

Aion 5.0 – Echoes of Eternity Patch Notes

Characters

Archdaeva

A journey to retrieve your lost memories and discovering your true destiny is at its beginning. This journey will reveal a shocking truth that will change the fate of Atria. An invitation letter has been sent to all Daevas of level 65 and above for this journey. Please check your nearest mailbox.

1. The level cap has been increased to 75.
2. Daevas can become Archdaevas via a mission starting at level 65.
 - Characters who do not complete the chain cannot reach level 66.
 - Characters who complete the mission reach level 66 immediately, regardless of their EXP.
 - The character profile image at the bottom of the screen changes after becoming an Archdaeva.



3. Archdaevas who are in a party or alliance will receive the same amount of EXP from monsters regardless of level difference.
4. The Light of Repose has been added to bind points at Iluma and Norsvold, where a limited recharging of Energy of Repose is possible.
5. Energy of Salvation cannot be applied to Archdaevas and will only apply from levels 15 to 65.

6. Added the Growth Aura and Growth Energy function.

- Growth Aura increases the EXP acquired by hunting, gathering or crafting by 50%.
- The amount of Growth Energy charged can be checked by mousing over the EXP bar.
- Only Archdaevas can acquire Growth Energy and can recharge it through the following methods:

Recharging Growth Energy	<ol style="list-style-type: none"> 1. Energy is recharged each day at the first login. 2. Can be recharged with a certain chance when hunting monsters in certain areas. 3. It is recharged as reward for special quests. 4. It is recharged upon acquiring Essence.
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Essence

7. Essence will be gained by Archdaevas in intervals as you level up.

- Acquired Essence points can be viewed in the Allocate Essence window (Shift + U).



- Essence can be spent on base stats, elemental transformations, or skill boosts.

8. Increasing the following base stats on the left will correspond to increases in the stats to the right.

- The higher the character level, the higher the effect on each.

Power	Attack / Physical Defense
Health	HP / Natural HP Recovery / Block

Agility	Evasion / Parry / Concentration / Strike Resist
Precision	Crit Strike / Accuracy / Magical Accuracy
Knowledge	Magic Boost / Crit Spell / Magic Suppression
Will	MP / Natural MP Recovery / Magic Resist / Spell Resist

9. You can learn transformation skills.

- Through the Transformation tab, you can use Essence to obtain and boost elemental transformations.

- Obtaining a Transformation will automatically unlock its followup skill.

Transformation Skill	Followup Skill
Windfall	Mercurial Blast
Incinerate	Detonate
Hydropulse	Waterbind
Terraskin	Terraform

Skill Name	Explanation
Windfall	Removes all movement debuffs. Increases Immobilization resist by 800 and Reduce Speed Resist by 800. Increases attack range by 1m for 15s. Reduces movement speed of attacking enemy for 4 seconds.
Mercurial Blast	Quickly move 15m forward.
Terraskin	For 15s, receive exponentially less damage as HP decreases and shock resistance increases.
Terraform	Remove all debuffs.
Incinerate	For 15s, all non-AoE attacks inflict 630 damage on up to 6 enemies within 8m of target, with chance of reflecting 1,500 damage back on attacking foes.
Detonate	Transport 15m backwards. Creates a fiery explosion damaging up to 8 enemies within 8m of original location. Recover 1000HP.
Hydropulse	For 15s, recovers 200HP each time you receive damage, with chance of removing debuffs.
Waterbind	Inflicts 839 water damage on enemies and immobilizes for 14s within a 15m radius.

10. Skills can be boosted.

- Skills can be boosted to level 5. Boosted stats will be reflected in the skill tooltip.
- The number of skills that can be boosted on this page increases with level, to a maximum of 9 skills.

Character Creation Changes

11. Added new hairstyles.

- 6 for males, 9 for females.



12. Renewed the textures of existing hairstyles.



13. Added settings for eye shape and color.

- Added pupil shapes (24 for males, 25 for females).
- Added eyelash shapes for females (9).
- Added settings for the pupil size.
- Color can now be set independently for the left and right eyes.



14. Added textures to face forms.

Elyos male	No. 33 to 39
Elyos female	No 39 to 42
Asmodian male	No. 31 to 37
Asmodian female	No. 41 to 44

15. Added new presets

- 10 for males, 9 for females.

16. Added body detail sliders.

- Torso length.

- Arm/Forearm Thickness

- Hand Span

- Thigh/Calf Thickness

17. Added an option to remove the mane from Asmodians.



18. Expanded Asmodian skin colors.



19. Added a preview tab for expressions.

Other Character Changes

20. The amount of experience required to level from 1 to 65 has been reduced.

21. A new experience boost system, Berdin's Favor, has been added.

- Charging Berdin's Favor requires a Berdin's Lucky Star item. Each star charges 4% of the bar.

- While Berdin's Favor is active, experience from hunting, gathering and crafting is increased by 300%.

- If the Berdin's Favor bar is charged to 50% or higher, you'll gain an extra bonus of 20% EXP.

- The effect never expires as long as charge is left, but rather will end after gaining a certain amount of bonus EXP from it.

- Bonus EXP gained from having it charged to 50% or higher (the extra 20%) does not get deducted from the gauge.

- All players will receive a complimentary Berdin's Lucky Star item via survey when the expansion launches.

22. Fixed a problem where male characters were holding their weapons strangely in their left hand in battle when they had The Dragon's animation set active.

23. Fixed a bug where the temporary invulnerability would sometimes be removed when logging out and in.

24. Added some emotes to the character customization preview screen.

25. Skin tones now reflect more light and look less flat.

26. Added 5 new emotes.

27. Adjusted the character location for Aethertechs that leave their Bastion while flying.

28. For a limited time, players will receive the following rewards via survey for reaching the corresponding levels.

Level	Reward
68	Enchantment Stone Powder x2000
72	Akhal's Armor Box
75	Choice of [Event] Plastic Surgery Ticket or [Event] Gender Switch Ticket

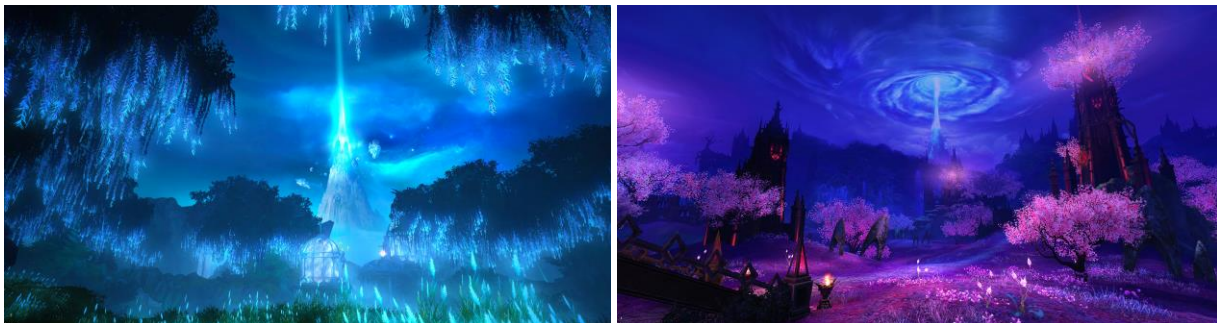
Environment

Iluma & Norsvold

The hallowed grounds around the twin bases of the Tower of Eternity have awakened from their long slumber. Beasts not seen for a thousand years once again stir, and life in the days of the Cataclysm resumes.

For the Asmodians, Norsvold is a bitter reminder of a more complacent time, and the destruction that the Elyos invited by agreeing to peace with the Balaur. For the Elyos, Iluma represents the holiest of holy grounds, defiled by the Asmodians' barbaric paranoia and insistence on bloodshed.

And yet, there is wonder yet to be found here, and ancient secrets long forgotten - for those daring enough to venture forth.



1. The new regions can be reached by teleporting from Sanctum and Pandaemonium.
2. Iluma/Norsvold have windstreams and flight zones which will only be active at certain times.
3. Near Ariel's Sanctuary in Iluma and Azphel's Sanctuary in Norsvold, there are exploration areas where battles for the flag are possible.
 - There are 3 flags in each exploration area and if the opposing faction manages to activate all flags successfully, enemies will spawn to attempt to retake the area.
 - If the battle for the flag runs for a certain time, a stronger enemy with better rewards appears and if it runs for the longest time possible, a boss with the best rewards appears.

4. In Iluma and Norsvold, infiltration events will occur randomly.

- How to participate varies depending on whether you are invading or defending as follows:

Infiltration Type	Zone	Method
Medium-scale Infiltration	Friendly Territory Defense	Using the sky fortress teleport stones that keep appearing in each region within Iluma/Norsvold.
	Enemy Territory Infiltration	Use the Legion Rifts that appear in Iluma/Norsvold or use Sky Island Teleport Stones that appear randomly in the field.
Large-scale Infiltration	Friendly Territory Defense	Use the windstreams that appear in each of the Elyos/Asmodian territory below. Iluma - Ariel's Sanctuary Norsvold - Azphel's Sanctuary
	Enemy Territory Infiltration	Infiltration Rift path that appear in each of the Elyos/Asmodian territory below. Iluma- Ariel's Sanctuary Norsvold - Azphel's Sanctuary

- Before a large-scale infiltration event starts, an alert will be shown.

- The Legion Rift stays open for 30 minutes and can be used by up to 6 players of level 66 or higher.

- The Infiltration Rift stays open for 1 hour and can be used by up to 24 players of level 66 or higher.

5. Some monsters in Iluma and Norsvold will spawn special mobs when they die.

6. The entrance to the Tower of Eternity will appear randomly around Iluma/Norsvold at the top of each hour, and can only be used by Archdaevas.

Region	
Elyos	Asmodians
Eternal Pool	Sanctuary Courtyard
Othia Fragment Redoubt	Northern Morninglight Fragment Excavation
Candellus Fragment Redoubt	Southern Morninglight Fragment Excavation
Philos Redoubt	Northern Tranquility Fragment Excavation
Anemos Fragment Redoubt	Southern Tranquility Fragment Excavation

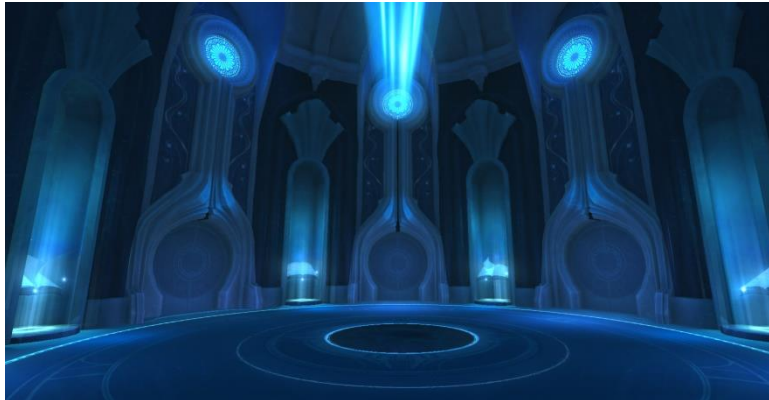
7. If a user logs out in hostile territory in Iluma/Norsvold, they will be transported back to the last registered Obelisk after a certain time.

8. Fixed an issue with NPC information being incorrectly displayed on the information table in Sanctum and Pandaemonium.

Instances

Archives of Eternity

1. The Archives of Eternity instance was added.



When the Archdaevas regained their lost memories, they learned about an artifact capable of destroying the Tower of Eternity, presumably located at the tower's center. Ariel and Azphel's agents both deduced that it would be disastrous if the other faction got their hands on it first, so they quickly dispatched expeditions into the Tower of Eternity.

Once inside, the daevas found rifts that twist and warp reality with the tower's weakened Aetheric Field. While most remain closed, they did find one that allowed them access to the Archives of Eternity.

- The entrance to the Archives of Eternity is inside the Tower of Eternity map, whose entrance relocates periodically in Iluma and Norsvold.

Members	Level	Reset Time	Entry Count
6	66+	9AM on Wednesday	3 (5 with boost pack)

Other Instance Changes

2. The Drakenseer's Lair instance was added.



Reports say Beritra's advisor, Drakenseer Akhal, has come into possession of an Artifact from the Tower of Eternity and hidden it away in his lair. If it is the one sought by the Daevas, it falling into Beritra's hands would be an even greater disaster.

Members	Level	Reset Time	Entry Count
6	66+	9AM on Wednesday	3 (4 with boost pack)

3. New instances have been added to Norsvold and Iluma.

Name	Entry Conditions	Members	Level	Entry Count	Reset Time
Adma's Fall	Monday, Wednesday, Friday 24 Hours, starting at 9AM	6	66+	2 (3 with Boost Pack)	9AM on Wednesday
Theobomos Test Chamber	Tuesday, Thursday, Saturday 24 hours, starting at 9 AM				

4. Fixed an issue where Idgel Dome was not available at 5:30 AM.
5. Fixed an issue where instances could sometimes not be entered.
6. Expanded the levels on existing instances so they can be used by Archdaevas.
7. Fixed a problem with the final boss in Drakenspire Depths sometimes appearing as human Beritra when being attacked.
8. Fixed a problem where incorrect messages would sometimes appear during Legion Territory Battles.
9. Added a portal through which players can leave when they finish a Legion Territory Battle.
10. In the Arena of Harmony, killing the 1st place team before the 3 rounds are over will now grant double points, down from quadruple.

- 11. Fixed a problem where the battle with Lost Zadra would sometimes reset in Sealed Argent Manor.
- 12. The entrance NPCs to Lucky Danuar Reliquary have been removed.

UI

- 1. Consolidated several methods of modifying gear into a Gear Modification window.



- This window can be viewed when entering the Modify/Enchant menu from the start menu, when right-clicking a material item and then clicking a piece of equipment, or through the ring menu accessed by left-clicking items.

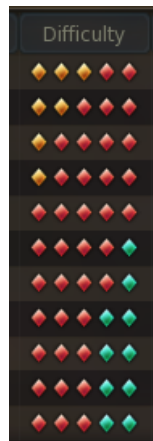
Gear Modification Window Features			
Stats		Extraction	Misc
Enchanting	Tempering	Enchantment Extraction	Dyeing
Omega Enchanting	Add Idian	AP Extraction	Wrapping
Manastone Socketing	Retuning	-	Release Soul Binding
Godstone Socketing	Augment/Conditioning	-	-

- 2. A context-sensitive ring menu was added.



- This menu will display available actions dependent on the item. Access it by left clicking an item in your inventory.

3. Added increased difficulty levels to the Instance Info window.



- Difficulties now go up to 15. Stages after 10 will display as a gold color.

4. Added a Wings category to the Trade Broker window.

5. Changed the display function of the regular quest marker in the map and transparent map.

- The regular quest marker display function is used for regular quests up to level 65.

- The default setting under "System Preferences → Interface" is for these quests to be hidden.

- If they are set to be hidden, they will not display in the quest list in NPC dialogues.

6. Added explanatory text for Legion enchant effects at the bottom of the Legion search window.

7. Changed the legion rejoining time to be shown in seconds.

8. Added a flashing effect when looting items from Invasion mobs and guards in Cygnea and Enshar.

9. Added information about additional effects after becoming an Archdaeva in the Allocate Essence window pop-up.



- Upon becoming an Archdaeva, a hand icon will appear above the XP bar to explain Growth Aura. It remains there until clicked.

10. Improved quest tracking functionality.

- Changed so that acquired quests are registered automatically to the Quest Tracker.

- The number of quests that can be simultaneously tracked has been increased.

11. Added a shadow effect to the rewards section of the Quests window.

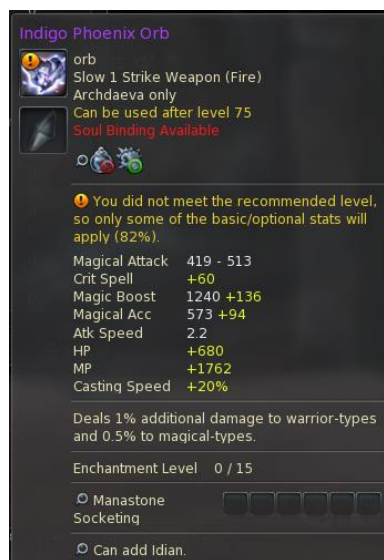
Abyss

1. Fixed an issue where Artifact activation effects would linger on screen.

Items

Archdaeva Equipment

1. Added Archdaeva-only equipment.



- All Archdaeva equipment can be equipped regardless of the Archdaeva's level. If the character is lower than the recommended level, some stats will scale down according to the following chart.

Scaling Stats	Non-scaling Stats
Attack , Accuracy, Magic Boost, Magic Accuracy, Evasion, Magic Resistance, Magic Suppression, Parry, Physical Defense, Block	Crit Strike, Crit Spell, Attack Speed, Damage Reduction, Magical Defense, HP , Strike Resist
Stats gained from Tuning	Enchanting /Tempering Solution Stats
Set Effects	Manastone Socketing Stat Points
Augment/Conditioning effects	Godstone/Idian effects

2. The enchanting success rate with Archdaeva equipment is higher than with normal equipment at all enchantment levels.

- When using an Omega Enchantment stone, the chances of critical success (+2 or +3) is higher and Armor has a chance of +4.

3. Archdaeva equipment will be destroyed if enchantment fails at any enchantment level.

- If the enchant fails, there is a chance that the player will receive their Manastones and Godstones back.

- If the enchant fails, the player will receive Enchantment Stone Dust and Archdaeva crafting materials.

4. Extracting Archdaeva equipment will give Enchantment Stone Dust and Archdaeva crafting materials.

5. Some Archdaeva equipment will give the character boosts to specific skills.

- The skill to be boosted and the amount it is boosted by is determined when the item is picked up, and can be viewed in the item's tooltip.

- If a skill is boosted by multiple equipped items, only the highest boost will be applied. For example, equipping one gear with a +1 boost and one with +2 to the same skill will result in a +2 boost.

- This effect is cumulative with boosts reached through Essence allocation. For example, equipping gear with a +2 boost and using Essence to boost the same skill by +3 will result in a +5 boosted skill.

6. Some Archdaeva equipment will give boosted combat stats against certain monster types.

- If the gear and the monster type match, you will get bonus damage.

- Some items focus on a single monster type while others can affect multiple types.

- There are four monster types in total: Warrior, Assassin, Mage, and Special.

6. If Archdaeva wings are equipped, the character can use Power Flight by double-tapping forward while flying or gliding.



- In Power Flight mode, flight time is consumed faster.
- Power Flight is deactivated when you are attacked.
- Power Flight cannot be used while under movement-decreasing effects.

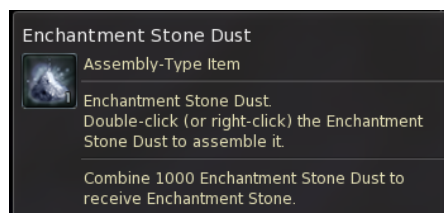
7. Some wings can now be enchanted using Enchantment Stones.

- Enchanting past the max level with Omega Enchantment Stones functions the same way, with a random skill bestowed upon reaching +20 enchantment.

- The following stats are given for wing enchants.

Stats	1 - 15	16 - 20	21+
HP	40	40	80
Strike Resist	2	4	8
Attack	1	1	2
Magic Boost	4	4	8
Flight Time	10	10	20
Power flight speed	0.1	-	-
Spell Resist	1	2	4

8. Added a new Enchantment Stone and Enchantment Stone Dust.



- 1000 Enchantment Stone Dust can be combined to make a new Enchantment Stone. Multiple stones can be assembled at once through the item assembly UI.

- All sources of Enchantment Stones have been switched to give Enchantment Stone Dust instead.
- Existing Enchantment Stones cannot be obtained anymore, but can still be used.

9. Added exclusive Manastones for Archdaevas.

- These manastones can increase base stats of Power, HP, Agility, Precision, Knowledge, and Will and can only be used on Archdaeva equipment.

10. New Morph Substances designs are available at special design merchants in Iluma for Elyos and Norsvold for Asmodians.

Elyos	Asmodians
Orpheus <Special Design Merchant>	Nieldon <Special Design Merchant>

- New manastones, consumables, equipment, and wings can be crafted.
- The new designs can be purchased with Ancient Coins.
- Archdaeva Danuar equipment will have an enchantment level of +5 when successfully crafted.

11. In the Archives of Eternity, materials will drop that can be exchanged for higher ranking equipment.

- The merchants for this equipment are in Iluma (Ariel's Sanctuary) for Elyos and Norsvold (Azphel's Sanctuary) for Asmodians.
- The equipment is in several different sets and levels.

12. Enchantment Stone extraction now takes place exclusively via the Gear Modification window and now costs Kinah instead of using Extraction Tools.

- Extraction Tools have been removed from Merchant item lists.
- Extraction Tools already in the game have been renamed to Broken Extraction Tools and can be resold to merchants.

13. Purified Essence no longer requires an Essence Purifier and can instead be purchased directly from a Daeva Essence Officer near the Purification NPC.

- Essence Purifiers already in player inventories can be resold to a merchant at the price for which they were purchased.

14. A method to remove soul binding has been added.

- Unbinding Stones can be used on gear in the Gear Modification window to reset an item to the unbound state, after which it can be traded.

- Unbinding Stones can be purchased from the following Ancient Coin merchants in Iluma and Norsvold and are also available from the Black Cloud Marketplace.

Elyos	Asmodians
Pinkerunerk <Ancient Coin Consumable Officer>	Yogorunerk <Ancient Coin Consumable Officer>

15. Added cloth gloves with attack speed that can be exchanged for Blood Medals.

16. Removed the level restriction from some Augment/Conditioning Items.

17. Added movement speed stats to some shoe items given as mission rewards.

18. When the following equipment items drop, there is a chance they will come with enchantment levels or manastones already in place:

- Kromede/White Beard/Kaliga/Triroan/Lanmark/47th Brigade General weapon sets.

- Some equipment obtained by killing boss monsters in Eltnen and Heiron (Elyos) and Morheim/Beluslan (Asmodian).

19. Added functionality to assemble multiple items at once for some items.

20. Aetheric Field Fragments and Aetheric Field Pieces can now be stored in the private warehouse.

21. Lockbox rewards have been updated.

Quests

1. Added missions to become an Archdaeva.

- Level 65 characters automatically qualify for the missions, and after completing both will become an Archdaeva

- The first mission can be obtained from the mission item in the mailbox.

Mission Name	
Elyos	Asmodians
Covert Communiques	Lost Destiny
Memories of Eternity	Recovered Destiny

- The missions have to be completed to reach level 66.

2. Added missions to the Archives of Eternity instance.

- After finishing the main quests, these missions are obtained automatically upon entering the instance.

Race	Mission Name	Acquisition NPC
Elyos	[Instance/Group] Into the Archives	Viola <Ariel's Agent>
Asmodians	[Instance/Group] A Call for Champions	Peregrine <Azphel's Agent>

3. Added quests to the Archives of Eternity instance.

- After completing the quest once, a daily quest with the same objectives can be obtained.

Race	Quest Name
Elyos	Silence in the Library
	It Belongs in A Museum
	Hunting Reliquarians
	Archives of Eternity Protector
Asmodians	Beware the Librarians
	They Don't Make 'em Like They Used To
	Approaching the Final Archive
	A Long Overdue Battle

4. Added quests for Iluma and Norsvold.

- To obtain most quests, the following preliminary quests must first be completed.

Race	Quest Name	Acquisition NPC
Elyos	Iluma Field Guide	Ilisia <Tunes of Splendor Brigade General>
Asmodians	A Norsvold Story	Reinhard <Archon's Shadow Brigade General>

- The following quests can be obtained after completing Iluma Field Guide (Elyos) or A Norsvold Story (Asmodians):

Race	Quest Name	Acquisition NPC
Elyos	Orpheus's Exceptional Design	Ador <Sanctum Keeper>
	Giddyup Starturtle	Akuaris

	Surfing the Ancient Well	<Tunes of Splendor Legion>
	Ride an Iluman Butterfly	
	A Rickety Ride	
Asmodians	Nieldon's Special Design	Corto <Temple Minister>
	Springleaf Shortcut	Vigdis <Archon's Shadow Legion>
	Pull the Lever	
	Butterfly March	
Reed Patch Rush		

4. Added quests that can be carried out during the large-scale infiltration events in Iluma/Norsvold.

Race	Quest Name
Elyos	[Urgent Order] Save Ariel's Sanctuary
	[Spy/Weekly] Warship to Norsvold
Asmodians	[Urgent Order] Protect Azphel's Sanctuary
	[Spy/Weekly] Onward to Illuma!

5. Added quests that can be carried out in the exploration areas in Iluma/Norsvold.

Race	Quest Name	Acquisition NPC
Elyos	[Spy/Daily] Research and Destroy	Ilisia <Tunes of Splendor Brigade General>
	[Daily] Tower of Eternity Fragment Report	Ilisia <Tunes of Splendor Brigade General>
Asmodians	[Spy/Daily] Stop the Eylos Researchers	Reinhard <Archon's Shadow Brigade General>
	[Daily] Collating the Reports	Reinhard <Archon's Shadow Brigade General>

6. Added a quest to kill boss monsters that appear at certain times in Iluma/Norsvold.

Race	Quest Name	Acquisition NPC
Elyos	[Alliance] Harthen's Ghost	Luabo <Daeva of Zephyr>
	[Group] Gurgan the Great	Alexandria <Daeva of Zephyr>
	[Group] Queen of the Copperclaws	Syclon <Daeva of Zephyr>

	[Alliance] Myster of the Aetherion	Polonius <Daeva of Zephyr>
	[Group] The Hall of Zephyr	Talia <Daeva of Zephyr>
	[Group] Spoiled Spores	Canella <Daeva of Zephyr>
	[Spy] Prometheus Unbound	Volter <Daeva of Zephyr>
Asmodians	[Alliance] Anima's Curse	Hekadun <Archon's Shadow Legion>
	[Group] The Riddle of the Heartsblood Copse	Phyndar <ShadowExecutor>
	[Group] Prison of Silence	Svanhild <Shadow Judge>
	[Alliance] An Adventure in Time	Chartriel <Archon's Shadow Legion>
	[Group] The White Sinsye	Chaelsean <Archon's Shadow Centurio>
	[Group] Oh, Bother	Vinder <General Goods Merchant>

7. Added quests that can be carried out in the Adma's Fall and Theobomos Test Chamber instances.

Instance	Race	Quest Name
Adma's Fall	Elyos	[Instance/Group] A New Phenomenon
		[Instance/Group] Back Into the Grave
	Asmodians	[Instance/Group] Fallen Doorways
		[Instance/Group] Return to Adma
Theobomos Test Chamber	Elyos	[Instance/Group] Another Fragment, Another Fight
		[Instance/Group] Return to the Test Chamber
	Asmodians	[Instance/Group] Another Doorway...
		[Instance/Group] Another Fiend

8. Added quests for the Drakenseer's Lair instance.

Race	Quest Name	Acquisition NPC
Elyos	[Instance/Group] Did You See THAT Coming?	Viola <Ariel's Agent>

Asmodians	[Instance/Group]The Legion Knocks	Peregrine <Azphel's Agent>
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※ After completing the quests above, players can receive repeatable quests from the NPC at the instanced dungeon's entrance.

9. Adjusted the EXP for some repeated quest rewards down.

10. Changed the repeat attempts of the Asmodian quest 'Sincere Request' from 15 to 2.

11. Fixed the method how levels are displayed in the quest explanation window.

12. Added growth quests that can be carried out alone, just not repeated, of party instanced dungeon quests within the growth region.

- To support this, some of the quest levels and objectives were changed in the Eltnen, Theobomos, Inggison, Morheim, Brusthonin, and Gelkmaros regions.

13. Some quest-completion requirements for other quests have been removed.

14. Changed the coin reward for some quests to bundles that give coins.

15. Increased the types and acquisition/execution levels for some quests.

16. Added quests to the Abbeys for returning Daevas.

Race	Quest Name
Elyos	Getting Settled
	To Iluma
Asmodians	A Letter of Support
	To Norsvold

17. Fixed an issue where [Static] items were still being used as quest rewards or quest objectives for some quests.

18. Fixed a longstanding bug that blocked the level 65 repeatable Daevanion Shoes quest for Elyos.

Skills

1. Changed the conditions for acquiring the skill "Glory: Empyrean Aegis" so it will be acquired when equipping any 6 gears at +20 enchantment or above, rather than 1 weapon and 5 armors.

2. Fixed an issue with the casting animation of the Spiritmaster's Vacuum Explosion not displaying correctly.
3. Changed the Embark skill for Aethertech so it maintains the non-combat state if used out of combat.

Siege

1. Fixed a problem where sometimes the defense turrets inside the fortress could not be used during a siege.

Sound

1. Added new sounds for flying and gliding.
2. Reduced the volume of some battle sounds.

NPC

1. Added new effects for when enemies disappear after being killed by Archdaevas.
2. Changed the time for Beritra's Invasions.

Invasion Type	Before	After
Normal Invasion	Between 6 and 10 PM on the set date for each zone.	At 8 PM on the set date for each zone.
Grand Invasion	At 9 PM on the 11th of each month.	At 8 PM on the 11th of each month.

3. Changed some GP rewards for killing Beritra's Grand Invasion monsters in some zones.

Zone	Change
Cygnea, Enshar	Removed Glory Point rewards.
Levinshor, Kaldor, Abyss	Increased the Glory Point rewards for some enemies.

Prestige Pack

1. The Prestige Case contents have been updated to the following:

Major Danuar Relic	Administrator's Boon (1 hour) (2)
Blood Medal (10)	Berdin's Lucky Star
Ceranium Medal (5)	Value Boost Pack (1 Day)
Ancient Coin (10)	Prestige Coin Bundle
Blood Mark (10)	Conqueror's Marks (10)

2. Some monthly rewards have been changed.

- Berdin's Lucky Star and Unbinding Stones have been added to certain months.
- Mythic Greater Felicitous Socketing rewards have been updated to the new Major Felicitous Socketing, which works on items up to level 80.
- Non-Omega Enchantment Stones have been updated to the new Enchantment Stone.

Black Cloud Marketplace

1. Categories have been reorganized on the Black Cloud Marketplace.

- The categories (New, Event, etc.) that were at the top of the window are now located in the Promos category.
- The Services category has been removed, and all its items relocated. Storage increases, appearance items, and name changes have been moved to the Supply category. All other items were moved to Housing.

