

# AION CLASSIC 2.7 UPDATE

## [Aion Classic 2.7 Update] NEW CLASS: Revenant

CLASSIC

4/25/2023 | Updates | By The Aion Team



**Update Arrival:** May 9, 2023

It's nearly time for the next chapter in AION Classic! Read on to review the patch notes for the 2.7 update, including the details on the new Revenant class, what to expect from their introductory storyline, updated items and dungeons, additional class skills, and more!

\*Update (5/8): **[Integrated World Exchange] - Trade between servers will be temporarily disabled until further notice.**

---

## HIGHLIGHTS

- New ways to obtain Kinah, Stigma, Manastones, and Medals from the field (Details available 5/2)
  - New Class: Revenant
  - New Server
  - Double EXP/Weekend AP Boost (4/25-5/9)
- 

## SUMMARY

1. **New Classes: Revenant**
  2. **New Zone: Telos**
  3. **New Instance Dungeon**
    - a. - Telos of the Forgotten
    - b. - Dragon Lord's Throne: Telos
  4. **New Stigma Skill**
  5. **New Raid: Empyrean Agent**
  6. **New System**
    - a. - Moros Memoir
    - b. - Storybook
    - c. - Legion Improvements
    - d. - Integrated World Exchange
  7. **New Items**
    - a. - Elite Guardian's Wings/ Elite Archon's Wings
    - b. - Skin Skill Books
  8. **Contents**
    - a. - Abyssal Splinter: Entry NPC
    - b. - Chantra Dredgion: Cognate Matching
    - c. - Balaurea: New Artifacts/Gateway Removal
    - d. - Added Kinah to some Balaurea Raid Monsters
  9. **Quest**
    - a. - Added Kinah to some Balaurea Quests
    - b. - New Daily Quests
  10. **Quna Shop Update: Aion Look**
- 

## OFFICIAL PATCH NOTES

## [Character]

1. New classes 'Soldier' and 'Revenant' have been added.



*A Revenant was originally a Daeva of exceptional skill. During a mission, they were attacked by the Tiamat Legion and taken prisoner. Due to Tiamat's experiments, the Daeva lost their wings and was brainwashed to become an agent of the Dragon Lord. With all memories of their previous life gone, the former weapon of*



*Iamat managed to return safely to their peers. I hough once again reborn as a Daeva, they rebelled against the upper echelons who forgot the sacrifices of the others who were captured. They have taken up the mantle of 'Revenant' to take a different path from the other Daevas.*

- You can change from a soldier to a Revenant through special missions.
- It is a mid-range class that uses the new weapon 'Chainblades' and 'leather armor'.

## **[Telos]**

1. **A new area, 'Telos', has been added.**





*Telos is a space that was created by the power of Siel's Relics when Subject 707 ran away from Tiamat in Tempus. Telos is where the memories that Tiamat wants to erase and the memories of Subject 707's time as a Daeva are mixed. The 'soldiers' who have been brainwashed by Tiamat and become subordinates enter Telos in pursuit of Subject 707 on the Dredgion.*

- When creating a soldier character, you will start in Telos.
- Soldiers and Revenants cannot complete certain missions in Ishalgen, Altgard, Poeta, and Verteron.
- Other occupations except soldiers and Revenants cannot move to the 'Telos' area.

### **[Instance Dungeon]**

1. **A new instance dungeon, 'Telos of the Forgotten' has been added.**





*As Sienora ran away from Telos, Telos, which should have disappeared, did not disappear for some reason. Upon discovering this, Tiamat dispatches her men to completely destroy Telos, which reminds her of a secret*

she wants to hide. The Daevas find a living book in the Abyss, and discover the existence of Telos by examining the space-time gap that the book points to. In order to investigate the mighty power of Aether and Telos, where Drana's contamination is progressing, the Daevas form an elite unit and embark on a search operation.

| Entry            | Group Size | Entry Level | Entries | Reset                  |
|------------------|------------|-------------|---------|------------------------|
| Silentera Canyon | up to 6    | +51         | 1/week  | Every Wednesday at 9am |

2. A new quest for Telos of the Forgotten has been added.

| Quest                             | Race     | Level | NPC       | Reward           | Reset                  |
|-----------------------------------|----------|-------|-----------|------------------|------------------------|
| [Weekly] Suspicious Subject       | Elyos    | +51   | Asinelli  | 5 Platinum Medal | Every Wednesday at 9am |
| [Weekly] Defeat the Test Subjects | Asmodian | +51   | Bergellan |                  | Every Wednesday at 9am |
| Telos of the Forgotten Search     | Elyos    | +51   | Asinelli  | 5,000 AP         | 1 Time                 |
| Telos of the Forgotten Search     | Asmodian | +51   | Bergellan |                  | 1 Time                 |

3. You cannot enter Krotan Fortress, Kysis Fortress, Miren Fortress
4. Shadow Judge Kaliga has been changed so that you can obtain 'Kaliga's Weapon Selection Box'.
5. Increased the probability of obtaining artifacts from the 0 Legion's Cache treasure chest.
6. 'Siel's Power Chainblades' have been added to the rewards obtainable from 'Queen Apitan' inside Taloc's Hollow, and the probability of obtaining 'Siel's Power Weapon' has been modified. Increased the chance of obtaining stigma items from 'Haramel' and 'Antique Treasure Box' to 100%.
7. Fixed the Revenant to acquire leather equipment when defeating 'Haramel's 'Corrupted Ability Absorber Hamerun'.
8. An escape exit has been placed in the single-person mission instance dungeon 'Indratu Fortress'.
9. Changed to move to the dungeon entrance upon defeating 'Transformed Icharonix' in the single-person mission instance dungeon 'Azoturan Fortress'.
10. The number and stats of some monsters in the 'Udas Temple' have been lowered.
11. Increased the probability of acquiring unique equipment items from named monsters in the 'Udas Temple'.
12. Fixed the skill 'Moros: Promised Hour' to be applied to monsters summoned by Tiamat in 'Dragon Lord's Throne: Telos'.
13. The number of entries to the 'Udas Temple' has been changed to 3 per week.
14. **Added a new instance dungeon, Dragon Lord's Throne: Telos.**





*Delve into Tiamat's past and uncover the truth behind her Ascension. Tiamat betrayed Apsu to steal his throne, taking advantage of his trust for her to seize her own place as Dragon Lord. Ever since, Tiamat has carried this heavy secret, tainting an otherwise glorious victory with deep shame for the methods she wielded. The heavy emotion of her betrayal has formed the Illusion of Tiamat, forever tied to that moment in time. In the depths of Telos, the Daevas confront the past that Tiamat is so desperate to hide. Furious at their*



*invasion, the Illusion of Iamat turns all her spite and loathing onto the Daevas...*

| Entry              | Group Size | Entry Level | Entries | Time                   |
|--------------------|------------|-------------|---------|------------------------|
| Silentera Corridor | Max 6      | +55         | 1/Week  | Every Wednesday at 9am |

- You can enter once per day during the event period.

16. Fixed an issue where Group/Alliance configuration was possible inside a single-player instance.

17. Disabled the instance 'Unyielding Beshmundir Temple'.

18. Elyos-only stigmas can be obtained from Padmarashka.

| Stigma              |
|---------------------|
| Trap of Slowing IV  |
| Ice Sheet IV        |
| Summon Whirlwind II |

19. Some pieces of Eternal armor can be obtained from Padmarashka.

| Armor                  |
|------------------------|
| Eternal Gloves         |
| Eternal Vambrace       |
| Eternal Handguards     |
| Eternal Gauntlets      |
| Eternal Pauldrons      |
| Eternal Shoulderguards |
| Eternal Spaulders      |
| Eternal Shoulderplates |
| Eternal Shoes          |
| Eternal Boots          |
| Eternal Brogans        |
| Eternal Sabatons       |

20. Changed so that you can acquire 2 Manastones from the Padmarashka in 'Padmarashka's Cave' and Brainwashed Samael in 'Telos of the Forgotten'.

21. Changed the duration of the 'Balaur Abyss Gate' created when defeating Legion Commander Anuhart in 'Dark Poeta' to 15 minutes.

22. The 'Balaur Abyss Gate' disappears when the last boss is defeated.

23. Changed the movement support device to the Anuhart Legion's base to be created at the beginning of the dungeon when Adjutant Anuhart is defeated in 'Dark Poeta'.

24. The movement support device to the base of Anuhart Legion disappears after defeating the last boss or 15 minutes after defeating Brigade General Anuhart.

25. Activated instance dungeon 'Tempus'.

| Entry  | Group Size | Entry Level | Entries   |
|--|------------|-------------|-----------|
| Elyos - Inggison (Mount Marut, Weeping Valley)<br>Asmodian - Gelkmaros (Nunglark Ruins, Southern Marayas Wilderness) | One        | 55          | 1 per day |

26. The difficulty level of 'Tempus' and 'Hidden Dimensional Tempus' has been lowered.

- Increased the stats or burrs given after entering.
  - Changed to provide all 3 types of instanced dungeon-only skills after entering.
  - Removed section with subterranean water.
  - Monster stats have been lowered.
27. In 'Tempus', depending on your rank, you can acquire stigma level 20~49, Sapphire Medal, and high quality regular item.
  28. Changed the Advanced Rare Manastone Bundle so that all party members can acquire it when defeating the enraged Samael of 'Telos of the Forgotten'.
  29. Some patterns of S, A rank boss monsters in 'Dark Poeta' have been relaxed.
  30. The number of weekly entries to 'Theobomos Secret Lab', 'Adma Fortress', and 'Draupnir Cave' has been changed to 3 each.
  31. Increased the probability of obtaining a Triroan weapon from 'Unstable Triroan'.
  32. Increased the probability of acquiring Ranmark's weapon from 'Lord Ranmark'.
  33. The probability of acquiring the Bakarma Legion Commander's weapon from ' ' has been increased.
  34. Increased the chance of obtaining heroic grade armor from Beshmundir Temple.
  35. Added new Sweet Stormwing Armor with 6 manastone slots .
  36. Fixed the issue where some skills could not hit 'Golden-Eye Mantutu' of the Steel Rake.

## [Moros Memoir]



### 1. Added the Moros Memoir system.

- Characters over level 50 can use the 'Moros Memoir'.
- Moros Record Points can be obtained by recording items, and when the upper limit of Record Points for each level is reached, the Moros level increases.

- Moros Memoir max level is 50.
- Depending on the Moros level, the level and effect of the 'Moros: Promised Time' passive skill, which randomly deals additional damage to normal Balaur, increases.
- The recordable number of items is restored by 1 every 30 minutes.
- Moros Memoir can be performed per character.

## [Skill]

### 1. New Stigma skill has been added for each class.

- New Stigma items can be obtained from the 'Telos of the Forgotten' instance dungeon.

| Class        | Stigma                | Skill Effect   |
|--------------|-----------------------|--|
| Gladiator    | Counterattack Armor I | For 20 seconds, each attack received increases attack speed and movement speed for 3 seconds.  |
| Gladiator    | Leap Slash I          | Charges at a target within 18m to inflict physical damage and stuns them for a while.<br>Also, if you attack a PC for 10 seconds, the damage is increased by 10%.  |
| Templar      | Defense Armor I       | Blocks 5,000 damage to group members for 10 seconds.<br>Creates a shield that increases healing received.<br>Any increased healing you receive also applies to you.  |
| Templar      | Focus Capture I       | The target within 16m and up to 3 enemies within 5m around it are pulled in front of the caster and their movement speed is reduced for 10 seconds.  |
| Ranger       | Destruction Arrow I   | Inflicts physical damage on enemies who are held in the air, stumbled, stunned, rotated, or knocked back, and reduces healing received for 5 seconds.<br>This skill cannot be dispelled.   |
| Ranger       | Enraging Arrow I      | Inflicts physical damage on a target within 25m and cancels the target's protective effect.  |
| Assassin     | Transform: Slayer I   | For 40 seconds, attack speed by 10%, magic accuracy by 300, Increases maximum health by 2,000 and restores MP quickly.   |
| Assassin     | Assassin's Step I     | Inflicts physical damage on the target, stuns them for a while, and pushes them back 15m.<br>During that time, you gain basic stealth, increasing your movement speed for 3 seconds.<br>In stealth mode, you can use strengthening magic once. |
| Sorcerer     | Tornado Blast I       | wind property magic damage and absorbs HP and MP equal to 30% of the damage.   |
| Sorcerer     | Vengeful Dodge I      | Instantly moves 15m backwards, removing immobility and reduced movement speed.<br>The next magic attack has a high chance to hit, and the power increases by 20%.  |
| Spiritmaster | Spiritual Harmony I   | For 60 seconds, the elemental and own magic hit, Increases magic power by 150.   |



|              |                       |  |
|--------------|-----------------------|--|
| Spiritmaster | Shackle of Darkness I | Enemies within 15m around you are immobilized for 12 seconds and reduce magic resistance by 300 and all property defense by 200.   |
| Cleric       | Healing Touch I       | Increases the effect of recovery skills by 50% for the next 3 times.<br>Meanwhile, reduces the target's recovery-related skill casting time.   |
| Cleric       | Meditative Touch I    | Removes stun, fall, fear, sleep, and paralysis statuses from you, and reduces damage received by 35% for 7 seconds. All status resistance values are increased by 300 during this time.  |
| Chanter      | Reinvigoration I      | Removes all movement weakening magic from you and increases your immobilization and movement reduction resistances by 300 for 3 seconds.   |
| Chanter      | Ward Sigil I          | For 10 seconds, whenever you and up to 6 group members within 20m are attacked, you have a 100% chance to block the blow and create a shield that greatly increases your resistance to falling, stunning, and knockback.<br>(The shield can block 50% of the damage received at one time.) |
| Revenant     | Lightning Armor I     | For 60 seconds, movement speed reduction resistance value and immobility resistance value increase by 700, and weapon defense by 500.  |
| Revenant     | Lightning Storm I     | A target under Aerial Thrust within 9m and 8 enemies within 7m, will be silenced for 5 seconds and fall.<br>Magic strikes and silence effects are applied even to targets that are not afflicted by Aerial Thrust.   |

**[Storybook]**



### 1. Added Storybook system.

- You can complete the Storybook by collecting items throughout the adventure.

|      | Ancient Artwork            | Essence of Nature    | Book of Adventure                |
|------|----------------------------|----------------------|----------------------------------|
| Type | Solvent Tiamat Masterpiece | Essence of the Earth | Memories of the Forgotten Legion |
|      | Brohum Masterpiece         | Essence of Fire      |                                  |
|      | Dramata Masterpiece        |                      |                                  |

- Upon completion, you can receive special rewards.
  - Stats obtained through the Storybook do not reflect on the Daeva potential, and will be reflected later.
- Storybooks can be done character by character.

## [Legion ]

### 1. The legion system has been improved.

- Legion coin production, mission, crafting, and buff functions have been added.
- You can provide the necessary materials and obtain the result through the production of Legion Coins.
- Individuals can produce coins every day to receive additional rewards for continuous coin production.
- If the number of coins produced by Legion personnel is 60 or more, you can receive additional Legion Essence Fragments.
- Legion missions consist of daily/weekly missions, and when you complete a set number of missions, experience points and legion essence pieces are paid as rewards.
- Legion Crafting, you can donate certain materials and craft various items, and the crafted items are stored in the Legion Storage.
- Legion Essence can be paid to open Legion Buff Trees to activate or enhance buffs specific to Legion characteristics.
- Activated legion buffs can be used by paying for legion personal coins through the purchase button.
- All legion members can donate legion crafting materials and purchase legion buffs, but only legion members with authority can craft legion and activate/enhance legion buffs.
- If you leave/disband or are expelled from the Legion, 50% of your personal Legion Coins will be lost.
- Inside the arena, players cannot purchase Legion buffs, and Legion buffs will be removed upon entering the

- arena a future update.
- 2. Added Legion search function.
  - The Legion search function has been changed so that you can search/register for a Legion from your current location.
- 3. Legion - Changed the name of the 'Contribution' item in the personnel information to 'Contribution (Weekly/Accumulated)'.
- 4. Changed the legion buff to be deleted when entering the battlefield/arena.
- 5. Fixed the Legion Daily/Weekly Mission 'Defeat Enemy Faction Member' not to refresh in Chantra Dredgion.
- 6. A mission activity setting function has been added so that you can select legion missions according to your preference.
  - It can be set in the [Legion Menu - Legion Activity Setting Tab] in the Legion window.
  - It is selected as 'Unselected' by default, and you can choose one of 'PvP', 'PvE', and 'Gathering/Creating'.
- 7. Legion missions according to the changed mission activity settings are reflected when the legion missions are reset at 9:00 am the next day.
- 8. Legion mission activity settings can be changed once a day.
- 9. Legion creation favorites have been changed to be shared with all Legion members.
- 10. There is a waiting time of 3 seconds when changing the favorite setting for the same item.
- 11. [Legion Menu - Permission Settings] allows you to authorize favorites.
- 12. Legion buff reset function added.
- 13. You can reset the selected buff tree by consuming a certain amount of money.
- 14. During the initialization process, you can get back the Legion Essence consumed to strengthen the selected buff tree.
- 15. You can grant buff reset permission through [Legion Menu - Permission Settings].
- 16. Legion daily coin production rewards have been changed.
- 17. Legion daily/weekly mission rewards have been changed.
- 18. The amount of experience required for each legion growth stage has been changed.
- 19. Added refinement and manastone types required for Legion coin production.
- 20. Some of the material items required to produce Legion Coins have been changed.
- 21. Increased the display of usage history in the Legion Warehouse from 8 lines to 20 lines.

## [Siege]

1. Changed the stats and appearance time of 'Enraged Fragment Menotios' that appears in the basement of the Divine Fortress.

| Stat                     | Waiting Time           |
|--------------------------|------------------------|
| 50% reduction in Stamina | 15 minutes → 5 minutes |

## [Item]

1. **Revenant-only items have been added.**
  - Adjusted the type and probability of items obtainable when killing monsters.

## [Instance Dungeon Drop]

| Instance    | Monster            | Item                    |
|-------------|--------------------|-------------------------|
| Fire Temple | Lava Gatneri       | White Flame Chainblades |
|             | Black Smoke Asparn |                         |



|                              |   |  |
|------------------------------|---|--|
|                              | Kromede the Corrupt<br>Vile Judge Kromede | Kromede's Chainblades                    |
| Draupnir Cave                | Commander Bakarma                         | Commander Bakarma's Chainblades (Heroic) |
|                              |   | Commander Bakarma's Chainblades (Fabled) |
| Dredgion                     | Air Captain Girana                        | Elder Chainblades                        |
|                              | Adjutant Kundhan                          |  |
| Chantra Dredgion             | Quartermaster Bhati                       |  |
|                              | Gatekeeper Sarta                          |  |
|                              | Officer Kamanya                           |  |
| Theobomos Secret Lab         | Unstable Triroan                          | Triroan's Chainblades                    |
| Adma Citadel                 | Lord Lannok                               | Lannok's Chainblades                     |
| Dark Poeta                   | Tahabata Pyrelord                         | Elder Chainblades                        |
|                              |   | Tahabata's Chainblades                   |
|                              |   | Anuhart Elite's Chainblades              |
|                              | Calindi Flamelord                         | Anuhart Elite's Chainblades              |
|                              | Vanuka Infernus                           | Anuhart Elite's Chainblades              |
| Essoterace                   | Warden Surama                             | Scabrous Chainblades                     |
|                              |   | Subterranean Chainblades                 |
|                              |   | Surama's Chainblades                     |
| Lower Udas Temple            | Debikarim the Maker                       | Debikarim's Chainblades                  |
| Padmarashka's Cave           | Padmarashka                               | Padmarashka's Chainblades                |
| Beshmundir Temple (Easy)     | Stormwing                                 | Scabrous Chainblades                     |
|                              |   | Subterranean Chainblades                 |
|                              |   | Elder Chainblades                        |
|                              |   | Vorpai Chainblades                       |
| Beshmundir Temple (Hard)     | Stormwing                                 | Scabrous Chainblades                     |
|                              |   | Subterranean Chainblades                 |
|                              |   | Elder Chainblades                        |
|                              |   | Vorpai Chainblades                       |
|                              |   | Stormwing's Chainblades                  |
| Unyielding Beshmundir Temple | Unyielding Stormwing                      | Scabrous Chainblades                     |
|                              |   | Subterranean Chainblades                 |
|                              |   | Elder Chainblades                        |
|                              |   | Pacification Chainblades                 |
|                              |   | Unyielding Stormwing's Chainblades       |
| Abyssal Splinter             | Abyssal Treasure Chest                    | Forgotten Abyssal Chainblades            |
|                              |   | Chaos Chainblades                        |
|                              |   | Yamennes' Chainblades                    |

**[Field Drop]**

| Zone      | Monster                  | Item   |
|-----------|--------------------------|--|
| Inggison  | Chief Kurnus<br>Rockhorn | Scabrous Chainblades<br>Subterranean Chainblades |
|           | Tiritaphon<br>Mervin     |  |
|           | Skuma Silvereye          |  |
|           | Kyang Redmane            |  |
|           | Baydeeafa                |  |
| Gelkmaros | Highpriest Heka          | Heka's Chainblades                               |
|           | Flesh-Eating Swarm       | Scabrous Chainblades<br>Subterranean Chainblades |
|           | Alpha Kuruku             |  |
|           | Alpha Mansat             |  |
|           | Camu the Forestkeeper    |  |
|           | Windchaser               |  |
|           | Orciphae                 |  |
|           | Minga Bigeyes            |  |
|           | Turatu Spawnfoot         |  |

- Adjusted the type and probability of items that can be obtained/selected when using bundle items.
- 2. Changed skill items exclusive to instanced dungeons to be stored in dedicated cubes.
  - If the items in the dedicated cube are not aligned after the first update, you can sort them through the automatic alignment button at the bottom right.
- 3. Changed Udas supply equipment and Udas equipment to be applied as the same set group.
  - Changed the hidden wear effect of the Udas equipment set to be included in the 5 parts wear effect.
- 4. Added information about the deletion schedule to the item descriptions for 'Apprentice Crucible Insignia', 'Apprentice Discipline Insignia', and 'Apprentice Chaos Insignia'.
- 5. Heroic Nochsana Chainblades and Chainblades of the Judge have been added.
  - You can obtain the Nochsana Training Center's weapon item by defeating the Nochsana Training Center's guardian at the Nochsana Training Center.
  - In the Fire Temple, you can obtain the Judge's Weapon item by defeating Vile Judge Kromede and Kromede the Corrupt.
- 6. Adjusted the item acquisition probability of raid monsters that appear in Silentera Canyon.
  - Appearance and 2 of the unique accessory items can be obtained with a 100% chance.
  - Changed the ability to acquire 2 Fighting Spirit Crystals.
- 7. Some instance dungeon boss monsters have been changed so that there is a certain chance to obtain a succession/unique grade design of level 51 or higher.

| Instances                | Monsters             |
|--------------------------|----------------------|
| Udas Temple              | Devoted Anurati      |
| Lower Udas Temple        | Debilkarim the Maker |
| Sealed Beshmundir Temple | Stormwing            |
| Dark Poeta               | Tahabata Pyrelord    |
|                          | Calindi Flamelord    |
| Essoterace               | Warden Surama        |
|                          | Kexkra               |
| Padmarashka's Cave       | Padmarashka          |
| Telos of the Forgotten   | Brainwashed Samael   |

8. Added 'Plentiful Pet Energy Bar Bundle' to obtain from the sensitive Padmasna in Padmasna's Cave.
9. Added 'Filling Pet Energy Bar Bundle' to get 8 Mini Acarun's Energy Bars from Surama, manager of Essoterace, and Brainwashed Samael in Telos of the Forgotten.
10. The items produced by the Mini Acarun pet have been changed from 'Mini Acarun's Special Bundle' to 'Mini Acarun's Lucky Bundle'.
  - The odds of obtaining Firm Balaurn Horn, Firm Balaurn Scale, and Firm Balaurn Skin have been increased.
11. The detailed description of the Daeva Potential Godstone selection box has been corrected.
12. Some items included in the 'Empyrean Crucible Reward Box' have been removed and the probability has been adjusted.
13. Added a bundle item that can change 1 Platinum Service Medal to 2 Sapphire Service Medals.
14. The skill book bundle sold by the officer in charge of consumables at the Tempere Training Center has been changed.

| Division   | Before   | After   |
|--|--|---|
| Merit Officer in charge of Solitude Consumables    | A Bundle of Discipline containing a [Season] Return: Blowing Autumn Leaves Skill Book<br>[Season] Meditation Herb Treatment IV Skill Book Bundle | A Bundle of Discipline containing a [Season] Return: Heart of Love Skill Book<br>A bundle containing an Opera Herbal Healing IV Skillbook |
| Merit Officer in charge of cooperative consumables | -  | A Cooperation Bundle containing a [Season] Return: Heart of Love Skill Book<br>[Season] Opera Mana Recovery IV Skill Book                 |
| Chaos Consumables Merit Officer                    | A Bundle of Chaos containing a [Season] Return: Blowing Autumn Leaves Skill Book<br>[Season] Meditation Mana Recovery IV Skill Book              | Reward Trade Discontinued   |

15. Changed the name of the kisks purchasable from the Merit Officer in the Tabard of Glory consumables from 'Gladiator Kisk' to 'Hard Kisk'.
16. Added information about the deletion schedule to the item description of 'Insignia of Chaos'.
17. 'Dragon Blue Scale' item has been added to the sales list of some Belusran, Heiron, and Abyss general merchandise vendors.
18. Removed the 'Rift Rift Essence' item from the General Merchant's sale list.
19. Added the types of items that can be obtained by defeating some monsters in Silentera Canyon.
20. Apprentice Crucible Insignia, Apprentice Discipline Insignia, and Apprentice Chaos Insignia have been removed.
21. Enraged Mantutu now drops 'Fighting Spirit Gem' to obtain 2 at once.
22. Exchange NPC location information has been added to the tooltip of the coin item.
23. Fixed the set effect of set items to be visible even if all sets are not equipped.
24. Added the skill's highest level to the stigma crystal item name.
25. Added a new class item for Revenants, 'Advanced Lightning Charge Potion'.
26. The selling price of some general equipment and accessory items has been changed to 1 kinah.
27. You can no longer acquire normal and rare equipment and accessory items from monsters in the fields and dungeons of Elysea/Asmodae.
28. Added Elite Guardian's Plumes and Elite Archon's Plumes.
  - Plumes can be purchased from the Elite Investigation Team merchant.
29. Some of the sales lists for the 'Special Operations Department/Special Command Compensation Officer' have



been modified.

30. Lowered the price of skill books below level 50.
31. Changed the fine art fragment icons of Tiamat, Brohum, and Dramata masterpieces.
32. The power of the item '[Event] Tough Daeva Candy 3 Boxes' has been changed.
33. Changed the stats and prices of small/medium/large burst guns.
  - Adjusted the level, attack power, and stamina to improve utilization.
34. Added a new super-large burst cannon.
  - It can be purchased through the Legion Goods Merchant in each faction's capital city.
  - You can purchase it at a discounted price from the NPC that appears depending on the Balaar Fortress occupation status.
35. The cooldown of 'Spring Breeze Gift Bundle (90 Days)' and 'Daily Gift Bundle (90 Days)' have been separated.
36. A dedicated buff icon has been added to each attribute defense scroll.
37. Added dedicated buff icons to Shock Mitigation Dossiers and Seed of Detection.
38. Separated the cooldown of the shock mitigation order form and the Seed of Detection.
39. The administrator's preference and the cooldown of the order book items have been separated.
40. Fixed the issue where you can enter Tempus while using some transparent transformation candy items.
41. Added Victor's Meat Bundle and Victor's Cooking Ingredient Bundle items.
  - Badges of Glory can be purchased through the Merit Officer in charge of consumables.
  - When opening the package, you can acquire new skin skill books for some classes according to a set probability.
42. Changed the level limit for some of the substitute equipment reward items.
43. Changed some Kisks to not nest within cubes.
44. Supplemented the tooltip of the Large Multiple Fire Cannon item.
45. Changed the head of the Sweet Stormwing armor item to [Supplies].
46. Added a new flying potion.
  - It can be purchased from the Special Goods Merchant in Silentera Canyon.

| Faction  | NPC       |
|----------|-----------|
| Elyos    | Naduxiong |
| Asmodian | Nandalong |

47. Changed the Investigation Corps Elite Guardian Primus Pilus equipment box to an optional item.

## [Abyss]

1. Changes have been made so that related quests cannot be changed or acquired due to the inability to enter Krotan Fortress, Kysis FortressFortressd and Miren Fortress.

## [Abyssal Splinter]

1. **Entry NPCs have been placed so that factions who have not occupied the Divine Fortress can enter the Abyssal Splinter.**

| Faction  | NPC      | Location              |
|----------|----------|-----------------------|
| Elyos    | Acane    | Teminon Training Camp |
| Asmodian | Leopnita | Primum Training Camp  |

- The entry NPC appears when the opposing race captures the Divine Fortress.
- When applying for entry to the Abyssal Splinter through the NPC, the 'Divine Fortress Artifact Shard' item is required.

2. Added a weekly quest where you can acquire 'Divine Fortress Artifact Shard'.

| Faction  | NPC      | Quest                                   |
|----------|----------|---|
| Elyos    | Dosinerk | [Weekly] Divine Fortress Artifact Shard |
| Asmodian | Dosimung | [Weekly] Divine Fortress Artifact Shard |

- Acquired items will expire after 7 days if not used.

3. Added a weekly quest that can only be done while not occupying the Divine Fortress.

| Faction  | NPC      | Quest   |
|----------|----------|---|
| Elyos    | Acane    | [Force] Artifact of Protection Reconstruction Support |
| Asmodian | Leopnita | [Force] Artifact of Protection Reconstruction Support |

4. Changed the Abyss Points that can be obtained from Yamennes Painflare to 240,000 AP.

5. Changed the rewards that can be obtained from the Abyssal Treasure Chest that appears after defeating Yamennes Painflare.

- Changed the acquisition rate of heroic weapons to 100%.
- Changed the acquisition rate of unique class weapons, tops, and hats to 100%.
- Added new accessories 'Yamennes' Corundrum Necklace' and 'Yamennes' Turquoise Necklace'.
- Added Yamennes Necklace Piece Bundle.
- Changed the number of acquisitions of the highest level rare manastone bundle to 2

6. The 'Resurrection Loci I' skill cannot be used in the Yamennes attack area.

7. We have lowered the vitality of 'Pazuzu', 'Kaluva the Fourth Fragment', 'Rukril', and 'Ebonsoul'.

## [Chantra Dredgion]

1. **Changed to allow Cognate Matching.**

- Changed team information from Elyos and Asmodians to Blue and Red.

2. It has been changed so that you cannot apply for quick entry.

- Matching requests cannot be made to battlegrounds in progress, and staff cannot be recruited.

3. Increased the HP of 'Captain Zanata'.

4. Changed the time when 'Rajaya the Inquisitor' appears.

- Changed so that 1000 points can be obtained when defeating 'Rajaya the Inquisitor'.

5. Lowered the stats of 'Rajaya the Inquisitor'.

6. A new item, 'Rajaya's Hairpin' has been added.

- This item can be obtained according to a set probability when defeating 'Rajaya the Inquisitor'.

7. Changed the number of people to enter from 12 to 6.

## [Balaurea]

1. Decreased the Abyss Points that can be obtained by defeating the soldier at the Dragon World Gate.

2. Decreased the vitality of 'Enraged Debilkarim the Maker' and 'Raging Captain Lakhara'.

3. 'Omega' has been changed so that 'Omega's Fragment' and 'Shining Scroll' can not be obtained from 'Ragnarok'.

4. Decreased the Abyss Points that can be obtained by defeating the Dragon World Gate Guard.
5. Additional guard NPCs have been placed at the entrance to Silentera Canyon.
6. Changed the space-time rifts in Inggison and Gelkmaros to open at a set time every day.
7. Removed the gateways of Inggison and Gelkmaros.
  - a. Inggison: Dimaia Gate, Phanoe Gate
  - b. Gelkmaros: Spiritfall Gate, Subterranean Gate
8. Fixed the placement and attack range of some gateway guard NPCs.
9. Added new artifacts to Inggison and Gelkmaros.
  - a. Unlike existing artifacts, there are no artifact activation skills, and NPCs that give quests according to the occupying race appear.
10. Dimensional Vortex has been added, available to Asmodians in Inggison and Elyos in Gelkmaros.
11. It has been changed so that you can break away from the end of the wind path from Inggison to Caspar.
12. Fixed the Padmarashka and Sematariux to despawn 10 seconds after spawning.
13. The attack difficulty of 'Escaped Tiamat' has been lowered.
14. Keys and bundles can be obtained by defeating 'Head Priest Nashuma', 'Turatu Spawnfoot', 'Sukana the Learned', and 'Elder Malekor'.
15. Fixed the issue where some areas in Gelkmaros Fortress were set as conflict zones.
16. Fixed the issue where some areas at the west/east entrance of Silentera Canyon were set as conflict zones.
17. The range of movement of 'Omega' has been changed from the vicinity of Angrief Wastesto the vicinity of Hanarkand Plain.
18. The object cannot be moved inside the Altar of Greed and the Temple of the Ancient Dragon.
19. The range of movement of 'Ragnarok' has been changed to the vicinity of the Vorgaltem battlefield.
20. The object cannot be moved inside the Vorgaltem Citadel or the Crimson Temple.
21. If 'Omega' and 'Ragnarok' are out of range, the battle will be reset and they will be moved to their initial appearance location.
22. Fixed the issue where nearby Elyos objects did not respond when entering combat with the Elyos Artifact Guardian.
23. Changed so that surrounding objects do not react even when entering combat with the Elyos/Asmodian Artifact Guardian.

## [Ranking]

1. Ranking ranking list UI has been supplemented.
  - If there are no users participating during the season or immediately after maintenance, a 'No matches have been played yet' is broadcast.
  - After a season ends, the previous season rankings are displayed until a new season begins.
2. Complemented history UI.
  - Current points, previous season points, and season high points are displayed normally.
  - If no points have been acquired, '-' is displayed.

## [Arena]

1. The Arena of Discipline and the Discipline Training Grounds have been changed so that you cannot glide under the bridge in the 'Abyss Bridge' area.
2. Added Arena of Harmony to Tempere Training Center.

| Instance | Entries | Entry Level | Entry Time |
|----------|---------|-------------|------------|
|----------|---------|-------------|------------|



|                          |         |     |               |
|--------------------------|---------|-----|---------------|
| Arena of Harmony         | 6 (3:3) | +51 | 14:00 ~ 02:00 |
| Harmony Training Grounds | 6 (3:3) | +51 | No limit      |

- Insignia obtained by participating in the Arena of Harmony can be exchanged for special rewards with the merchant NPC of the Arena of Harmony located in the Rewards Office in the Tempere Training Center.
- Arena of Discipline season duration 4 weeks; Changed the duration of the Arena of Glory season to 2 weeks.

### 3. Disabled the Arena of Chaos and Chaos Training Grounds.

### 4. The Arena of Glory has been revamped.

- Changed from 4 player solo to 1:1.
  - Changed the number of weekly entries to 3.
  - Removed Alquimia Secret Aqueduct, Ancient Desert Temple, and Trepone Sky Tower maps.
  - Changed score increments for killing artifacts and monsters.
  - The final score calculation method has been changed to suit 1:1 matches.
5. Fixed an issue where the invincibility buff was not dispelled intermittently in the arena.
6. The level to enter the Arena of Discipline and the Discipline Training Grounds has been changed to level 51 or higher.
7. The titles, exchange lists, and locations of some Tempere merchant NPCs have been adjusted.
- The Merit Officer NPC for Apprentice Chaos Consumables has been replaced with the Merit Officer NPC for Harmony Consumables.
  - The Merit Officer NPC in charge of Apprentice Discipline consumables has been removed.
  - The type of badges for clothing and wing feathers has been changed.
8. Changed the number of times you can purchase Arena Daily Tickets from 1 to 2 each.
9. The quest reward items for '[Daily] Continuous Training' and '[Daily] Training at the 3rd Temper Training Center' have been changed from 'Arena Ticket' to 'Select Consumables Bundle for Temper Training Center'.
10. The skill book bundle sold by the meritorious officer in charge of consumables at the Tempere Training Center has been changed.
- Previous season skill book items can be obtained from the returned skill book bundle, and [Season] Return: Scattering Petal skill book and [Season] Soap Bubble Herb Treatment IV / [Season] Soap Bubble Spirit Recovery IV skill book have been added.

| NPC                             | Consumable   | Previous Season  |
|---------------------------------|--|--|
| Discipline Consumables Merchant | [Season] Return: Bundle of Discipline with Fluttering Dandelion Skill Book<br>[Season] Scattering Petals Herb Treatment IV Skill Book Bundle | Return Skillbook, Bundle of Discipline<br>Return Skillbook Herbal Healing Bundle |
| Harmony Consumables Merchant    | [Season] Return: Bundle of Harmony with Fluttering Dandelion Skill Book<br>[Season] Scattering Petals Mana Treatment IV Skill Book Bundle    | Return Skill Book Harmony Bundle<br>Return Spirit Recovery Skill Book Bundle     |

11. Changed the penalty to be awarded for abandonment of arena entry or exit before start.
- If you give up after the admission confirmation window is displayed, the following penalties will be imposed.

| Arena | Penalty |
|-------|---------|
|-------|---------|

|                                       |   |
|---------------------------------------|---|
| Arena of Discipline, Arena of Harmony | Admission ticket deduction, 8 competition points deduction        |
| Arena of Glory                        | Deduction of number of entries, deduction of 8 competition points |

12. If you leave after entering but before the start of the round (2 minute waiting time), the following penalties will be imposed.

| Arena                                 | Penalty                       |
|---------------------------------------|-------------------------------|
| Arena of Discipline, Arena of Harmony | 8 competition points deducted |
| Arena of Glory                        | 8 competition points deducted |

13. Added penalty-related information to the pop-up window when giving up entry.

### [Arena of Glory]

1. It was changed to a solo exhibition with 4 players.
2. Due to the change in personnel, 'Alquimia Secret Waterway, Ancient Desert Temple, and Trepone Sky Tower' will be used again.
3. Users who finish 4th in round 3 will receive an additional buff.
4. Changed the score that increases by killing artifacts, monsters, and users.
5. Changed final scoring method to match 1:1:1:1 matches.

### [Quest]

1. The requirements for acquiring the missions 'A Past Mission' and 'Twice as Bright' have been modified.
2. Changed the items required to complete the Elyos 'Sword of Transcendence' and Asmodian 'Spirit Blade' quests to be purchased with Groggie.

| Items available for purchase                                      | Coins |
|---|-------|
| Fragment of the Shining Tower, Ancient Balaur Heart (Irontalon)   | 5     |
| Steel tempered with Drana , Pure Drazma Crystal (Dark Poeta)      | 5     |
| Elements Crystal, Blue Golem (Theobomos Secret Lab/Adma Fortress) | 5     |

3. Changed the number of items required to complete the Greater Stigma quest.

| Before                                | After                                |
|---------------------------------------|--------------------------------------|
| Processed Drana, Drana Fragments x100 | Processed Drana, Drana Fragments x10 |

4. The amount of Shurak coins required to purchase the items 'Banakin's Research Report' and 'Banakin's Scroll' required to complete the Advanced Stigma quest has been lowered.

| Before   | After   |
|--|---|
| Barnakin's Research Report, Barnakin's Scroll<br>20 coins required to purchase | Barnakin's Research Report, Barnakin's Scroll<br>5 coins required to purchase |

5. Fixed the issue where the repeat condition of the quest 'Destroy the bosses of Udas Temple' was different from the quest 'Slay the bosses of Udas Temple'.

6. 'Memory Fragment 2', 'Belusran Fortress Collapse', 'Contaminated Belusran', 'Red Raise Legion's Grave', 'How to Enter the Fortress' I changed it not to.
7. Some dragon world quests have been changed so that they cannot be acquired.
  - If you have already acquired a quest, it will be automatically abandoned.

| Faction  | Quest  |
|----------|--|
| Elyos    | Fragment of Balon<br>[Alliance] Message from the Lord<br>[Infiltration/Alliance] Bhagabatam's trouble<br>[Alliance] Padmasha's Rage<br>[Infiltration/Alliance] Defeat Marchutan's Agent<br>Heranas' Top<br>Heranas' Bottoms<br>Heranas' shoes<br>Heranas' Gloves<br>Heranas' Shoulders<br>Heranas' Weapon<br>Shield of Heranas |
| Asmodian | shining scroll<br>[Alliance] Defeat Padmasha<br>[Infiltration/Alliance] New Order<br>[Alliance] Dramata's Wrath<br>[Infiltration/Alliance] Defeat Kaisinel's Agent<br>Tegrak's Top<br>Tegrak's Bottoms<br>Tegrak's Shoes<br>Tegrak's Gloves<br>Tegrak's Shoulders<br>Tegrak's Weapon<br>Tegrak's Shield                        |

8. Changed the respawn time of some quest objects.

| Quest                        |
|------------------------------|
| Kaidan's Prison              |
| Investigation of arable land |

9. It has been changed so that you cannot acquire Blue Gold Merit Medal as a reward for dragon world daily quests.
10. Changed the escort mission to a conversation mission in the Elyos 'Secret of Mandu-ri' mission.
11. Changed the items required to proceed with the Dark Poeta entrance material exchange quest.

| Quest                          | Before                                  | After                 |
|--------------------------------|---|-----------------------|
| [Party] Ingredients to Inspire | 1 Rift Essence<br>20 Blue Dragon Scales | 20 Blue Dragon Scales |

|   |   |                       |
|---|---|-----------------------|
| [Party] Ingredients for actuation stone | 1 Rift Essence<br>20 Blue Dragon Scales | 20 Blue Dragon Scales |
| [Daily] I need ingredients!             | 1 Rift Essence<br>5 dragon blue scales  | 5 Blue Dragon Scales  |
| [Party] Materials to gather strength    | 1 Rift Essence<br>20 Blue Dragon Scales | 20 Blue Dragon Scales |
| [Party] Important Ingredients           | 1 Rift Essence<br>20 Blue Dragon Scales | 20 Blue Dragon Scales |
| [Daily] Artifact Operation              | 1 Rift Essence<br>5 dragon blue scales  | 5 Blue Dragon Scales  |

12. The rewards for 'Secret of the Broken Insignia' and 'Secret of the 3rd Temper Training Center' have been changed to Temper Insignia.

13. Silentera Corridor Daily Quests '[Daily] Defeat the Corridor's Demon Army' and '[Daily] Corridor's Heavenly Army' rewards have been increased.

- (Before) Upgraded Asinelli/Bergelan's Merit Box: One of the highest to low-grade ancient crowns/chalices /seals/constellations, Platinum Medal of Merit, Blue Gold Medal of Merit, and Gold Medal of Merit is given as a reward
- (Changed) Supreme Silentera Corridor's Merit Box: One of the highest-grade to high-grade ancient crowns, the highest to intermediate-grade Holy Grail, the Platinum Merit Medal, and the Platinum Merit Medal piece is given as a reward.

14. Fixed typos in the quests '[Daily] Continued Training' and '[Daily] Training at the 3rd Temper Training Center'.

15. A quest related to the weapon 'Siel's Aura' has been added.

| Faction  | NPC     | Quest   |
|----------|---------|---|
| Elyos    | Drenia  | Damaged Chainblades                                     |
|          | Gefeios | Chainblades Restoration<br>[Party] New Chainblades      |
| Asmodian | Ipses   | Damaged Chainblades                                     |
|          | Tataka  | Restoring the Chainblades<br>[Party] Better Chainblades |

16. Dragon Lord's Throne: Telos' entrance quest has been added.

- This quest can be done in 'Telos of the Forgotten'.

| Faction  | NPC      | Quest                                       |
|----------|----------|---|
| Elyos    | Lania    | Destroy the barbed wire of the young dragon |
| Asmodian | Vergelan | Young Dragon's Barbed Wire Attack           |

17. Changed the weekly quest of 'Telos of the Forgotten' to be acquired and shared.

| Quest |
|-------|
|-------|

[Weekly] Defeat the Test Subjects

[Weekly] Suspicious Subject

18. The Elyos 'The Manduri's Secret' mission has been reset to normal progress if a certain level has been achieved.

19. Legion serial production coin guide quest has been added.

| Faction  | NPC    | Quest  |
|----------|--------|--|
| Elyos    | Gwen   | Legion Continual Production Coin Information |
| Asmodian | Stepan | Legion Continual Production Coin Information |

20. Deleted the entrance quest of 'Unyielding Beshmundir' that has been acquired, progressed, and completed.

| Faction  | Quest   |
|----------|---|
| Elyos    | [Weekly] Road to the Unyielding Beshmundir Temple |
| Asmodian | [Weekly] Unyielding Path to the Beshmundir Temple |

21. Stigma item acquisition quest has been added.

| Faction  | NPC        | Quest   |
|----------|------------|---|
| Elyos    | Perbano    | Defeat Space Twisting Vank                              |
|          | Kuruminerk | Defeat Garkion Bronzetooth<br>Firewing Griffon slain    |
| Asmodian | Reigar     | Subduing the space-twisting Bank                        |
|          | Paerinerk  | Bronzetooth Garkion Subdued<br>Firewing Griffon Subdued |

22. Added a new quest that can be progressed in 'The Cache of the 30 Legion'.

- Upon completing the mission, you can obtain 'Versetti's Wing Feather' and 'Valetta's Wing Feather'.

| Faction  | NPC      | Quest  |
|----------|----------|--|
| Elyos    | Versetti | Defeat the Treasurekeeper in the 30th Legion Cache |
| Asmodian | Valetta  | Defeat Nabatma in the 30th Legion Cache            |

23. You can no longer acquire '[Daily] Defend Inggison' and '[Daily] Defend Gelkmaros' during daily quests.

24. '[Daily] Asmodian Extermination' and '[Daily] Grapple in Gelkmaros' can be acquired regardless of the day of the week.

25. The quest rewards for '[Spy/Daily] Operation: Gelkmaros' have been increased.

26. Advanced Stigma quests have been changed to missions.

27. Changed to automatically acquire advanced stigma quests when the acquisition level and preceding quest conditions are met.

28. Some NPC dialogues in the quests 'Taloc's Heart Full of Soul' and 'Stigma Expansion' have been modified.

29. Added Kinah to be obtained when completing some pvp quests and weekly quests.

Elyos

Asmodian



|  |  |
|--|--|
| [Daily] Banishing the Shadowborn<br>[Spy/Daily] Operation: Gelkmaros<br>[Daily] Zero Tolerance or Less<br>[Weekly] Everything is Radiant<br>[Spy/Weekly] What a Beautiful Chest<br>[Spy/Weekly] A Killer Hunts a Killer<br>[Spy/Weekly] The Bowmaster Disaster | [Daily] Snuff the Sunsuckers<br>[Spy/Daily] Crush the Cowards<br>[Daily] Slaughter the Elyos<br>[Weekly] Clash in the Canyon<br>[Spy/Weekly] Balaurean Booty<br>[Spy/Weekly] Zausis Must Die!<br>[Spy/Weekly] Agent Greenlake's Orders |
|--|--|

30. The [Daily] Zero Tolerance or Less and [Daily] Slaughter the Elyos quest areas have been changed from all regions to Inggison, Gelkmaros, and Silentera Canyon.

- If you have already acquired a quest, it will be automatically abandoned.

31. A bundled art exchange quest has been added that allows you to appraise multiple artworks in the Storybook at once.

32. New daily quests have been added to the Balaur area.

| Faction  | Quest   |
|----------|---|
| Elyos    | [Daily] Operation to exterminate the Asmodians                    |
|          | [Infiltration/Daily] Eliminate Asmodians threatening artifacts    |
| Asmodian | [Daily] Elyos Extermination Operation                             |
|          | [Infiltration/Daily] Eliminate the Elyos Threatening the Artifact |

33. Some daily quest NPCs in the Balaur region have been changed.

| Faction  | Quest                                      | NPC   |
|----------|--|---|
| Elyos    | [Daily] Protect What's Ours                | Elyos Distorted Forest Northern Node Support Soldier      |
|          | [Daily] Living in Obscura-ty               | Elyos Phnoe Valley Node Support Soldier                   |
|          | [Daily] Inggison's Ecosystem               | Elyos Giant's Garden Giant Support Soldier                |
|          | [Spy/Daily] Petrahulk of the Great Fissure | Elyos Gelkmaros Falls Base Supporter                      |
|          | [Spy/Daily] Drakie the Defiler             | Elyos Dragon's Stepping Stone Bridge Base Supporter       |
| Asmodian | [Daily] Drackies and Defense               | Asmodian Gelkmaros Falls Base Supporter                   |
|          | [Daily] The Seed of Anxiety                | Asmodian Dragon Stepping Stone Bridge Base Supply Soldier |
|          | [Daily] Gelkmaros's Ecosystem              | Asmodian Biscom Swamp Base Support Soldier                |
|          | [Spy/Daily] Mudthorn of the Inggison Abyss | Asmodian Distorted Forest Northern Node Support Soldier   |
|          | [Spy/Daily] Bolstering Our Defenses        | Asmodian Pahnoe Valley Node Support Soldier               |

34. **Kinah has been added to some of the growth section mission rewards.**

35. [Daily] Slaughter the Elyos, [Daily] Zero Terolance or Less quest area names have been corrected.

36. Improved flow by changing some NPCs that provide and complete daily quests in the Balaurea area.

- Acquisition base location changes for each quest

| Quest  | Current Base                | Changed Base                |
|--|-----------------------------|-----------------------------|
| [Daily] Gelkmaros's Ecosystem                            | Gelkmaros - Viscum Swamp    | Gelkmaros - Gelkmaros Falls |
| [Daily] Drackies and Defense                             | Gelkmaros - Gelkmaros Falls | Gelkmaros - Viscum Swamp    |
| [Spy/Daily] Mudthorn of the Inggison Abyss               | Inggison - Wildheart Grove  | Inggison - Wretched Garden  |
| [Spy/Daily] Eliminate the Elyos Threatening the Artifact | Inggison - Wretched Garden  | Inggison - Wildheart Grove  |

37. The difficulty of some daily quests in the Balaurea area has been lowered.
38. Increased the number of progress quests to 60.
39. Added Arena of Glory guide quests.
  - As a quest reward, you can acquire a Hard Kisk your Alliance.
40. Changed the marker of the quest set as a prerequisite for the quest 'A Quota of Creatures' to be displayed.
41. Expanded the space for maintaining Balaur transformation in the quest 'Will the Aether Rain?'.
42. Adjusted the levels of the target monsters in the Elyos missions 'Request of the Elim' and 'Illegal Logging' missions.
43. Changed the artifact activation stone of the Elyos's 'MFragment of Memory 1' and the Asmodian's 'Looking for Leibo' quests to quest-only items.
44. Manastones have been added to the mission rewards of some growth zones.
45. Increased the probability of acquiring quest items in the missions below to 100%.

| Faction  | Mission                       |
|----------|-------------------------------|
| Elyos    | Neutralizing Odium            |
|          | Refreshing the Springs        |
|          | The Klaw Threat               |
|          | Lepharist Poison Research     |
| Asmodian | Treasure of the Deceased      |
|          | Charmed Cube                  |
|          | Teaching a Lesson             |
|          | Reconstructing Impetusium     |
|          | Petrifying Elim               |
|          | Cursed Necklace               |
|          | The Hand Behind the Ice Claw  |
|          | Saving Beluslan Fortress      |
|          | An Undead Occupation          |
|          | A Missing Father              |
|          | Graves of the Red Sky Legion  |
|          | The Secret Passage            |
|          | The Secret of Adma Stronghold |

46. The rewards for the missions below have been changed.

| Faction  | Mission                  |
|----------|--------------------------|
| Elyos    | Summons to the Citadel   |
|          | Orders from Telemachus   |
|          | Orders From Perento      |
| Asmodian | Altgard Duties           |
|          | Morheim Commander's Call |
|          | Orders From Nerita       |

47. Changed to provide buffs when entering the dungeon dedicated to missions related to the missions below.

48. Lowered the number of monsters in some areas related to the missions below.

| Faction  | Mission                               |
|----------|---------------------------------------|
| Elyos    | Mark of Vengeance                     |
|          | Flying Reconnaissance                 |
|          | Secrets of the Temple                 |
|          | Eternal Rest                          |
|          | Lepharist Poison Research             |
| Asmodian | Take the Initiative                   |
|          | Keeping the Black Claw Tribe in Check |
|          | Know Your Enemy                       |
|          | Guardian Spirit                       |
|          | The Hand Behind the Ice Claw          |
|          | The Three Keys                        |
|          | The Protector of Nepra                |
|          | A Lost Daeva                          |
|          | Allies Among Enemies                  |
|          | A Missing Father                      |

49. The rewards for the missions below have been increased from rare equipment to unique equipment.

| Faction  | Mission                    |
|----------|----------------------------|
| Elyos    | A Ceremony in Sanctum      |
| Asmodian | A Ceremony in Pandaemonium |

50. The rewards for the missions below have been increased from general equipment to unique equipment.

| Faction  | Mission                 |
|----------|-------------------------|
| Elyos    | Request of the Elim     |
|          | Illegal Logging         |
|          | Neutralizing Odium      |
|          | Barring the Gate        |
| Asmodian | Where's Rae?            |
|          | Teaching a Lesson       |
|          | Hit Them Where it Hurts |
|          | Where's Rae This Time?  |

## [Empyrean Agent Battle]

1. Inggison and Gelkmaros, the empyrean agent battle is held every Friday at 22:00.
  - ※ The starting time of the substitute rotation may change in the future.
    - It alternates weekly in front of Inggison Outpost and Gelkmaros Defense Base.
    - When the empyrean agent battle starts, users near Inggison Outpost and Gelkmaros Defense Base are teleported to a specific location.
    - When the empyrean agent battle starts, the remaining time of the rotation is displayed on the map.
    - Rifts will open at a scheduled time. The faction that defeats the agent first wins, and you can earn rewards based on your contribution and Abyss Points earned by defeating the opposing faction.
    - Forces that failed to defeat the agent can also obtain rewards according to the rank of Abyss Points earned by defeating the opposing faction.

## [NPC]

1. Revenant-only weapons have been added to the sale list of shop NPCs.
2. Revenant-related information has been added to the road signs in Sanctum and Pandaemonium.
3. Changed the reappearance time of some monsters in Silentera Canyon.
4. Added NPCs that sell traditional recipes below level 50 in Sanctum and Pandemonium.
  - These are patterns that could not be purchased through existing NPCs, and the number sold by NPCs is limited.

| Elyos | Asmodian |
|-------|----------|
| Linea | Hemming  |

5. Added Revenant Advanced Stigma Vendor to Inggison/Gelkmaros.
6. A Stigma selection box for each class has been added to the Fortuneer/Charliruner's Daemons Special Steward Certificate Exchange Reward.
7. Removed merchant for Chaos Consumables.

| Faction  | NPC       |
|----------|-----------|
| Elyos    | Claria    |
| Asmodian | Karidenon |

8. Iron, Bronze, Silver, Gold, Platinum, and Mithril coin vendors have been added to Sanctum and Pandaemonium.
9. Added items from the past season, which were a 'limited sale' in the arena, to be sold all the time.

※ It is set at a higher price than the existing selling price.

10. Placed an elite cavalry reward officer who can exchange rewards using elite cavalry badges.

| Faction  | Location  | NPC     |
|----------|-----------|---------|
| Elyos    | Inggison  | Tomyris |
| Asmodian | Gelkmaros | Berchel |

11. You can exchange the new plumes and the Elite Primus Pilus equipment box from the Elite Survey Corps Compensator.

## [Integrated World Exchange]

### 1. Added Integrated World Exchange.

- Click the Integrated World Exchange icon at the bottom right of the screen to access related functions.



- Through the Integrated World Exchange, you can register and trade items regardless of server faction.
- **Trade between servers will be temporarily disabled until further notice.**
- All tradable items can be traded through a merchant.
- Kinah can also be traded via the Integrated World Exchange. Kinah will be registered as a bundle.

## [Quna Market]

1. Changed queue or market configuration.
  - Appearance-related products can be purchased at 'Aion Look'.
2. Added 'Aion Look' function.
  - You can use all features related to appearance, such as purchasing appearance products, changing wardrobe, appearance, and gender.
  - Appearance change and gender change features are only available in each race's big cities.
  - You can check the dyed appearance of the sold appearance through the dye preview function.
  - You can access it through the existing closet icon.

## [UI]

1. Reorganized the login background and server selection window.
2. Slightly changed the location where the area name is displayed on the map radar.
3. Fixed the issue where the equipment preview was displayed abnormally after moving to a space.
4. Added an auto sort button to the unified pet pouch.



5. Changed the item or the activated pet pouch in the integrated pet pouch to be moved to the inventory when dragging and dropping it to the inventory (cube) icon.
6. Added a function that displays the set shortcut on the right side of the window name.
7. Changed the resurrection UI to pop up 4 seconds after the character dies.
8. Fixed the intermittent display of whether or not the selected target's Power Shard was used was displayed abnormally.

## [etc]

1. **Increased the maximum number of characters that can be created to 8.**
2. Changed the waiting time for exiting the game and moving to the character selection window to 5 seconds.  
(Updated 5/12: has been rolled back due to the abusing)
3. Fixed an issue where you could use abnormal positional movement to affect other users by gliding.
4. Fixed an issue where some environment settings did not work properly.
5. Fixed the issue where the amount of items that can be sold per day was intermittently displayed incorrectly.
6. Added input method.
  - You can enter and use emojis through the input popup.
7. Fixed an issue where the sound was output awkwardly when jumping.
8. Added to each faction's large cities (Sanctum, Pandemonium).
  - Sanctum: Path of Glory Teleport Statue
  - Pandaemonium: Temple of Gold Teleport Statue
9. Added the ability to 'Add Friend' and 'Invite' by clicking on the character's nickname in the chat window .
10. Fixed the display order of the Arena of Glory and Arena of Harmony tabs in the Competitive Ranking.
11. The limit on the amount of items that can be sold per day has been lifted.
12. Added Kinah to obtain when defeating some field raid monsters
  - Omega, Ragnarok, Enraged Debilkarim the Maker, Raging Captain Lakhara
13. The character level limit for the appearance change function using the wardrobe and equipment appearance changers has been lifted.
14. The cost of moving to some areas in Elysea and Pandemonium has been lowered.
15. Fixed an issue where it was intermittently impossible to restore appearance change items.
16. Fixed an issue where ranking badges were intermittently displayed unnaturally.

## [Environment]

1. Fixed the issue where some terrain in Inggison was displayed abnormally depending on the distance.
2. Changed the placement of some monsters in the Balaurea area.
3. Fixed some terrain in Inggison.
4. Fixed the issue that some patterns of monsters are not visible due to the options of '[Preferences]-[Graphic Settings]-[Effect Display Target]'.

That's it for the patch notes for the AION Classic 2.7, REVENANT update. Log in soon to delve into the newly-added class, and enjoy these latest additions to Atreia!