



Aion 5.6 – Omens of Ice Patch Notes

Instances

Bastion of Souls

1. Added the Bastion of Souls instance.



When a mysterious place appeared in Reshanta swarming with Balaur, a secret reconnaissance group was dispatched to investigate. Only one member from this group remains alive inside, and it is up to your group to rescue him and make sure the new threat has been stamped out.

- Can be entered from the Upper Abyss, near Miren Fortress and Krotan Refuge.

Group Size	Level	Entry Count Reset	Entry Count
12	66+	Wednesday 9AM	4 times

Trials of Eternity

2. Added the Trials of Eternity instance.



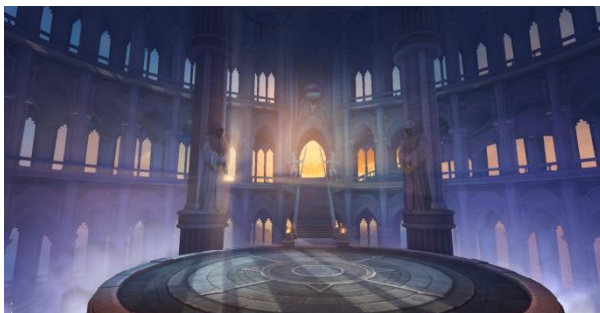
The third floor of the Tower of Eternity is now accessible due to instability in the Artifact's core. Your group will infiltrate through the tower and defeat the protector to discover the cause of the artifact's instability, which if not dealt with can have cataclysmic consequences for Atreia.

- Can be entered via the Eternity Relic after finishing the quests for Archives of Eternity and Cradle of Eternity, or via a portal that spawns after killing Typhon in Cradle of Eternity.

Group Size	Level	Entry Count Reset	Entry Count
6	66+	Wednesday 9AM	4 times

Crucible Spire

3. Added the Crucible Spire instance.



With the recent attacks in Atreia and the Balaur growing stronger, the Emyrean Lords are concerned. They have erected a huge tower in search of the most dedicated and strongest Daevas to climb in order to find those worthy to fight the Balaur.

- Can be entered via the lobby of Kaisinel Academy or Marchutan Priory.

- Players will fight a series of battles alone, and will earn rewards for each floor they clear. The rewards can be viewed by clicking on the window in the upper right hand corner (lower left button).

- Players can leave on any floor and resume their progress later.
- The entry count is not reset when the server shuts down, and will only reset every Wednesday at 9AM. After the reset, players have the option of starting over at level 1 or resuming where they left off. To leave, click the window in the upper right hand corner (lower right button). Re-entering consumes one entry.
- Resurrection skills and items are restricted when a character dies. The character will resurrect outside the entrance. Upon re-entering, they will resume on the floor they died on.
- There will be 4-week seasons with extra prizes available to the players who clear the 40th floor in the quickest amount of time. The 100 quickest players will receive extra GP and titles as rewards.

Group Size	Level	Entry Count Reset	Entry Count
1	66+	Wednesday 9AM	3 times

Evergale Canyon

4. Added the Evergale Canyon instance.



Another fragment of the Artifact has been located, and both factions have moved to claim it.

- The instance can be entered at select times via the Evergale Canyon entry UI in the lower right corner of the screen, which allows players to create or join groups.
- Players can join an Evergale Canyon match during the first 15 minutes after it starts. The queue will alternate factions when bringing in new players so matches remain balanced.
- Each faction earns points by capturing objectives. The faction with the most points at the end wins.
- Evergale Canyon's map will expand as the number of players in the instance increases. Additional objectives will also become available.
- Players earn War Points (🔥) at timed intervals and also for slaying monsters or opposing players. WP can be spent on stat-increasing items at each faction's starting point, which are removed upon leaving.

Group Size	Level	Entry Count Reset	Entry Count
24 – 96	66+	15 minutes after entry	1 time

- Evergale Canyon is available for two hours each day on the following schedule.

Day	Server Time
Monday	18:00 – 20:00
Tuesday	19:00 – 21:00
Wednesday	19:00 – 21:00
Thursday	19:00 – 21:00
Friday	19:00 – 21:00
Saturday	19:00 – 21:00
Sunday	16:00 – 18:00

Grand Arena of Tenacity

5. Added the Grand Arena of Tenacity.



- The Grand Arena of Tenacity is a 6v6 team tournament format with 4 rounds. Up to 16 teams may register.

- The layout of the lobby area is the same as the Arena of Tenacity, but the battle area has a different layout to accommodate more players.

- After a 1-minute standby period, the battle will run for 8 minutes. After 6 minutes, some areas in the arena start to burn.

- If a player dies, they will be resurrected at the spawn point. The resurrection delay increases the more deaths a player has.

- Certain skills and some items cannot be used in the Grand Arena of Tenacity.

- The goal is to either eliminate the enemy team or have the most kills when the timer reaches zero.

- If one team is wiped out, they will lose regardless of kill count.
- If both teams end in a tie, victory will be determined by HP levels.
- Seasons will take place for the Grand Arena of Tenacity, with the same schedule as the Arena of Discipline and Arena of Tenacity.

Other Instance Changes

6. Changed the monster type of Special Forces Leader Gegares in the Fissure of Oblivion.
7. High-level characters can no longer obtain items from Fire Temple.
8. Changed the aggro range of Captain Xasta in Rentus Base.
9. Rewards for the Arena of Tenacity were increased, and the minimum quantity required to receive rewards has been changed.
10. Fixed an issue where monsters in the Archives of Eternity would fail to aggro under specific conditions.
11. Fixed an issue where the number of entries into Fissure of Oblivion would be incorrect in some situations.
12. Fixed an issue where some 1st place rewards for the Arena of Glory would sometimes fail to be delivered.
13. Modified the location of Danuar relics in Idgel Dome Landmark.
14. Added a teleporter to Archives of Eternity that will allow teleportation further into the instance after defeating one of the mid-bosses.
15. Modified aggro behavior for the turret in the final boss fight of Archives of Eternity.
16. Removed the Howl of Wrath attack that was used by the bosses in Archives of Eternity (History Archives and Archive of All Knowledge areas) after a time limit passes.
17. Additional rewards will be available from the final stage of Idgel Dome Landmark when opening the Box of Danuar Relics.
18. Changed the weekly number of entries into Sealed Argent Manor to 7.

Abyss

1. The siege schedule has been changed slightly in order to make room for Evergale Canyon. The sieges highlighted in yellow have been changed.

Server Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
3PM							
4PM	Wealhtheow's Keep						Lower Abyss
5PM							
6PM	Dredgion Defense	Lower Abyss	Lower Abyss	Lower Abyss	Lower Abyss	Lower Abyss	Panesterra
7PM							Ahserion
8PM							
9PM	Upper Abyss	Kysis	Krotan, Miren	Krotan	Kysis, Miren	Miren	Krotan, Kysis
10PM							

2. Fixed an issue where Alliance members would not see a change in Alliance leadership while in a Coalition.

3. Upper Abyss siege length has been changed from 55 minutes to 60 minutes.

4. Fixed an issue where the number of instance entries wouldn't change correctly via Upper Abyss Landing Level changes.

Skills

1. Added a new Archdaeva skill for each class. The skills can be obtained via Essence allocation.

2. Fixed an issue where the Spiritmaster's spirits would take damage when entering the Upper Abyss Landing of the player's own race.

Environment

1. Updated the art in Poeta and Ishalgen.



- Adjusted the locations of some NPCs and some quest settings that are affected by the environment changes.

2. Every weekend between 7 and 9PM, an Ancient Weapon invasion will take place in Iluma and Norsvold. The below changes affect this as well as the previous invasions.

- Infiltration rifts appear at the start of the invasion.
- Characters can join an alliance at the start for the corresponding region.
- Changed the resurrection spot when members of the alliance die in that region.
- The usage limit for infiltration rifts in Iluma and Norsvold has been increased to 24 players.

3. Modified some topography in Reshanta.

4. Increased the usage limit for infiltration rifts in Iluma and Norsvold to 24 players.

5. When a rift in Iluma or Norsvold has had all its entries used up, players can now purchase passage with AP.

- If additional entries are available, a golden effect will display around the rift and information will appear on the tooltip.



- There are a limited number of additional entries, and the rift will disappear once they are all used.

Pets

1. A new pet type, Minions, has been added. Minions assist Archdaevas in battle and use an entirely different UI and system from previous pet types.



- Minion summoning requires a contract and does not require interaction with a pet distributor or other NPC. Minion contracts can be obtained from new instances and the Hall/Walk of Fame, and can only be used by Archdaevas.

Locations	
Instances	Hall of Fame/Walk of Fame
Evergale Canyon	<General's Consumable Item Distributor> Elyos: Millen Asmodians: Gylfir
Trials of Eternity	
Bastion of Souls	

- To use a contract, open the Minion List UI (Start Menu → Minion List). Every contract is random; you won't know which Minion it contains until you use it, though higher rarity contracts are more likely to give a stronger Minion.

- Characters can have up to 200 minions each. Multiples of the same type of Minion are allowed.



- While a Minion is summoned, it applies a passive stat boost to the summoning character and the Minion's skills become available. Each Minion has different skills that are useful in different situations. A Minion will always provide stats that are appropriate for the summoner's class.
- Minion skills can proc Godstone abilities, but other weapon modifications have no influence on Minion skills.
- Minion skills cost Minion Energy, which can be recharged with Kinah from the Minion List window.
- The passive stat boost, skill effects, and skills available depend on the grade and evolution level of the Minion.
- Minion grade can never be increased, and follows the below chart.

Grade	Normal Minion	Kerub Minion
A	Sheba, Modor	Arch Kerubiel
B	Abija, Hamerun	Kerubiel
C	Steel Rose, Seiren	Kerubian
D	N/A	Kerub

- Four Minions of the same grade can be combined, which will yield a Minion of the same or higher grade. Kerub Minions and Normal Minions cannot be mixed together when combining.



- To increase the evolution level, first fill the Minion Point gauge by feeding other Minions to it. When the gauge is full, a quantity of Kinah and Minium must be used to increase the level. Minium can be obtained from the below sources:

Minium Acquisition	
Region	Monster
Iluma	Kenovikan
Norsvold	Tetran

- Non-Kerub Minions can use Kinah to lease normal pet abilities (“Minion Functions”) for a limited amount of time. To do so, click on Minion Functions in a Minion’s information area. Once purchased, the functions are available for all Normal Minions to use as long as time is remaining.

Minion Functions	
Feature	Description
Auto-Loot	Picks up all items dropped around the player.
Buff Master	Automatically uses food and magic items (up to 4).
Alert feature	Alerts the player if a character of the opposing race is within a certain range.

- Minions cannot be summoned while mounted. Only one pet or minion summon can be active at a time, not simultaneously.

2. Fixed an issue where automatic buff functions wouldn’t renew correctly if the character is in battle.

Luna Shop

1. Added a new Luna function, Daishunerker's Game of Fate.



- Players can roll dice to receive items from better and better prize lists.
 - Dice will either show success or failure. Failures can be rerolled with Luna.
 - Once all normal dice are successes, players can then roll the golden dice for a chance at greater prizes. Golden dice cannot be rerolled.
 - The prize can be collected at any time. The number of rewards and the prize list used depends on the number of successes rolled. The various prize lists can be viewed in the upper right.
 - Progress is reset daily. If a prize is not collected, it will be delivered to the player automatically when the reset occurs.
2. The number of prizes from Munirunerker's Treasure Chamber has been reduced from 3 to 1.
3. The rewards for both Luna instances have been improved and now include more than just Luna materials.
4. Luna's Blessing has been removed as a crafting requirement in Karunerker's Workshop.
- Existing Luna's Blessing items have been changed to Depleted Luna's Blessing, which can be opened for other Luna materials.

Characters

1. Increased the number of Essence Core slots from 3 to 6, and made it so all 6 will be unlocked at level 66. This change is retroactive, so all Archdaevas logging in after the update will have all 6 slots unlocked.



2. Adjusted the penalty from level differences when Archdaevas fight monsters with a higher level.
3. Changed the values added to stats and skill effects when allocating Essence.
4. When mousing over a skill obtained by allocating Essence, the skill tooltip now shows how much Essence is currently applied towards the skill.
5. Fixed an issue where groups were able to enter solo instances.
6. The stats associated with the various primary stats (Strength, Health, Accuracy, Agility, Knowledge, Will) have been increased and modified.
 - Strength: Now affects the Attack stat. Physical Defense ratio has been greatly increased.
 - Health: Now affects the HP/Healing/Block stats.
 - Accuracy: Now affects Crit Strike. Physical and Magical Accuracy ratios have been greatly increased.
 - Agility: Now affects Evasion/Parry/Concentration stats. Crit Strike Resistance ratio has been greatly increased.
 - Knowledge: Now affects Magic Boost/Crit Spell. Spell Debuff (Magic Suppression?) ratio was also greatly increased.
 - Will: Now affects the MP/MP Recovery/Crit Spell Resist/Spell Resist stats.
7. Fixed an issue where the Spiritmaster's spirits could be used to reset a monster's aggro.
8. Characters can now use rank transformations in the opposing race's area in Iluma and Norsvold.
9. Fixed an issue where dual-wielded weapons would display the wrong stats if they were equipped when leveling up to 75.

UI

1. Reorganized item tooltips.



- Tooltips now display more information about what restrictions are available for items, and do a better job of displaying different types of stats.

- Instead of pressing Alt and scrolling to change pages, simply pressing Alt will change the page.

- When there is a large amount of information, tooltips can be scrolled using the mouse wheel.

- Item skill tooltips have been moved to the Skills window.

2. Made some improvements to Equipment Sets.

- Gear sets will now display if a specific piece of gear does not meet level or rank requirements (gear icon appears red), or if an item was deleted or moved (gear icon has a question mark).

- Equipment sets containing items in the above categories cannot be used, but will become usable as soon as they only contain equippable items.

- Power Shards can no longer be registered in equipment sets due to an issue where they would become deactivated in certain conditions.

3. Changed some aspects of the Atreian Bestiary.

- The View All tab was removed and the tabs are now divided into Normal and Rare.

- Added a tally of how many monsters had been unlocked, viewable on each tab.

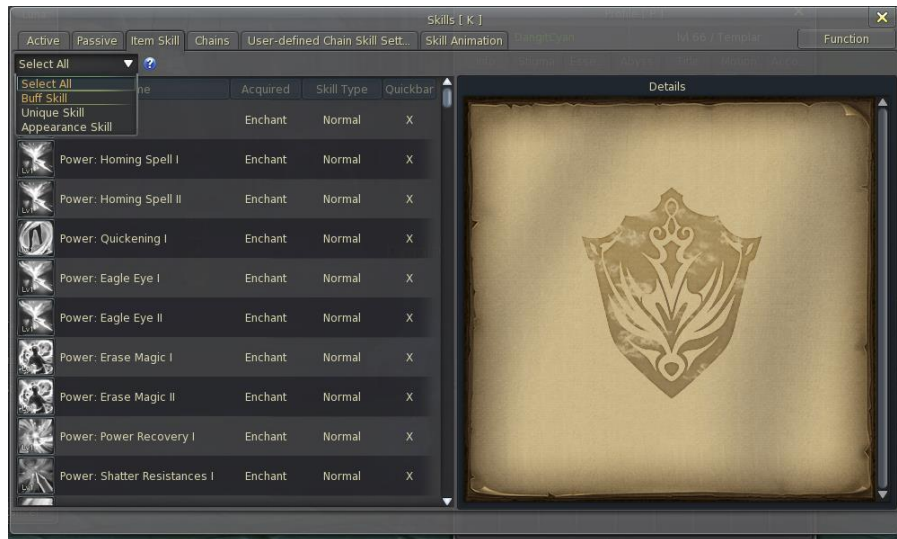
- Additional monster info can now be viewed.

- A message now displays indicating that only level 66 or above characters can gain Bestiary progress.

- Credit for normal monsters will now be granted if the killing blow comes from the same group, and credit for rare monsters will now be granted if the killing blow comes from the same alliance.

- The EXP gained from each stage will now display a percentage of the current level.

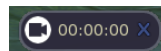
4. Added an Item Skill tab to the skill window.



- Information about Buff/Unique/Skin skills can be checked and sorted by using the drop down in the upper left corner.

- All possible skills will be displayed. When a skill is obtained by equipping an item, the skill icon will be in color.

5. Added a video recording feature.



- The feature can be accessed in Start Menu → Additional Functions → Video Recording. The recording UI is shown in the upper left side of the screen.

- Recording options can be changed under Options → Recording Settings.

- Shortcut keys can be registered for recording, start/end recording.

5. Added a preview button for transformation skills in the Allocate Essence window.

6. Added a mark that shows in advance where the carriers/transporters spawn once the invasions start in Iluma and Norsvold, which disappears when they spawn.

7. When socketing Manastones, adding Idian or Augmenting/Conditioning, level restrictions for the item will be shown.
8. Fixed an issue with items picked up in instances where the tradable deadline would pass, but the tooltip would still say it can be traded.
9. Added a system message for when a Coalition leader changes during the siege.
10. Fixed an issue where the acquired skill icon would continue to flash even if no new skill was acquired.
11. Fixed an issue where some option stats would not be applied for Armsfused weapons.
12. Changed the comparison method of Enmity Boost to use absolute value rather than a greater than/less than comparison. This will increase clarity for which gear is better for different classes.
 - For gear and classes that aim to increase Enmity Boost (such as Templars and Aethertechns), higher values will display a green arrow, while for gear and classes that aim to decrease Enmity Boost (such as Clerics), lower values will display a green arrow.

Items

1. Updated and simplified the Enchantment System.
 - Enchantment rates will now only depend on the enchantment stone used, whether or not the target item is above its max enchantment level, and the type of Supplements being used.
 - Using an Omega Enchantment Stone and Superior Supplements will guarantee a success rate of 100%.
 - Greatly increased the success rate above maximum level.
2. If a player does not have enough supplements, they can pay Kinah instead by selecting the supplements desired from the drop down menu.
3. When combining 1,000 Enchantment Stone Dust into an enchantment stone, there is a low rate of receiving a Shining Enchantment Stone instead.
 - Shining Enchantment Stones have a higher success rate than a normal Enchantment Stone, but a lower success rate than an Omega Enchantment Stone.
4. Added Combat Rating to equipment tooltips which acts as an overall measure of the item's power.



- Combat Rating is only shown after completing your first Ascension (at level 10). Combat Rating is calculated differently for each class, to account for the different stats that each class finds valuable.

- If equipment is enchanted or otherwise modified, Combat Rating will update accordingly.

- Items that only change appearances but have no stats will not show Combat Rating.

5. Added Petra Medals, which replace all medal levels from Silver to Ceramium.

- Silver to Ceramium Medals as well as Fragmented Ceramium can be exchanged for Petra Medals by right-clicking on them.

- Merchant prices, purification requirements, quest rewards, etc. have been changed to use Petra Medals instead of the previous medal types.

- Designs involving Ceramium Medals are no longer sold, and are now considered terminated items.

- Medal exchange fountains can still be used. The fountains in Iluma and Norsvold will exchange 100 Petra Medals for a random amount of Fragmented Spinel, and the fountains in lower level areas will exchange 100 Petra Medals for a random amount of Petra Medals.

6. Added Fledgling Daeva's Equipment Chest and Elite Budding Daeva's Equipment Chest for new characters.

- These chests contain weapons and armor with much higher stats than normal items for their level. They are intended to help characters level and can be obtained as mission rewards.

Elyos	Asmodians	Acquired Level	Acquired Reward
A Ceremony in Sanctum	A Ceremony in Pandaemonium	Level 10	Fledgling Daeva's Equipment Chest
Expedition Coalition	Enshar Expedition	Level 55	Elite Fledgling Daeva's Equipment Chest

7. Increased the number of Manastone slots for Emphyrean Bracelets at higher tempering levels.

Tempering Level	Manastone Slots (before)	Manastone Slots (after)
1	0	0
2	0	0

3	0	0
4	0	0
5	1	1
6	1	1
7	2	2
8	2	3
9	2	4
10	3	6

8. Expanded the Berdin's Favor gauge so that 45 Berdin's Lucky Stars will fill it. The stars themselves have not changed, so a full bar will last about 80% longer than before.

9. Added Battle Marks, which are awarded for participating in Evergale Canyon and can be used to purchase rewards from an associated NPC in Iluma and Norsvold.

10. The appearances of armor and weapons given at character creation have been updated, and new characters will start with gloves and shoes as well.

- Some gear that can be acquired in Poeta and Ishalgen has also been updated, as part of the art update for those zones.

11. Archdaeva equipment that has been enchanted (with some exceptions) will receive the below stats starting at enchantment level 16. PvP stats will be only given to PvP equipment while PvE stats will only be given to PvE equipment.

Enchantment Stats	
PvE physical/magical attack	PvP physical/magical attack
PvE physical/magical defense	PvP physical/magical defense

12. Fixed an issue where the inventory window couldn't open when crafting.

13. Increased the stats for gear acquired at the Transidium Annex.

14. Removed the rank restrictions of some level 65 Abyss equipment pieces.

15. The block stat for Prime Royal/Prime Royal Captain (Archdaeva Abyss) shields was increased and new physical defense stats were added.

16. Added fees for various functions on the gear modification window.

Affected Functions	
Enchanting	Manastone Socketing
Godstone Socketing	Essence Core Refinement

17. When failing to enchant Archdaeva equipment, Godstones and Manastones will be returned.

- The rate that they will be returned is dependent on whether the enchantment level of the item was above or below 15.

- When above enchantment level 15, socketed Godstones will be returned at a 100% rate, and Manastones have a higher chance than normal. Additionally, it is possible for more Manastones to be returned than were initially socketed.

18. Existing Idian items cannot be obtained anymore. Instead, new Idians with fixed stats can be obtained.

- Idian is not sold any more at the various merchants that previously carried it.

- When Handicrafting or Aetherforging Idian, the output has been changed to the new Idian.

- Idian designs related to resistance and assistance will no longer be sold. Previously purchased designs have been turned into terminated items.

19. Changed the grade, acquisition and crafting methods for Godstone items.

- The level 65 Illusion Godstone bundle has been changed to blue (Legendary) rarity.

- Godstone and crafting designs will not appear in the merchant's selling list anymore. Godstone designs in possession were changed to terminated items.

- Changed the sales price of Godstone items.

20. Reduced the prices of some divine serums that can be purchased with Abyss Points.

21. Prime Guardian/Archon wings can now be purified into Prime Guardian/Archon Captain wings.

22. Added designs for Aetherforging.

23. Increased the sales price of Greater Enchantment Supplements.

24. Lowered the kinah price for enchanting past the max level, Manastone removal, and enchantment stone extraction.

25. Changed the rewards for infiltrating sky islands in Iluma and Norsvold.

26. Change the items that can be obtained in some of the Archdaeva instanced dungeons.

- Changed the equipment and items available from the Archives of Eternity, Cradle of Eternity, Drakenseer's Lair and Fallen Poeta.

- Changed the option stats for equipment from Adma's Fall and Theobomos Test Chamber so they will have fixed stats.

- In some Archdaeva instances, Tempering Solution will now drop.

27. Changed the quantity of Enchantment Stone Dust that can be obtained from Aetherforging bundles.

28. Greatly increased the kinah received when selling Archdaeva equipment in stores. This brings them more in line with normal Daeva equipment.

29. The extra boost in enchantment stats for level 1-65 equipment will begin at enchantment level 16 instead of 21.

30. Changed the stats gained from enchanting Daeva shields (level 1-65).

Enchantment Level	Before	After
+16-20	+100 HP per level +50 Physical Defense per level +20 Spell Debuff per level	+100 HP per level +30 Block per level

31. Equipment lower than Legendary (blue) rarity can no longer be enchanted, extracted, Armsfused, or socketed with Godstones or Manastones. Gear that was already modified will retain their bonuses.

32. Increased the stats for Shadow Officer equipment and reduced its rental costs.

33. Changed the auto-recharge function on Berdin's Lucky Star so it will automatically recharge if the gauge falls below 60%.

- If used below the threshold, stars will be used automatically until the gauge surpasses 60%.

34. Fixed an issue where armsfusing two Archdaeva items could result in incorrect stats being given if the secondary weapon had a higher recommended level than the character.

35. Fixed a problem where player inventory could not be expanded with Cube Expansion Coins.

36. Added some items that can be acquired from the boss monster in Archives of Eternity.

37. Lowered the number of Enchantment Stone Dusts required to Aetherforge pet food.

38. Changed the gift rewards acquired from pets acquired via Aetherforging.

39. Fixed an issue where the Wave Song Harp mesh was smaller than intended.

40. Players will no longer receive Abbey Return Stones when returning from inactivity.

Quests

1. The method of obtaining the Archdaeva ascension quest chain has been changed.
 - Rather than being contacted by Pernos or Munin, players will be contacted by the high priest of their capital city.
2. The quest steps were changed for the quests "Getting Settled" and "A Letter of Support" for returning Daevas.
3. Fixed a problem where players were unable to go to the Abyss for the Elyos quest "Retrieved Memory" and the Asmodian quest "Showdown with Destiny."
4. Added quests and campaign missions for newly added Instances.
5. Added a quest where minions can be obtained.

Elyos	Asmodians
A New Friend for Archdaevas	A New Comrade for Archdaevas

6. Added quests where Essence and Essence Cores can be obtained.
7. Added quests in Iluma/Norsvold for the new Invasion content.
8. Added spy and urgent order quests for Archdaevas in Iluma and Norsvold.
9. Added a cutscene that will be shown when characters above level 10 log into the game.
10. Increased the XP for some Iluma/Norsvold/Abyss quests.
11. Changed some of the quests in Iluma and Norsvold to daily quests.
12. Changed Abyss Base quests from once per week to three times per week.
13. Changed some reward items for quests at the Cradle of Eternity.
14. Changed the steps for the Asmodian quest "Heart in Love."
15. Added a scroll item to the rewards for the Elyos quest "Sleeping on the Job" and the Asmodian quest "On Your Feet!"
16. Added steps and content for a special quest in Eltnen for the Elyos. Added some quest monsters.
17. Deleted some quest prerequisites for some campaign quests at the Archives of Eternity so they can be acquired immediately upon entering.

18. Fixed an issue where the campaign quests “Taking Arms” and “A Bloody Battle with Beritra” could not be completed by certain classes.

NPC

1. Added some monsters to Iluma and Norsvold. These will be reflected in the Atreian Bestiary.

