaign quest group instances while solo.
- Added an automatic teleport that takes players to the NPC for the next step in some campaign quests:

Changed Campaign Quests	
Elyos	Asmodians
Secret Library Access	Secret Library Access
Held Sacred	Encroachers
Mark of Vengeance	A Dangerous Crop
Refreshing the Springs	Reconstructing Impetusium
Kaidan Prisoner	Know Your Enemy
Secrets of the Temple	[Group] Hold The Front Line
Something in the Water	A Missing Father
A Dangerous Artifact	A Spy Among the Leparists
Balaur Conspiracy	Restoring Beluslan Observatory
Power of the Elim	Suppressing the Bakarma Legion
Creating a Monster	
Aether Insanity	
Brigadier Indratu	

16. The Calydon Candy rewarded by the Elyos quest "The Calydon Ruins" can now be used repeatedly throughout the quest stage that requires it.
17. The quest tracker now updates the number of quest items collected when they are taken out of the warehouse separately.
18. Fixed certain quests that didn't update to the next stage when one stage was complete.
19. Fixed the problem that when Asmodians complete the "[Coin/Group] Trials By Fire" and "[Coin/Group] Deep Six RM-78c" quests, the reward items, Silver Coin and Silver Coin Box, are displayed as Elyos items.
20. Fixed issues with the transparent map while adding quests to the quest tracker.
 - The quest location is now indicated on the map.
 - The tooltip now displays correctly when the cursor is on the quest indicator.
21. Added guide quests encouraging players to move between the Fast-Track Server and the Standard Server.

Race	Level	Quest Name	NPC	Location
Elyos	3~50	Message to Madeline	Elino	Akarios Village (Standard Server)

		A House Guest	Madeline	Akarios Village (Fast-Track Server)
Asmodians	3~50	Brotherly Love	Liam	Aldelle Village (Standard Server)
		Swallowing Pride	Noellen	Aldelle Village (Fast-Track Server)

22. Added new quests for the "Unstable Abyssal Splinter" instance.

Race	Level	Guide Guide	NPC
Elyos	60	To the Unstable Abyssal Splinter	Crispin
Asmodians	60	Abyss of a Problem	Tepes

23. Changed some of the daily quests to weekly quests.

Before	After
[Daily] Remove Shadow Target 2	[Weekly] Remove Shadow Target 2
[Daily/Group] Remove Shadow Target 3	[Weekly/Group] Remove Shadow Target 3
[Daily] Creature of Wrath and Petrification	[Weekly] Creature of Wrath and Petrification

Race	Before	After
Elyos	[Service/Daily/Group] Legionary's Rings	[Service/Weekly/Group] Legionary's Rings
	[Service/Daily] Divided Attentions	[Service/Weekly] Divided Attentions
Asmodians	[Service/Daily/Group] Crack Drak, Bring Ring	[Service/Weekly/Group] Crack Drak, Bring Ring
	[Service/Daily] Respite	[Service/Weekly] Respite

24. Added Summon Helper Items to some missions.

25. Fixed the Cloaker object so that it drops the Reverse Field Control Device during the "[Group] Advanced Technology of the Balaur" quest (Elyos) and the "[Group] Advanced Technology of Shulack" quest (Asmodian).

[Legions]

1. Raised the maximum legion level from 5 to 8

- The legion must satisfy cost, player, and contribution requirements for advancement. (The Kinah requirement may be adjusted slightly according to tax.)

Legion Level	Cost (Kinah)	Players	Contribution Points
6	50,000,000	6	2,500,000
7	75,000,000	6	12,500,000
8	100,000,000	6	62,500,000

- Leveling up the legion also increases the maximum number of legionaries and Legion Warehouse slots:

Legion Level	Maximum Members	Legion Warehouse Slots
6	180	64
7	210	72
8	240	80

2. Added new legion tasks.

- Legion tasks are available at legion level 5 or higher.
- Legion Tasks are comprised of multiple sub-quests. All quests performed by legionaries will count toward the given tasks.
- When the tasks are completed, the entire legion will be rewarded with general rewards, and each player with personal rewards according to their contributions.
- Legion Coins are up for grabs by completing Legion Tasks and their sub-quests.
- Note that the Legion Tasks are not available on the Fast-Track Server.

3. Legions of level 6 and higher can buy items from the legion item merchant (Elyos: Famien/ Asmodians: Skan) with Legion Coins obtained by completing Legion Tasks and quests.

Elyos

Legion Level	Item Name	Coins Required
6	Triumphant Legion's Uniform	8
	Triumphant Legion's Mask	8
	Legion Emblem Flag	40
7	Triumphant Legion's Sword	12
	Triumphant Legion's Mace	12

	Triumphant Legion's Dagger	12
	Triumphant Legion's Orb	12
	Triumphant Legion's Spellbook	12
	Triumphant Legion's Greatsword	12
	Triumphant Legion's Polearm	12
	Triumphant Legion's Staff	12
	Triumphant Legion's Bow	12
	Triumphant Legion's Shield	8
8	Triumphant Legion's Wings	364
	Triumphant Legion's War Steed	364
	[Souvenir] Garnon Statue	165
	[Souvenir] Kaisinel Statue	250

Asmodian

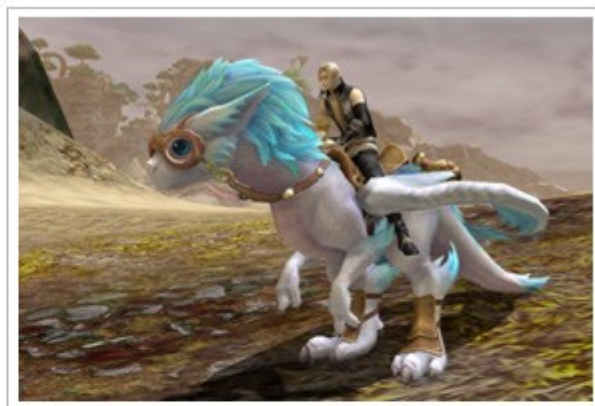
Legion Level	Item Name	Coins Required
6	Honorable Legion's Uniform	8
	Honorable Legion's Mask	8
	Legion Emblem Flag	40
7	Honorable Legion's Sword	12
	Honorable Legion's Mace	12
	Honorable Legion's Dagger	12
	Honorable Legion's Orb	12
	Honorable Legion's Spellbook	12
	Honorable Legion's Greatsword	12
	Honorable Legion's Polearm	12
	Honorable Legion's Staff	12
	Honorable Legion's Bow	12

	Honorable Legion's Shield	8
8	Honorable Legion's Wings	364
	Honorable Legion's War Steed	364
	[Souvenir] Garnon Statue	165
	[Souvenir] Kaisinel Statue	250

4. Added a new effect that shows under player characters as their legion's level increases.

[Mounts]

1. Added new mounts.



2. Mounts that cannot be sold to merchants can now be destroyed.
3. Fixed problems with the appearance of some mounts.
4. Mounts cannot be used in the Silentera Canyon area.

[Fast-Track Server]

1. The Fast-Track Server now grants access to more areas:
 - Theobomos in Elysea, and Brusthonin in Asmodae.
 - Theobomos Lab in Elysea and Adma Stronghold in Asmodae.
2. Added an icon allowing characters of level 50 and below to switch instantly to the Fast-Track Server.



Fast-Track Server Icon

- Clicking the icon brings up the Server Selection window.
 - You can still access the window via Menu - Go to Channel - Go to Fast-Track Server.
3. Increased the font size of the server name displayed by the minimap on the Fast-Track Server so that users can recognize more easily which server they're on.
 4. Trade brokers are now available on the Fast-Track Server.
 - An NPC is now at the Broker station in Sanctum and Pandaemonium.
 - You can see and purchase only items on the server you are currently using.
 5. When a character in your group moves from the current server, they will be displayed as offline in the Group Status Window.

[Abyss]

1. An entrance to Silentera Canyon now appears when you possess any of your faction's camps in Balaurea.
2. Players who haven't logged in for 30 days or more will be removed from the Abyss Rankings.
3. Improved the rewards for successful attack or defense of a fortress.

Medal						
Fortress		Hero Decoration	Medal	Elite Soldier	Veteran Soldier	Total
Reshanta Base	Before	2 Gold	2 Gold	3 Silver	2 Silver	60 Gold,
- Sulfur Fortress						170 Silver
- Siel's Western Fortress	After	3 Platinum	3 Gold	2 Gold	3 Silver	30 Platinum,
- Siel's Eastern Fortress						120 Gold/Silver
Reshanta Top outskirts	Before	3 Gold	2 Gold	2 Gold	3 Silver	195 Gold,
- Asteria Fortress						180 Silver
- Roah Fortress	After	3 Platinum	3 Gold	2 Gold	3 Silver	45 Platinum,

						180 Gold/Silver
Reshanta Top - Krotan Refuge - Miren Fortress - Kysis Fortress	Before	2 Platinum	3 Gold	2 Gold	3 Silver	30 Platinum, 180 Gold/Silver
	After	3 Platinum	3 Gold	2 Gold	3 Silver	45 Platinum, 180 Gold/Silver
Eye of Reshanta - Divine Fortress	Before	3 Platinum	3 Platinum	3 Gold	3 Gold	180 Platinum, 420 Gold/Silver
	After	1 Mithril	3 Platinum	3 Gold	3 Gold	20 Mithril, 120 Platinum, 420 Gold
Balaurea - Altar of Avarice - Temple of Scales - Vorgaltem Citadel - Crimson Temple	Before	3 Platinum	2 Platinum	1 Platinum	1 Platinum	140 Platinum
	After	1 Mithril	3 Platinum	2 Platinum	1 Platinum	10 Mithril, 210 Platinum

- Upgraded rewards, including kinah, given to the brigade general of a legion that succeeds in defending an occupied fortress.

Fortress		Legion Rewards (Medals)	Additional Rewards
Reshanta Base - Sulfur Fortress - Siel's Western Fortress - Siel's Eastern Fortress	Before	20 Gold, 60 Silver	-
	After	3 Platinum, 20 Gold, 60 Silver	Flying Fortress Siege Defense Bundle, Seal Ring
Reshanta Top outskirts - Asteria Fortress - Roah Fortress	Before	50 Gold, 70 Silver	-
	After	3 Platinum, 50 Gold, 70 Silver	Flying Fortress Siege Defense Bundle, Seal Ring
Reshanta Top - Krotan Refuge - Miren Fortress - Kysis Fortress	Before	70 Gold, 90 Silver	-
	After	3 Platinum, 70 Gold, 90 Silver	Flying Fortress Siege Defense Bundle, Seal Ring

Eye of Reshanta - Divine Fortress	Before	150 Gold, 150 Silver	-
	After	1 Mithril, 150 Gold, 150 Silver	Flying Fortress Siege Defense Bundle, Seal Ring
Balaurea - Altar of Avarice - Temple of Scales - Vorgaltem Citadel - Crimson Temple	Before	-	-
	After	1 Mithril	Ground Fortress Siege Defense Bundle, Seal Ring

- Added new reward items for the entire legion who successfully defends an occupied fortress.
- Legion rewards which could previously be bought using Medals can now come from a Siege Defense Reward Box.
- The Fortress Siege Defense Bundle contains a variety of consumables.
- The Seal Ring is an Eternal ring (7-day) given exclusively to the brigade general.

[UI]

1. You can now add offline characters to your friends list
 - Use the Find Friend window to add them, just as you would online characters.
 - A player who receives an offline friend request can accept it, reject it, or block the sender.
 - A record of offline friend requests can be found under Find Friend > Friend Requests.
 - This feature is available only on Standard Servers.

Offline Friend Request Sent

The 'Add' window has a title bar with 'Add' and a close button. It contains two text input fields. The first field is labeled 'Enter the name of a character you want to list as a friend.' and contains the text 'OfflineFriend'. The second field is labeled 'Enter an introductory message.' and contains the text 'Hi there! Please add me to your friend list.' At the bottom are 'Confirm' and 'Cancel' buttons.

Friend Management Window

The 'Friend Management' window has a title bar with 'Friend Management' and a close button. It features four tabs: 'Friends List' (selected), 'Friend Request', 'Search', and 'Block'. Below the tabs is a 'Note' field with a lock icon, an emoji icon, and an 'Online' status dropdown. The main area is a table with columns: 'Name', 'Lv.', 'Class', 'Region', and 'Land Grac'. The table is currently empty.

2. Players can now add or block characters from a different Standard Server while they are both logged into the Fast-Track Server.

Adding a friend on the Fast-Track Server



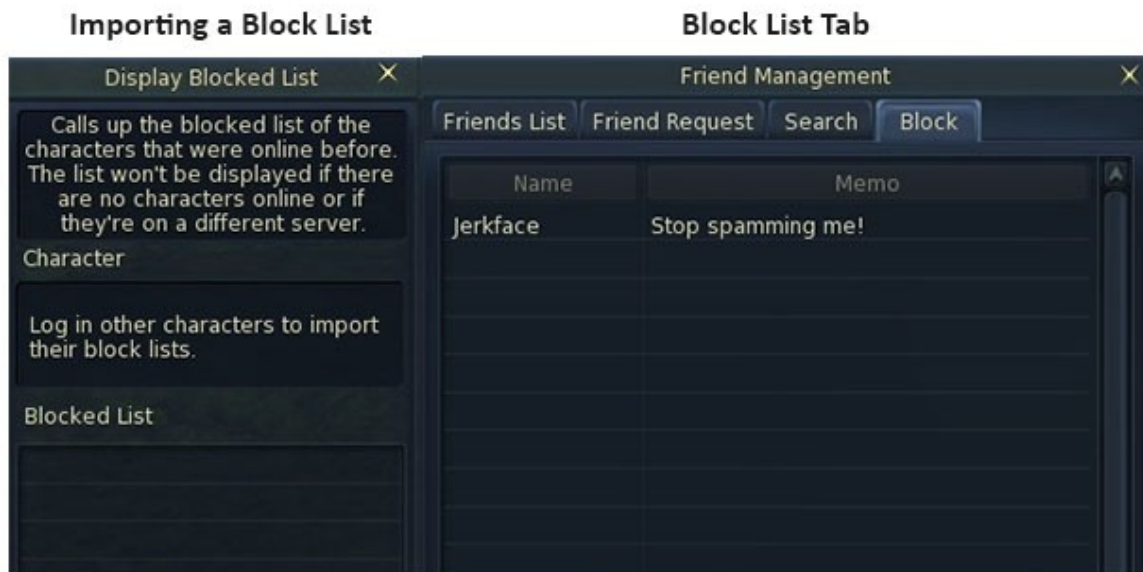
Add friend window



3. Characters on the same account and the same server can now share a block list.

- To import a block list, log in first with the character that has the block list and then with the destination character.
- Click the [Import] button on the bottom left of the Block tab in the Find Friend window to open the Display Blocked List menu.
- Names that the destination character has already blocked will not show up.
- Here are the rules for which characters can be added from which servers:

Server	Location of Target Character	Status	
		Online	Offline
Standard Server	Same server	Can add	Can add
	Another server	Cannot add	Cannot add
Fast-Track Server	Same server	Can add	Cannot add
	Another server	Can add	Cannot add



4. Added a new emoticon input window.
 - Click the smiley icon on the right of the chat window to open the emoticon list.

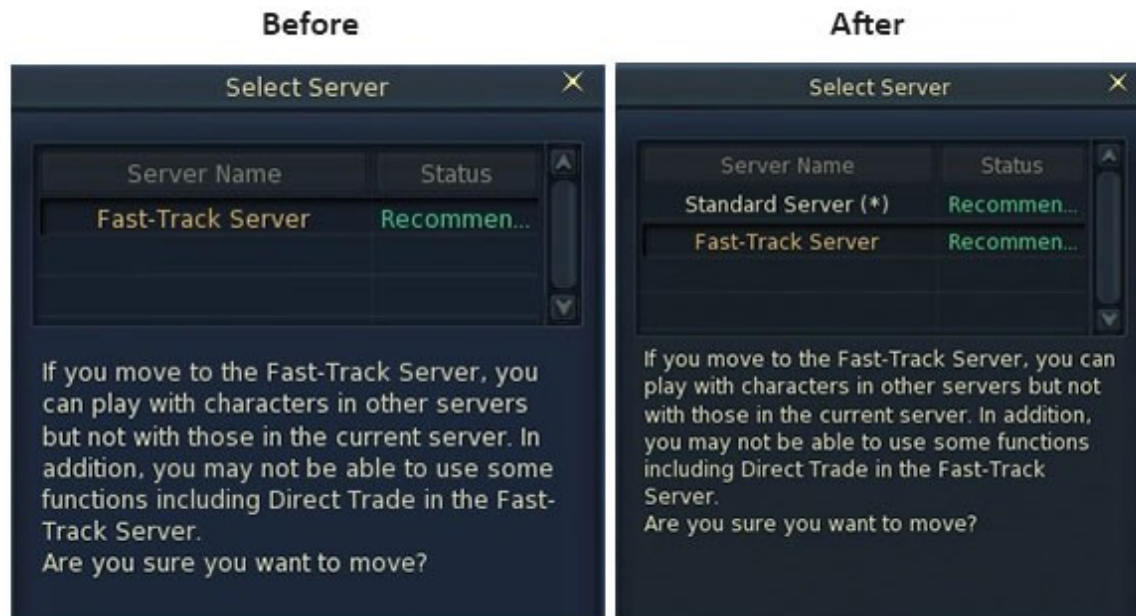


5. You can now set Personal Status by choosing a target in the alliance window.
 - Select a target in the Alliance Window, and then right-click the mouse to show the context menu. Select "Set Personal Status."
 - You can zoom in and out in the status window of a target whose Personal Status is activated.

Set Personal Status Menus



6. Changed the display format of alert messages shown at the top center of the screen.
7. Changed the Server Selection window so that users can toggle between the Standard Server and the Fast-Track Server.



8. Abyss Points can now be checked on the Abyss tab in your Profile while on the Fast-Track Server.
9. Added an option to display the cooldown times on skill and item icons in the quickbar.
 - Enable or disable it under Options - Game Options - User Interface.

Show Skill / Item Cooldowns



Enable / Disable Display Option



10. Improved how flight destinations are displayed on the Flight Transportation/Teleportation window.

- Unavailable destinations are reduced in size.
- Available destinations are enlarged.

Before



After



11. Selecting Clear Tab from the Chat Preferences menu in the chat window will now delete all text from that tab.
12. Added a reconnect button to log back into the server immediately when you are disconnected for being AFK.
13. Added a Logout button to the Menu that takes you directly to the login screen. (The previous Logout button, which took you to character selection, is renamed Characters.)
14. Changed how the quickbar displays skills and items that have become unavailable.
 - The icon appears deactivated.
 - The tooltip is grayed-out.
 - Examples of skills that this applies to would be Stigma skills that have been unequipped, temporary skills that have expired, and skills that are only usable in certain areas.
 - You can click and drag the deactivated skills to delete them or change their positions within the Quickbar.
 - When a deactivated skill becomes available again, its icon is also activated.
15. Fixed a problem when logging back into the server after socketing a manastone in an armsfused weapon, where the manastone stats were not correctly applied.
16. Using the Pathfinding function to locate the Teleport Stone Statue for the Elyos to enter Draupnir Cave will now return the correct location.
17. Group emblems are now displayed after teleportation.
18. Added new Teleporter NPCs in Reshanta, Sarpan, and Tiamaranta.
19. Fixed the display of the Mailbox - Goods Awaiting Collection menu.
20. Fixed the incorrect alignment of the Ascension Mark and Veteran Mark items.
21. Shortened the input required when destroying certain items from "Confirm Destruction" to "Confirm".
22. Fixed the layout problem when displaying housing information.



[Skills]

1. Fixed the abnormal execution of Chain Skills registered to the floating quickbars.
2. Increased the maximum number of skill icons to be in the Chain Skill indicator from 6 to 12.