



4.75 Patch Notes

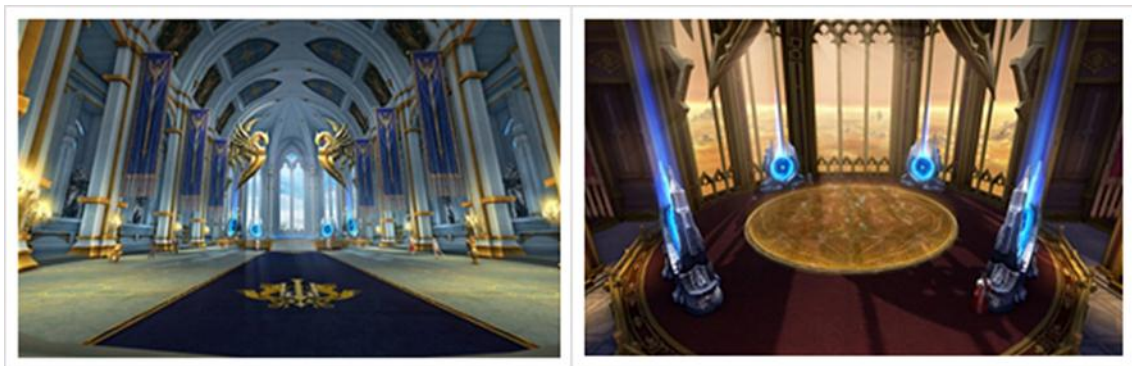
Environment

1. New support areas for Daevas returning to Aion from a break have been introduced.

Wisplight and Fatebound Abbeys

In order to stem the increasingly powerful tide of Beritra's minions, Kaisinel and Marchutan have established areas to rehabilitate Elyos and Asmodians who have returned after having been away from the war effort. These sanctuaries, known as Abbeys, are where returning Daevas can find support, quests, and dispatch NPCs to ease them into their return to Atreia.

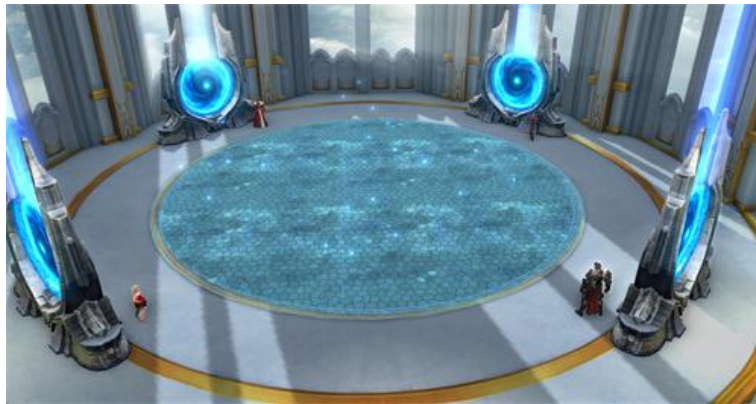
2. The Wisplight Abbey (Elyos) and Fatebound Abbey (Asmodians) can only be accessed by players with an Abbey Return Stone.



- An Abbey Return Stone will be granted to any player who has not logged in for 30 days. The stone will last for 30 days.
- Returning players will also receive a buff with a 10% drop rate increase. This status will last for 30 days.

ManyHappyReturns

- Teleport statues have been added to each capital city for Abbey access.
- Right clicking an Abbey Return Stone will teleport a player to their race's Abbey, and using the stone while within the Abbey will return them to their original location.
- A special area in each Abbey can be stood upon to recharge Energy of Repose, up to 15%.



3. Modified terrain in the following areas and instances:

Modified Terrain			
Danaria	Katalam	Ophidan Bridge	Tiamaranta's Eye

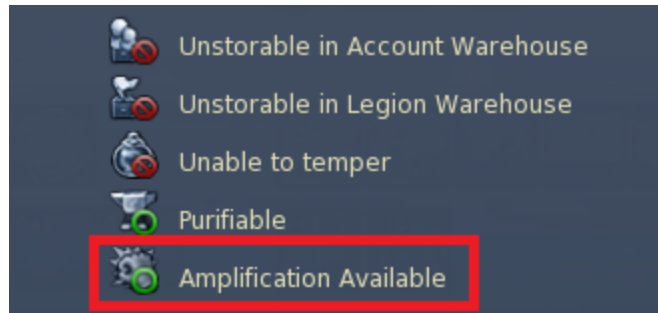
4. Fixed an issue where kisks could be placed in unintended neutral areas in Katalam.

Items

1. The Amplification System has been introduced.

- This system allows players to enchant weapons past their maximum enchantment level for additional benefits. Players must first amplify an item before enchanting past the normal maximum level.

- In order to amplify an item, it must first be enchanted to the maximum level and have the Amplification Available attribute on its tooltip.



- Players must use an Amplification Tool, available from General Goods Merchants, on the item in conjunction with either an Amplification Stone or another copy of the exact same item. If a copy is used, it does not need to be enchanted. Amplification will always succeed.




Item	Icon	Obtainable Via	Description
Amplification Tool		General Goods Merchant	Enable enchantment past maximum level.
Amplification Stone		Certain instance bosses (see below)	Reagent used by Amplification Tool.

- The Amplification Stone can drop from certain bosses in the following instances:

Instance Boss List		
Theobomos Lab	Adma Stronghold	Dark Poeta

Udas Temple	Lower Udas Temple	Beshmundir Temple
Padmarashka's Cave	Raksang	Argent Manor
Elementis Forest	Muada's Trencher	Rentus Base
Tiamat Stronghold	Dragon Lord's Refuge	Steel Rose Deck
Danuar Sanctuary	Ophidan Bridge	Sauro Supply Base
Danuar Reliquary	Engulfed Ophidan Bridge	Infinity Shard
Infernal Danuar Reliquary	Illuminary Obelisk	Eternal Bastion
Lucky Danuar Reliquary	Infernal Illuminary Obelisk	

- Amplified items can only be enchanted with Omega Enchantment Stones.

Item	Icon	Obtainable Via	Description
Omega Enchantment Stone		Monsters in certain zones (see below)	Enable enchantment past maximum level.

- Omega Enchantment Stones can be obtained as monster drops in the following areas:

Drop Regions		
Inggison	Gelkmaros	Silentera Canyon
Sarpan	Tiamaranta	Tiamaranta's Eye
Katalam	Danaria	Idian Depths
Levinshor	Kaldor	

- The differences before and after amplification are as follows:

Enchantment Information	Before Amplification	After Amplification
Enchantment Stone	Can be enchanted with regular Enchantment Stones	Can only be enchanted with Omega Enchantment Stone.
Enchantment Success	Enchantment level will increase by 1 to 3 levels.	Enchantment level will increase by 1 level.
	Stats increased.	Stats increased.
		Grant a random skill at +20.
		Gain Wrapping Charge each level starting at +20.
Enchantment Failure	Level 1-10: Lose 1 Enchantment Level	Revert to pre-amplification state (maximum enchant

	Level 10-15: Reset to +10 Enchantment Level	level is retained).
Enchantment Supplements	Can be used.	Cannot be used.

- When purifying amplified items, the system works as follows:


Category	Purification Result
Amplification	Amplification is lost if the enchantment level after purification is less than the maximum enchantment level.
Amplification Skill	The amplification skill is lost if the enchantment level is less than +20 after evolution.
	You will gain a new random skill after reaching +20 after evolution.
Wrapping	The item will return to the default number of wrapping charges after purification. Items that are +20 or higher after purification will have the appropriate number of wrapping charges.


***It is highly recommended to purify items prior to amplifying them.**

2. When an amplified item reaches +20 enchantment level, a system message will be broadcast to nearby players and an amplification skill is randomly granted to the item.

- Weapons gain an Active skill while Armor gains a Passive effect. The skills are randomly selected from a large pool.

Enhancement Skill	Description
Active Skill	Earned when a weapon reaches +20 enchantment level.
	Use by equipping the item and registering the skill to the quick bar.
	The skill cannot be used when the item is unequipped.
	There is a 15 second cooldown period when you equip an item before you can use its corresponding skill. The exception is if the skill's cooldown is currently longer than the cooldown period, in which case the longer cooldown will be applied.
Passive Effect	Earned when armor reaches +20 enchantment level.
	The effect is granted as soon as the armor is equipped.
	The effect is removed when the armor is unequipped.

Weapon Amplification Skill (Active Skill) Example		
Power: Punishment II		Inflicts 665~673 physical damage on a target within 25m range, and stuns it for 0.5 seconds.

Armor Amplification Skill (Passive Effect) Example		
Protection: Bolstered Attack I		Temporarily increases Physical Attack with a 5% chance when you are struck.

3. For each enchantment level starting at +20, a wrapping charge is added to the item.

Wrapping Feature	Description
Additional Wrapping Charges	Gain 1 wrapping charge for each level starting at +20, even for items that cannot normally be wrapped.
	There is no limit to the amount of wrapping charges that can be gained.
Wrapping Charge Consumption Priority	For items that are wrappable by default, the original charge will be consumed before the charge added by amplification.
Enchantment Failed	All wrapping charges gained through amplification will be reset.

4. Nether Dragon and Nether Dragon King weapons are already amplified upon acquisition, and can be enchanted with Omega Enchantment Stones.

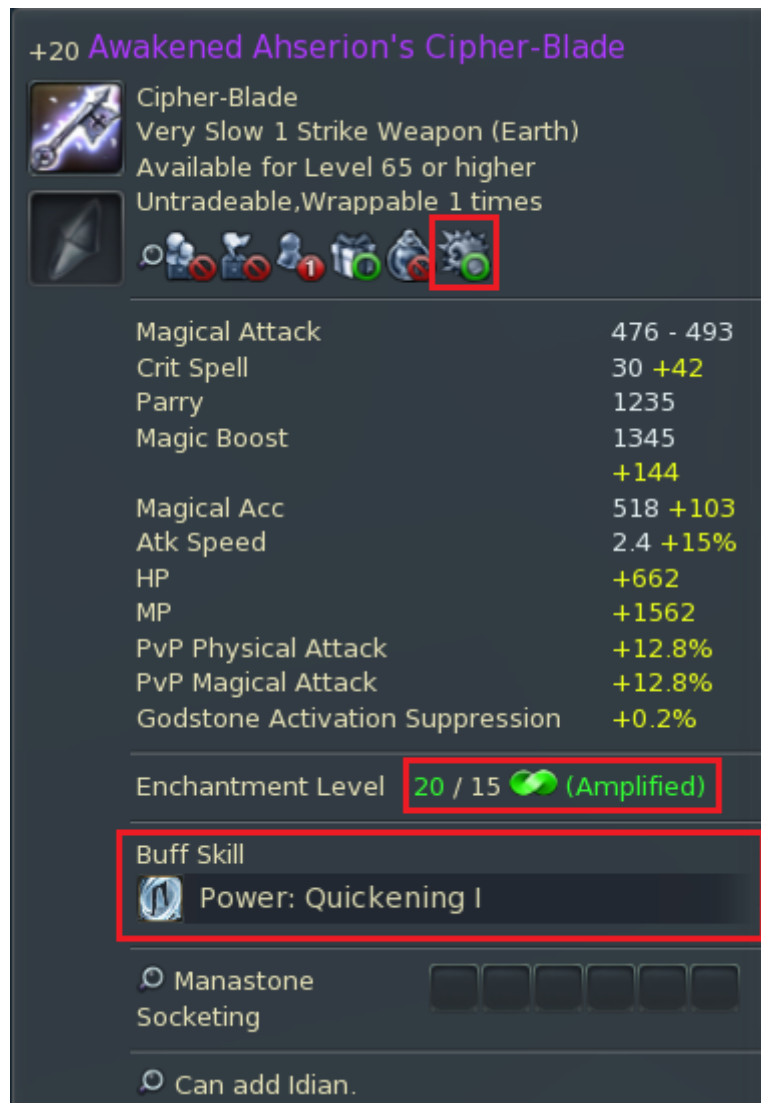
- If enchantment fails, the weapon will be destroyed.

5. Added amplification related information to an item's tooltip.

- Amplification available property: Only the items with this property can be amplified.

- Enchantment level: ∞ (Amplified) is marked on an amplified item's tooltip with the enchantment level.

- Amplification skills will display on the item tooltips.



6. Added new Enchantment Stone items.






- 5 new Enchantment Stone items were added and replace the current Enchantment Stones (L##). Each new stone corresponds to a range of levels of the current stones.

- The current Enchantment Stones will remain in the game and can be used as previously, but will no longer be obtainable.

- New Enchantment Stones can be earned through extraction, opening bundles, quest rewards, and monster drops.

- The new Enchantment Stones cannot be used or obtained through the combination tool.

- The new Enchantment Stones have usage recommendations in their descriptions. These are merely recommendations; the functionality from before still applies.

Item	Icon	Corresponds to Level
Alpha		Levels 1 ~ 29
Beta		Levels 30 ~ 59
Gamma		Levels 60 ~ 84
Delta		Levels 85 ~ 104
Epsilon		Levels 105+

7. The manastone socketing system has been changed.

- Now only the manastone you are attempting to socket will be destroyed upon failure instead of all currently socketed manastones.

8. Added new Daevanion equipment that can be obtained by returning players via quests at the Wisplight and Fatebound Abbeys.

- The Abbey Resurgence Box contains level and class-appropriate sets of armor and weapons of choice.

Box Name	Composition Item Name	Description
Abbey Resurgence Box	Renewed Daevanion Weapon Box	Acquired at Lv10 ~ Lv55
	Renewed Daevanion Armor Box	
Abbey Resurgence Box	Resurgent Daevanion Weapon Box	Acquired at Lv56 ~ Lv65
	Resurgent Daevanion Armor Box	

9. Returning Daevas can now purchase equipment items from NPCs in the Wisplight and Fatebound Abbey.

- Using Abbey exclusive currency that is available through quest rewards, you can purchase Crucible and Ancient Coin gear at discounted rates.

Reward Items	Purchase Costs		
	Abbey Items		Currency
Tac Officer's Divine Gear	Veteran's Daevanion Equipment	Lionheart Token	Crucible Insignia
Remodeled Danuar Series	Elite Veteran's Daevanion Equipment	Valiant Lionheart Token	Ancient Coin

10. Consumables and General Goods are also available in the Abbeys at a discounted price in limited quantities.

11. The base stats of the following purified sets have been changed:

Changed Items
Pure Dynatoum's Radiant
Pure Lunatic Modor's
Pure Incensed Hyperion's
Pure Enraged Hyperion's

12. A local message will now appear when an Eternal or Mythic class item is obtained through a Beritra Invasion.

13. Added text to relic and artifact item tooltips indicating that they are exchangeable for Abyss points through an NPC.

14. Fixed a problem where the word 'Divine' was absent in the Dawnwing, Shadewing, Blazewing, and Duskwing name among the new Abyss items.

15. Slightly changed the rewards of the Atreian Passport system.

- Players can now choose their rewards from potion and scroll bundles instead of them being given randomly.

- Potions and scrolls earned from the Atreian Passport can now be stored in the warehouse and account warehouse.

16. The system message that appears when a player obtains a mythic item will now only display for nearby players.

17. General Goods merchant NPCs will no longer sell Enchantment Stone Combination Tools.

- Vindachinerk's Fine Combination tool and related items have been removed from the Black Cloud Marketplace.

18. All Abyss equipment of at least Fabled quality can now be purified.
- New Abyss weapons/armors are also available for purification.
19. Fixed an issue where some stats of Seraph/Shadowshift Cloth chest/pants were incorrectly applied.
20. Adjusted the available number of purchases for some of the items that are sold by NPCs at Dragon Lord's Shrine in Levinshor.
21. Fixed a problem where the system message that is displayed when a party member acquires an item would not display in certain situations.
22. Vocolith bosses in Levinshor will now always drop six Ancestor's Reward Bundles.
23. Fixed an issue where Shadow Wraith Shuriken had an incorrect appearance while in combat.
24. Fixed an issue where certain items with afterimage effects would display the wrong afterimages.
25. Fixed an issue where extracting the appearance of 'Tatar's Cipher-Blade' was impossible.
26. Cipher-Blades have been added to the list of items sold by Legion Stewards.
- Triumphant/Honorable Legion's Cipher-blade changes its color when riding a Bastion according to the Legion Emblem's background color.
27. Improved the effects of Nether Dragon King's weapons to display more naturally.
28. Fixed an issue with the system message when making a large deposit or withdrawal to or from a Legion Warehouse.
29. Fixed an issue to ensure that equipment that can be retuned can still be re-tuned after purification.
- Only retuning scrolls that do not use a retuning charge will work post-purification.

Affected Items	
Pure Lunatic Modor's	Pure Dynatoum's Radiant

30. Fixed an issue where the inside of 'Vanquisher's Magic Leggings' appeared transparent when viewed from the front.

31. The following Abyss items can now be dyed:

Target Abyss Items	
Guardian/Eclipse	Guardian/Special Emissary and Special Ambassador
Guardian/Shadowshift	Guardian/Overlord Divine

32. Changed so that enhancement level information of the enhancement subject is displayed on the Manastone/Item enhancement window.

33. Fixed an issue where the magic boost stat of 'Pure Dynatoum's Radiant Cipher-Blade' was lower than that of the item before evolution.

34. Added a level 10 restriction to Nether Dragon's Sealed Box and Nether Dragon King's Sealed Box.

35. Fixed an issue where the cooldowns of some scrolls were incorrectly shared.

36. Fixed an issue where Courier Passes could not be used on certain items that they previously were eligible for.

37. New artwork has been added for Lockboxes and Lockbox Keys.



Instances

1. Fixed an issue where weapons could not be acquired when selecting Kaliga's weapon rack while possessing Kaliga's Key in Kromede's Trial.

2. Fixed an issue where the quest mark indicator was not displayed on Kaliga's weapon rack in Kromede's Trial under certain conditions.

3. The information window that appears at the end of battlefield instances will now include information on characters that have left early.

4. Fixed an issue in Steel Rake Quarters where Golden Eye Mantutu's hunger and thirst effects would not disappear when he consumed food and water.

5. Placed an additional 'Danuar Icon' NPC inside the Idgel Dome waiting room for both factions.

Skills

1. Fixed an issue where parts of the system message for the Aethertech's 'Recharge' skill were displaying incorrectly.

2. The Songweaver's 'Resonant Hymn' skill will now affect a target within 25m of the caster if the selected target is not an ally.

- Functionality when targeting an ally is unchanged.

Quests

1. Added special quests for returning players who possess an Abbey Return Stone.

- Some quests award weapons and armor.

- Daily quests award keys that can be used on boxes that spawn inside instances. Once a box is opened, every member of the party can loot it.

- The below quests can be obtained in the Abbeys. The areas listed are where the quests take place.

- Quest Areas: Wisplight and Fatebound Abbeys

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv10 ~ Lv65	Welcome to Wisplight Abbey	Lena <Support Instructor>
		Meet Your Instructors	
	Lv56 ~ Lv65	Outrageous Outremus	
Asmodian	Lv10 ~ Lv65	Welcome Back	Melanka <Support Instructor>
		Instruction on Instructors	
	Lv56 ~ Lv65	Special Mission Request	

- Quest Areas: Theobomos, Brusthonin

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv46 ~ Lv49	[Daily] Clipping the Commotion	Lena <Support Instructor>
	Lv46 ~ Lv54	Academies and Abbies	Rosette <Dispatch Instructor>
		Draped into Theobomos	
		Through Dust and Rifts	
	Admas Riches		
Lv48 ~ Lv54	The Darkness Beyond		
Asmodian	Lv46 ~ Lv49	[Daily] Brusthonin Brushback	Melanka <Support Instructor>
	Lv46 ~ Lv54	The Sheen of Newness	Alda <Dispatch Instructor>
		Drop into Draupnir	
		Spiking the Spirits	
	For Great Justice!		
Lv48 ~ Lv54	Back to the Future from the Present		

- Quest Areas: Inggison, Beluslan

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv50 ~ Lv54	[Daily] Dealing with Dionaes	Lena <Support Instructor>
	Lv50 ~ Lv54	Be Prepared	Deronis <Dispatch Instructor>
		Brimming Hollow	
		Undermined in Undirborg	
Lv53 ~ Lv54	Balaur in Beshmundir		
Asmodian	Lv50 ~ Lv54	[Daily] Trouble Near Taloc	Melanka <Support Instructor>
	Lv50 ~ Lv54	Ready for Gelkmaros	Leopold <Dispatch Instructor>
		Aether Aegis	
		Under a Spell in Undirborg	
Lv53 ~ Lv54	Temple and Tomb		

- New Quests: Sarpan, Tiamaranta

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv55 ~ Lv60	[Daily] Kamaring them Softly	Lena <Support Instructor>
	Lv55 ~ Lv65	Sarpan for Starters	Agnes <Dispatch Instructor>
		Hasten to Hariken	
	Lv58 ~ Lv65	Ties in Tiamaranta	
	Lv60 ~ Lv65	Refuge No More	
		Reinforcing Rentus	
Steal the Siel			
Asmodian	Lv55 ~ Lv60	[Daily] Protect the Oasis	Melanka <Support Instructor>
	Lv55 ~ Lv65	Allies for Peace	Madril <Dispatch Instructor>
		Dredgion Dismantling	
	Lv58 ~ Lv65	Weaken the Stronghold	
	Lv60 ~ Lv65	A Time to Kill	
		Recovering from Betrayal	
Reclaiming Relics			

- Quest Areas: Katalam, Danaria, Idian Depths, Levinshor, Kaldor

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv61 ~ Lv65	[Daily] Lofty Loftus	Lena <Support Instructor>
	Lv61 ~ Lv65	Raging Katalam	Kiran <Dispatch Instructor>
	Lv63 ~ Lv65	Demades in Danaria	
	Lv65	Kurius and Curiouser	
		Still More in Levinshor	
		Kaldor is Burning	
		Fight on Ophidan	
		Sanctuary Sanctioning	
		Finding Linkgate Foundry	
		Sorry, Sauro	
		Threat at Illuminary Obelisk	
Asmodian	Lv61 ~ Lv65	[Daily] Supplies Are Coming	Melanka <Support Instructor>
	Lv61 ~ Lv65	Dispatched Once More	Sigurd <Dispatch Instructor>
	Lv63 ~ Lv65	Something in the Road	
	Lv65	Down in the Depths	
		Right Time for a War	
		Flames and Stone	
		A Game of Bridge	
		Come Back with Friends	
		Foundry-Field Link	
		Hyperion before it was Cool	
Light Up the Obelisk			

2. Added new quests that provide weapons and armor at certain levels.

- A choice of level-appropriate gear will be awarded.

- When a returning Daeva completes certain Abbey-related quests, these quests become unavailable.

- Quest Areas: Theobomos, Brusthonin

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv46 ~ Lv54	Coastal Crush	Atropos <Aetheric Field Protector>
		Cascade Critters	Banairinrinerk

		Alisary Assistance	<Meniherk Excavation Union>
		Further Aid for Alisary	Ionse <Sanctum Recruiter>
		Southern Quell	
		Final Stabilization	
Asmodian	Lv46 ~ Lv54	Glug, Glug, Glug	Surt <Reaper Squad Leader>
		Sweeping Nahor Lake	
		Stabilize the Saplands	
		Scared Skurvs	BuBu Khaaan <BuBu Chieftain>
		Beach Day	
		Back to Surt	

- Quest Areas: Inggison, Gelkmaros

Race	Quest level availability	Quest Name	Quest NPC
Elyos	Lv55 ~ Lv65	Onboard for One	Outremus <Kaisinel's Agent>
		Trouble with Twos	
		Trees and Threes	Lothas <Taloc's Young Branch>
		Flying through Four	
		Fidgety Fives	Barus <Sanctum Expeditionary Force>
		Success for Six	
Asmodian	Lv55 ~ Lv65	Trouble, Not Trivial	Richelle <Marchutan's Agent>
		Not So Sweet	
		Monsters Unholy	Vesvola <Fatebound Legionary>
		Final Krug Clearing	
		Move Along Now	Fjoelnir <Pandaemonium Expeditionary Force>
		Good On Gelkmaros	

3. Fixed an issue where Asmodian items were incorrectly provided as reward items in the following Elyos quests:

Quests Affected
Prey for the Leparists
Village Seal Found
Discolored Bones

4. Fixed an issue where Asmodian characters that completed the 'Investigate the Disappearance' quest could not acquire '[Group] Contacting Strahein'.

5. Fixed an issue where Asmodian characters couldn't acquire the '[Group] Power Shard Materials', '[Group] Carapaces for Armor' quests in certain circumstances.

6. Fixed incorrect quest monster information in the Asmodian '[Group] Balaur Weapons' quest.

7. Some quest rewards have been changed to include the new enchantment stone items.

- The following quests now reward the new enchantment stones:

Quest Name	
Elyos	Asmodian
A Secret Delivery	Black Claw Baton
A Leaf From Lodas	Octanu's Lair
The Klaws' Secret	Ancient Ginseng
A Wrench in the Works	[Group] Striking the Elite
[Group] Raiding the Raiders	Death to the Shadow Warrior
[Spy/Group] Tayga, Bane of Shugos	[Group] A Step to Revenge
[Group] Korumonerk in Danger	Orders From Nerita
Orders from Perento	Repaying the Debt
The Ettin's Necklace	Strahein's Letter
Remebering Firescar	[Group] Reviving Strahein
[Group] The Greater of Two Evils	Defeat 1 st Rank Elyos Soldiers
Start Spreading the News	[Alliance] Turning the Tide
Defeat 1 st Rank Asmodian Soldiers	Fireproof Swords
Rift Stones	The Balaur Enigmas
A Matter of Reputation	Striking at Shadows
[Group] Against the Steel Rake	[Group] Steel Rake Slaughter
[Group] Bring Back the Booty	[Group] The Medicine Thief
[Group] Plunder the Pirates	[Group] A Present for Father

8. Updated/Added new quests to enable players to earn Glory Points and Ceramium Medals while their faction occupies Wealhtheow's Keep.

- Only characters with the 'Kaldor's Champion' title can earn the rewards.

Race	Quest NPC	Quest Name	Rewards
Elyos	Terenoa <Fortress Administration Officer>	[Weekly] Rabble Unroused	125 Glory Points 1 Ceramium Medal
Asmodian	Falfyr <Fortress Administration Officer>	[Weekly] Vanquish the Vicinity	125 Glory Points 1 Ceramium Medal

- Newly added quests

Race	Quest NPC	Quest Name	Rewards
Elyos	Terenoa <Fortress Administration Officer>	[Weekly] Keen Resource	125 Glory Points 1 Ceramium Medal
		[Weekly] Ashen Duty	
Asmodian	Falfyr <Fortress Administration Officer>	[Weekly] No Heckling Allowed	125 Glory Points 1 Ceramium Medal
		[Weekly] Due Diligence	

9. Updated the location of quest name in quest item tooltips. If the quest has been abandoned, the quest name will be shown in grey.

10. When a returning Daeva logs in, the initial Abbey quest will be automatically added.

11. Fixed an issue where the reward was not displayed on the quest window after acquiring the Elyos 'Tree is Company', Asmodian 'Scar of the Past' quests from Kaldor.

12. Fixed an issue where it was impossible to complete the Elyos '[Weekly] The Fury Within' and Asmodian '[Weekly] Free Spirit' quests that can be acquired in Kaldor.

Characters

1. New users will be designated with an icon next to their names. They will also receive a buff with a 10% drop rate increase for themselves and their group. This status will last for 30 days.



2. Fixed an issue where Aethertechs did not animate correctly while essencetapping and aethertapping.

3. Changed character animations while enhancing or extracting an item.

4. Fixed an issue where the green afterimage remains on a character when logging back in/server transferring after using the Chanter's 'Rage Spell' skill.

5. Fixed an issue with awkward animations during manastone socketing in certain situations.

6. Fixed an issue with awkward wing animations during aethertapping.

7. Changed the type and tradability of beginning items that are provided when creating a character.

- Instead, untradeable Novice Minor Life Potions and Novice Minor Mana Potions are provided.

Before Change	Minor Life Elixir, Minor Mana Elixir
After Change	Novice Minor Life Potion, Novice Minor Mana Potion

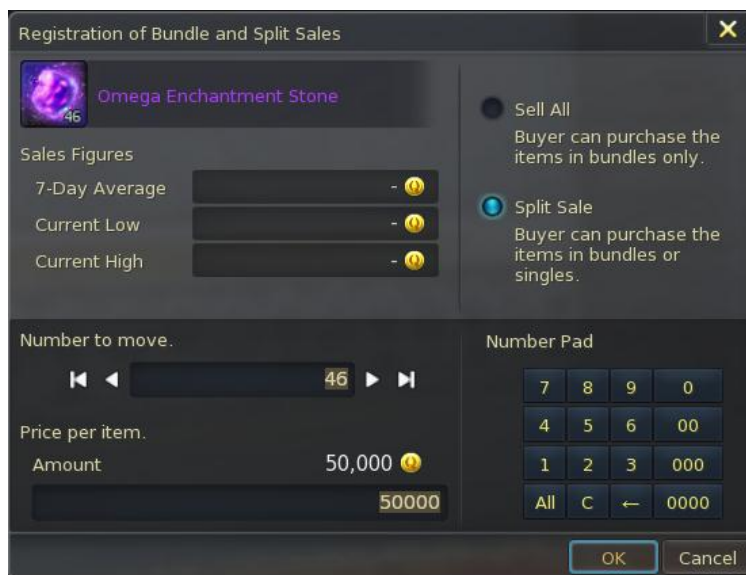
- Changed Mercenary's Fruit Juice and Raider's Fruit Juice to be untradeable.

Pets

1. Fixed an issue where pets would not follow the character in certain situations.
2. Fixed various functionality issues with the Kennercan pet.

UI

1. Added a function for registering split sales and split purchases for items in the Broker window.



- For single items, the normal item sale registration window will be displayed. For multiple items, the bundle/split sale registration window will be displayed.

- Items that have () below the price per piece in the Broker window are available for split purchase.

- Added information for the current lowest and highest selling prices in the Broker item registration window.

2. Fixed an issue where party recruitment posts were not correctly created when using slash commands.

3. Fixed an issue with the display of class information when recruiting a party.
4. Fixed an issue where Atreian Passport rewards were not granted properly.
5. Fixed an issue where rewards would sometimes not stack when retrieving a large amount of items from the Atreian Passport.
6. Fixed an issue where items could become disabled when interacting with the personal warehouse under certain circumstances.
7. Fixed an issue where the enhancement information of some items in the equipment purification window was not shown.
8. Fixed an issue where icons were not showing up in the Broker.
9. Changed so that the corresponding item's enhancement information and level color information are displayed on confirmation window where the item name is displayed.
10. Added the target item to the bottom of the cast bar for the following processes:

Enhancements	
Manastone Socketing	Idian
Enchantment	Extraction
Godstone Socketing	AP Extraction

11. In item comparison tooltips, the new item's background has been changed to be slightly brighter than the currently equipped item, and a line has been added between "Equipped Item" and the item tooltip on the currently equipped item.
12. Added a confirmation window for when the Party/Alliance leader tries to delete the group post during the Party/Alliance recruitment via the Find Group UI.
13. Added 'Amplification Stone' into the Broker window's [Consumable – Other] category.
14. Fixed an issue with transparency while previewing the item 'Wind Breeze Sword'.
15. Fixed an issue with transparency while viewing the item 'Suntouched Tunic'.
16. Improved the response time of some UI windows.
17. Added more information to the confirmation window when purifying equipment.
18. Fixed the issue where an icon for a skill added to the quick bar would not display in certain situations.
19. Updated the tabs of Legion Steward NPCs to show the minimum required legion level for purchase.

20. Fixed an issue where it was impossible to move the inventory and character information window after canceling the equipment purification process by moving your character.

Siege

1. Fixed an issue where Wealththeow's Keep will sometimes not revert back to Balaur ownership when the consecutive defense limit is reached.

Panesterra

1. Each temple's Soul Anchor Barrier will now be invulnerable for the first 10 minutes of the siege.
2. Fixed an issue where the portals to Ahserion's Flight sometimes didn't spawn in Panesterra fortresses.

NPC

1. Added an NPC who will give you AP in return for Danuar Reliquary Waykeys, Infinity Shard Waykeys and related morph designs to Pandaruner's Delve in Danaria.
2. Placed NPCs that are available for Returning Daevas in the Wisplight and Fatebound Abbeys.

Location	Assigned NPC
Wisplight Abbey Fatebound Abbey	Dispatch Distributor, Elite Dispatch Distributor

3. Instance entrance teleporters have been added to the Wisplight and Fatebound Abbeys.

Race	NPC Name	Location	Travel Location
Elyos	Atreia Defense Portal	Heiron	Draupnir Cave Entrance
			Dark Poeta Entrance
		Theobomos	Theobomos Lab Entrance
			Adma Stronghold Entrance
	Balaurea Advance Portal	Inggison	Taloc's Hallow Entrance
			Udas Temple Entrance
		Silentera Canyon	Lower Udas Temple Entrance
			Beshmundir Temple Entrance

	Balaurea Invasion Portal	Sarpan	Aturam Sky Fortress Entrance
		Tiamaranta	Rentus Base Entrance
		Tiamaranta's Eye	Tiamat Stronghold Entrance
			Dragon Lord's Refuge Entrance
	Balaurea Frontier Portal	Levinshor	Sauro Supply Base Entrance
			Illuminary Obelisk Entrance
			Linkgate Foundry Entrance
		Idian Depths	Ophidan Bridge Entrance
	Danuar Sanctuary Entrance		
	Asmodian	Atreia Defense Portal	Beluslan
Dark Poeta Entrance			
Brusthonin			Theobomos Lab Entrance
			Adma Stronghold Entrance
Balaurea Advance Portal		Gelkmaros	Taloc Entrance
			Udas Temple Entrance
		Lower Udas Temple Entrance	
Silentera Canyon		Beshmundir Temple Entrance	
Balaurea Invasion Portal		Sarpan	Aturam Sky Fortress Entrance
		Silentera Canyon	Rentus Base Entrance
		Sarpan	Tiamat Stronghold Entrance
		Tiamaranta	Dragon Lord's Refuge Entrance
Balaurea Frontier Portal		Tiamaranta's Eye	Sauro Supply Base Entrance
			Illuminary Obelisk Entrance
			Linkgate Foundry Entrance
		Idian Depths	Ophidan Bridge Entrance
Danuar Sanctuary Entrance			

4. An Abbey Box or Noble Abbey Box will sometimes appear when some instance bosses are defeated.

- An Abbey Box Key or Noble Abbey Box Key is required to open the boxes. Each party member can loot the box after any party member opens the box.

- The following bosses can spawn the Abbey Boxes when defeated:

Bosses	
Commander Bakarma	Brigade General Vasharti
Unstable Triroan	Brigade General Tahabata
Lord Lannok	Tiamat
Calindi Flamelord	Vera

Tahabata Pyrelord	Chief Medic Tagnu
Debilkarim the Maker	Guard Captain Ahuradim
Devoted Anurati	Brigade General Sheba

5. Fixed an issue with Destroyer Kunax's 'Ide Scale' buff disappearing in the Idgel Dome under certain circumstances.
6. Added a special effect for characters who obtain 'Nether Dragon's Sealed Box' or 'Nether Dragon King's Sealed Box' after killing a monster.
7. Fixed an issue where Verintos in Danuar Spire had no sound.
8. Changed some battle patterns of Grand Commander Pashid in The Eternal Bastion's.
9. Liurerk in Fire Temple will now appear at all times.
10. Fixed an issue where bases in Levinshor did not change ownership after defeating the captain NPC.
11. Fixed an issue where some monsters in Idian Depths were immobile.
12. Fixed an issue where purchases were made temporarily unavailable if you try to use the re-purchase tab when using a limited-sale NPC.
13. Changed the rank of some monsters located in Inggison's Temple of Scales.
14. Fixed an issue where some enemies located in Idian Depths do not use buff skills in certain situations.

Sound

1. Fixed an issue where certain basic attacks or skills made the incorrect impact sounds.

Housing

1. Fixed an issue where characters cannot sit or lie down on certain installed furniture pieces.

