



## August 24<sup>th</sup>, 2016 Patch Notes

### Instances

1. Fixed a bug that was preventing extra drops from Danuar Reliquary and Infinity Shard.
  - A compensation survey will be sent shortly after the update with extra Bonus Entry Scrolls for these instances for level 65+ players.
2. When you re-enter a solo instance within 10 minutes of leaving, you will be given an option to re-enter the instance currently in progress or to start a new one.
3. Advanced Archives of Eternity equipment currently sold by merchants in Iluma and Norsvold will now drop from certain monsters in the Archives of Eternity.
4. Difficulty has been reduced in Drakenseer's Lair.
  - Reduced the attack damage of the monster that appears after 10 minutes.
  - Max HP and damage of some skills have been reduced for Akhal the Oracle.
5. Fixed an issue where Akhal the Oracle could spawn twice in Drakenseer's Lair.
6. Fixed an issue where the Dark Blaze effect affect players at the spawn point if they died fighting Akhal the Oracle.
7. Fixed an issue where the post mortar damage was not applied to some characters in Ophidan Bridge and Eternal Bastion.
8. Changed the battle patterns of monsters in some instances.

Instance Name	Monster Name	Changes
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Adma's Fall	Reaper of Adma Castle	Decreased damage and frequency of use for some skills.
Theobomos Test Chamber	Desecrated Ifrit	Decreased damage and frequency of use for some skills.

9. Modified some areas where the Archives of Eternity final boss is located.

10. XP earned from all enemies in Adma's Fall, Theobomos Test Chamber and Drakenseer's Lair has been increased.

11. Increased the level of the Guardian Statues in Iron Wall Warfront.

## UI

1. The Atreian Passport has been overhauled.



- The rewards for each day have been refreshed.

- You can preview the rewards for each day by mousing over them on the calendar.

- The 28<sup>th</sup> reward for each month can only be obtained by Archdaevas, and has been changed to a Mythic Armor Box.
  - The Anniversary Consumables Box has been refreshed, and the required level has been increased to 66.
2. This month's Atreian Passport progression has been reset with this patch.
    - Compensation surveys will be disbursed containing rewards for days 24 – 28, so players who have built their progression up will not miss them. The rewards will be from the new rewards list.
  3. Augmenting and Conditioning costs will be displayed as a system message.
  4. Removed a duplicate travel point in the Morheim Observatory region.
  5. Increased the maximum number of possible macros to 24 (up from 12).
  6. Increased the character limit for each macro to 512 (up from 256).
  7. Fixed an issue where the character portrait would not display correctly after changing the character's appearance.
  8. Made improvements to Berdin's Favor.
    - The Berdin's Favor icon will now display the current percentage charge in the upper left corner.
    - A system message will now notify players when they either increase or decrease the charge past 50%.
  9. Essence can now be refunded partially by clicking the minus button on the stat or skill.



10. Added new skill icons to the Transformation tab of the Allocate Essence window.
  - They cannot be acquired yet, and will be made available in the future.
11. Removed an unnecessary duplicate message when a character without a Legion closes the Legion window.
12. Reduced the cooldown of Bind Point Teleportation to 1 minute (from 10 minutes).

13. Increased the number of buffs that can be applied to characters.

14. Added a shadow effect to tooltip title text to make them easier to read against different backgrounds.

15. Added a Portable Store function so you can sell items on the go.



- Items can be sold to the Portable Store at lower prices than an NPC. Items cannot be purchased from the Portable Store.

- Items sold to the Portable Store can be repurchased via an NPC merchant's "repurchase" tab.

16. Removed the trash can icon from the inventory.

- Items can still be destroyed via the ring menu.

17. Added a timestamp to messages in the Chat window.

A screenshot of a chat window showing two lines of text. The first line is '(15:47) You have used Berdin's Lucky Star.' and the second line is '(15:47) Berdin's Favor has been charged to 4%.' The text is yellow and has a dark background.

- The timestamp display can be changed or removed via the chat tab option menu.

- The timestamp's font color cannot be changed.

18. Merchant item lists now display 6 rows of items instead of 5 rows.



19. Added a function to display full item names to Merchant item lists.

- Turning this option on will display 6 items in 1 column instead of 12 items in 2 columns.

20. The number of rows in the Shopping Cart section of the Merchant window has been reduced from 4 to 3.

21. Changed the Windstreams in Iluma and Norsvold so they are displayed more clearly on the map.

22. Fixed an issue where sound does not play when a UI window pops up.

23. Fixed an issue where some female Asmodian hairstyles were in the wrong categories.

24. Improved the functionality of the broker window.

- Enchantment and Tempering levels will now be displayed in the item list.

- Added search functions for Enchantment/Tempering level, and boosted skills. To use these functions, first select an item category.

- The Boosted Skill search function requires the entire skill name with correct capitalization.

25. Removed the fog effect from the map for accessible areas.

26. Added Bind Point Teleportation to the following regions.

Race	Location	
Elyos	Heiron	Middleton

Asmodian	Ishalgen	The Forsaken Hollow
	Beluslan	Frost Spirit Valley
		Southgate
		Fang Troll Encampment

27. Fixed an issue where the % of Growth Energy is not displayed correctly in some situations.

## Quests

1. Added daily quests to Iluma/Norsvold that can be acquired by characters who have completed the Elyos quest “Iluma Field Guide” or the Asmodian quest “A Norsvold Story.”

Race	Quest Name	NPC
Elyos	[Group/Daily] Primordial Creatures in Polten Marsh	Iluma Bulletin Board
	[Group/Daily] Primordial Creatures at Ariel's Rest	
	[Group/Daily] Primordial Creatures in Zephyr Vale	
	[Group/Daily] Primordial Creatures in Kojol Valley	
	[Daily] Mysterious Organisms in Iluma	Akuaris <Hymn of Aion Legion>
Asmodian	[Group/Daily] Primordial Creatures at the Canyon of Lost Souls	Norsvold Bulletin Board
	[Group/Daily] Primordial Creatures at the Plateau of Aetheric Gales	
	[Group/Daily] Primordial Creatures at Aetherspring Lake	
	[Group/Daily] Primordial Creatures at Nightbloom Forest	
	[Daily] Mysterious Organisms in Norsvold	Vigdis <Archon's Shadow Legion>

2. Added quests in Iluma and Norsvold for Returning Daevas.

Elyos	Asmodian
[Daily] Protect the Illumined Pergolas	[Daily] Protect the Morninglight Plains
Threats to Ariel's Sanctuary	Threats to Azphel's Sanctuary
[Daily] Ilisia's Request	[Daily] Reinhard's Request
To Redemption Landing	To Harbinger's Landing

3. Changed some quests for Returning Daevas.

- Changed the quest steps for “To Iluma” for Elyos and “To Norsvold” for Asmodians.

- Changed the maximum level for the quests below to 65.

Elyos	Asmodian
Refuge no More	A Time to Kill
Fight on Ophidan	A Game of Bridge
Sanctuary Sanctioning	Come Back with Friends
To the Land of the Unknown	Heading into the Unknown
What Beritra is After	Tasks Ahead
Cooperation Request for Elimination of Beritra	Supporting Sefrim
To Raksang Ruins	Raksang Ruins Roundup

- Changed the XP rewards for some quests.

4. Added weekly quests to Iluma/Norsvold.

Race	Quest Name	NPC	Preliminary Quest
Elyos	[Weekly/Group] Kill Gurgan	Alexandria <Daeva of Zephyr>	[Group] Gurgan the Great
	[Weekly/Group] Kill Olthrax	Syclon <Daeva of Zephyr>	[Group] Queen of the Copperclaws
	[Weekly/Group] Kill Varturdiad	Talia <Daeva of Zephyr>	[Group] The Hall of Zephyr
	[Weekly/Group] Kill Tentaklis	Canella <Daeva of Zephyr>	[Group] Spoiled Spores
Asmodian	[Weekly/Group] Kill Galim	Phyndar <Shadow Executor>	[Group] The Riddle of Heartsblood Copse
	[Weekly/Group] Kill Candunald	Groma <Shadow Executor>	Prison of Silence
	[Weekly/Group] Kill the White Sinsye	Svend <Archon's Shadow Legion>	[Group] The White Sinsye
	[Weekly/Group] Kill Kurviq	Magne <Archon's Shadow Legion>	[Group] Oh, Bother

5. Added new Archdaeva missions to explain Essence usage.

Elyos	Asmodian
Using Essence	How to Use Essence

6. Added quests to Tarha Krall Village in Iluma and Zenzen Tribal Grounds in Norsvold.

Race	Quest Name	NPC
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Elyos	[Group] Protect Tarha Krall Village	Kyloe <Hymn of Aion Legion>
	[Spy/Group] Scout Zenzen Tribal Grounds	
	[Group] Kobold Weapons	
Asmodian	[Group] Protect Zenzen Tribal Grounds	Signuka <Archon's Shadow Legion>
	[Spy/Group] Scout Tarha Krall Village	
	[Group] Zenzen Rum	

7. Quest XP rewards will now also display the % of the XP bar that they fill.
8. Fixed an issue blocking completion of the quest "Chronos Aether Ore."
9. Fixed an issue where Elyos/Asmodian wings were not displaying properly in cutscenes.
10. Relocated some quest items for the Elyos quest "Clearing the Airspace" and Asmodian quest "Minor Turbulence" so they can be accessed by melee characters.
11. Fixed an issue where the Beritra Chest of Stolen Loot could respawn during the quest "[Instance] Steal from the Stealers."
12. Fixed display issues in some cutscenes.
13. Applied a max level restriction so that only appropriate levels can complete some of the quests from Terath Dredgion, Oriel/Pernon and the Crucible.
14. Added location markers for the Dredgion Generators in the quest "First Priority" in Aturam Sky Fortress.
15. Changed the quest progression for the Elyos quest "Archon Trap Disposal" and Asmodian quest "A Coward's Weapon."
16. Players can now obtain the Asmodian quest "[Urgent Order] Recapture Kysis Fortress" when the Kysis Berserk Guardian appears in the Abyss.
17. Fixed an issue where incorrect equipment is given as a reward for the Asmodian quest "Go to Gelkmaros."
18. Fixed an issue where characters of level 51 or higher can acquire the Elyos quest "[Urgent Order] Tanaris' Order" and the Asmodian quest "[Urgent Order] Botan's Order."
19. Quests in Iluma and Norsvold can be shared with party members who have completed the Elyos quest "Iluma Field Guide" or the Asmodian quest "A Norsvold Story."
20. Fixed an issue where the items that are used by Asmodians to complete the quest "Empyrean Records" did not compile correctly.



21. Fixed an issue where the quest marker is not being displayed above the interactive objects during the Enshar mission “What the Ruins Say.”
22. Added a mark to make it easier to find the hidden ancient cube which is found when completing the Elyos “Ancient Cube” quest.
23. Fixed an issue where some PvP quests in Iluma and Norsvold would not be acquired in certain situations.
24. Added Ancient Coins as rewards for some quests in Adma’s Fall, Theobomos Test Chamber, and Drakenseer’s Lair.

Race	Quest Name
Elyos	[Instance/Group] Back Into the Grave
	[Instance/Group] Return to the Test Chamber
	[Instance/Group] Deja Drakenseer
Asmodian	[Instance/Group] Return to Adma
	[Instance/Group] Insistent Ifrit
	[Instance/Group] Akhal Falls

25. Fixed an issue where incorrect quest rewards were given for the following quests.

Race	Quest Name
Elyos	Deliver on Your Promises
Asmodian	Following Through

26. Fixed an issue where [Static] Power Shards were sometimes given as quest rewards. These have been replaced with a stronger level of Power Shard.
27. Fixed an issue where a “quest is not acquirable” message would appear sometimes when logging in.

## Items

- Plumes will no longer be destroyed upon Tempering failure.
  - A Plume’s Tempering Level will not be reduced upon Tempering failure.
- Added Pure Plumes.
  - To obtain a Pure Plume, visit an Equipment Purification NPC located near the Appearance Modifier NPC. You will need 10 Tempering Solutions as well as a normal Plume with Tempering Level +10 or higher.

- You will be able to choose a secondary stat at Purification.
- Pure Plumes start over at Tempering Level 0 but start with higher base stats than normal Plumes.
- Tempering a Pure Plume will increase its HP and secondary stat. The primary stat will remain the same.
- Upon Tempering failure, the item is not destroyed, however Tempering Level will reset to 0.
- Like normal Plumes, Pure Plumes change appearance at +5 and +10 Tempering Levels.



- Adjusted incorrect stat scaling for some equipment.
- For items that give reduced stats when equipped at a lower-than-recommended level, the following stats will no longer be reduced:

Stat
Movement Speed
Attack Speed
Casting Speed
Flight Speed

- Changed the rewards for the Anniversary Consumables Box received from the Atreian Passport.

[Stamp] Anniversary Consumables Box	
Previous	New
[Stamp] Noble Illusion Godstone Box x5 [Stamp] Noble Ancient Manastone Box x5 [Stamp] Noble Composite Manastone Box x5 [Stamp] Noble Manastone Pouch x20 [Stamp] Tempering Solution (7 days) x5 [Stamp] Greater Felicitous Socketing (Eternal) x1 [Stamp] Greater Felicitous Socketing (Mythic) x1 Ceramium Medal x20	[Stamp] Archdaeva Manastone Box x3 [Stamp] Shining Illusion Godstone Box x5 [Stamp] Plastic Surgery Ticket x1 [Stamp] Major Felicitous Socketing (Eternal) x1 [Stamp] Major Felicitous Socketing (Mythic) x1 [Stamp] Stigma Bundle x3

6. Removed some items from use.

- Items that are removed from use will have a large red “X” over their icon and can no longer be used.
- Loading into the game with these items in your inventory will bring up a prompt to sell them for Kinah or AP, depending on how they were purchased or earned.
- Clicking on these items in the inventory will prompt you to sell it for Kinah or AP, depending on how they were purchased or earned.

7. Archdaevas can now use the Abbey Resurgence Box.

8. Characters of level 55 or below who use the Abbey Resurgence Box can obtain a Renewed Daevanion Weapon/Armor box along with the Resurgent boxes.

9. Changed the manastone drop rate from some monsters in Iluma and Norsvold.

10. Added source monster information to the tooltip description for Funshroom’s Stone and Mark of the Phantom Tiger’s.

11. Fixed an issue where some item appearances displayed incorrectly.

12. Fixed an issue where some monsters drop items that are not appropriate for their levels.

13. Removed the reuse time for some bundles.

14. Fixed an issue where some quest items shared their reuse time.

15. Changed the naming scheme of Power Shard items to display the numerical value they add, rather than Minor, Lesser etc.

- Some Power Shards have been removed from use.

16. Equipment upgrade materials obtained from the Archives of Eternity are now tradable.

17. Reduced the sale price of the Return Scroll.

18. Added a return scroll for Ariel’s Sanctuary in Iluma and Azphel’s Sanctuary in Norsvold.

- The general goods merchants in Ariel's Sanctuary and Azphel's Sanctuary sell the new Return Scroll, and only characters level 65 or above can use it.

19. Added some craft designs to the design merchants in the major cities and housing regions.

Location	Title	Elyos	Asmodian
Sanctum/Pandaemonium	<Equipment Design>	Moray	Nanuz

	<Misc Design>	Usiros	Alran
	< Armorsmith Design Merchant>	Toinon	Erph
	< Tailoring Design Merchant>	Hagiaphilia	Morgev
	<Equipment Design>	Addichi	Jeth
	<Misc Design>	Kess	Benthe
	< Armorsmith Design Merchant>	Siloson	Briganta
	< Tailoring Design Merchant>	Melina	Gravir

20. Changed settings for Archdaeva equipment that drops after the update. Equipment that dropped before the update will be unchanged.

- Skill boosts will always match the class the armor is intended for, based on the stats the equipment offers. For example, Plate Armor with the Block stat will boost Templar skills, and Plate Armor with the Parry stat will boost Gladiator skills.

- The recommended level for a piece of gear will be randomly reduced upon acquisition.



21. Added a merchant that sells the morphing books for the Archdaeva Remodeled/Restructured/Reformed Danuar equipment.

- These recipes cannot be purchased from Orpheus or Nieldon anymore.

- The new NPCs are right next to Orpheus and Nieldon.

Race	NPC	Location
Elyos	Pandarus <Special Equipment Design Merchant>	Ariel's Sanctuary
Asmodian	Teyar <Special Equipment Design Merchant>	Azphel's Sanctuary

22. Fixed a texture issue with the Mace from Sauro Supply Base.

23. Added boxes of Blood Marks, equipment, and Stigmas to the loot table for the bosses in Adma's Fall, Theobomos Test Chamber, and Drakenseer's Lair.

24. Notifications will no longer be displayed when a character in the same region receives a Mythic-class item.

## Skills

1. Fixed an issue where character animations would display improperly when using “Springing Slice” with a two-handed weapon.
2. Fixed an issue where some item skill boost effects were not working for some classes.
3. Fixed an issue where a cooldown time of 0.1 seconds would be applied to skills that were not supposed to have a cooldown time.

## Characters

1. Increased the amount of Essence given for each level after becoming an Archdaeva.
  - For characters that have already leveled up, the Essence Points that were missed in the appropriate XP area will be calculated and given altogether upon obtaining XP.

Level	Previous	New
66	1	6
67	9	14
68	9	14
69	11	16
70	12	17
71	13	18
72	15	20
73	17	22
74	20	25
75	23	28
Total	130	180

2. The level of DP and Energy of Salvation will now be maintained up to 1 hour after disconnect.
3. Fixed an issue where AP would not be reduced upon death in PvP.
4. Added a sound effect when Growth Energy is obtained.

5. Fixed an issue where Essence would be obtained incorrectly.
6. Fixed an issue where Growth Energy acquisition limits wouldn't be reset at 9 AM unless a character logged out and in.
7. The game will now remember the state of Toggle Power Shard and Summon Pet when a character logs off, so the same setting will be retained when logging back in.
8. Changed the display and settings for Growth Energy.
  - An effect will be displayed around a character upon obtaining Growth Energy, and a buff icon will display when it is active. This replaces the previous tooltip display when mousing over the XP bar.
  - Increased the percentage of additional XP obtained from Growth Energy from 50% to 60%.
  - The value of max Growth Energy (Full charge: 100%) differs per character level. However, the amount that is charged upon receiving Growth Energy is the same regardless of level.
  - Growth Energy will no longer be given upon first login. The daily limit for obtaining growth energy from killing monsters has been increased from 5 charges to 10 charges and resets at 9 AM every day.
  - Increased the frequency with which Growth Energy is obtained from killing monsters.

## NPC

1. Decreased sight range and track time for enemy NPCs invading Iluma and Norsvold.
2. Removed level 74 monsters in the Canyon of Lost Souls in Norsvold.
3. Changed the population density of some monsters in Iluma.
4. Added descriptions of the finishing locations to the teleport device to Draupnir Cave for the Asmodians.
5. Fixed an issue where Aerial Thrusted NPCs would appear awkwardly.
6. Mid-size invasions will not occur between 2 AM – 11 AM in Iluma/Norsvold.
7. Added a portal to the Abbeys that lead to Iluma and Norsvold.
8. Placed Training Dummies in Ariel's Sanctuary and Azphel's Sanctuary.
9. Fixed an issue where some Reian NPCs' wings would not display correctly.
10. Fixed issues with the fights with Augmented Fleshgolem and Fleshgolem Captain.

- Fixed an issue where the summoned objects would not use their skills.
- Fixed an issue where the artifacts placed nearby could not be activated.
- 11. Increased the XP and reduced the level for enemy faction NPCs in Iluma and Norsvold.
- 12. Reduced the size of the Guardian's Trap and Archon's Trap located in Iluma and Norsvold.
- 13. Fixed an issue where some NPC outfits were not being displayed.
- 14. Increased the Abyss Points earned by killing certain mobs in Iluma and Norsvold.
- 15. Fixed incorrect names for some troopers invading Iluma and Norsvold.
- 16. Fixed an issue where Protectorate Key exchange is unavailable through the NPC Dawenald in Enshar.
- 17. Grand Invasion monsters now give XP.
- 18. Placed a Legion Warehouse NPC in Iluma and Norsvold.
- 19. Modified flight transporter NPCs so they leash back to their standard location when being attacked.
- 20. Changed some monster drop rates in Iluma and Norsvold.
- 21. Fixed incorrect stats for bosses in Iluma and Norsvold.
- 22. Decreased the level for the Worg Queen monster that appears in Sapora's Forest in Norsvold.
- 23. Archdaeva Manastone stats are now applied to summoned allies such as Spirits.
- 24. Fixed an issue where boarding a mount would cause an awkward animation sometimes.
- 25. Fixed incorrect spawn locations of some monsters in Iluma.
- 26. Fixed an issue where some monsters and Guard NPCs were hostile towards each other.
- 27. Changed the level for some monsters in the lower Abyss.
- 28. Added and changed sound effects for some monster animations and skills.
- 29. Fixed an issue where the flag in Iluma and Norsvold sites were not reappearing correctly.
- 30. Fixed an issue where boss monsters in the Archives of Eternity would periodically become inactive.
- 31. Added an NPC in Iluma and Norsvold that sells a limited number of crafting materials each day.

Location	NPC name
Azphel's Sanctuary	Yuseko <Collectibles Sales Merchant>

Ariel's Sanctuary	Bouman <Collectibles Sales Merchant>
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32. Changed the appearance and location of the Teleport Statue in Anturoon Crossing in Ishalgen and Daminu Forest in Poeta.

## Abyss

1. Fixed an issue where Legion Brigade General's GP would not decrease even if they do not own a Fortress.
2. Changed the respawn time of quest targets for quests obtained after capturing Upper Abyss bases.
3. Reduced the spawn time for the Protector, Commander and Executioner NPCs at each base.
4. Reduced the spawn time for Officer NPCs of each race.

## Panesterra

1. Teleport skills can no longer be used near the holy ground of each territory.

## Environment

1. Adjusted monster locations in several areas in Norsvold.
2. Adjusted rift exit locations from Iluma to Norsvold, and Cygnea to Enshar.
3. Fixed an issue where some incorrect textures were displayed in the Convent of Marchutan.
4. Changed the starting requirement for mid-size invasions so enemy troopers appear on the Sky Island first, and must be eliminated before the invasion begins.
5. Changed the location of gatherable items to make them easier to access.
6. Aequis Headquarters will now have flight available in the entire area.
7. Added the "Temple of Darkness" region name in Norsvold.
8. Fixed an issue where the Windstream near Taloc Hill in Inggison would behave strangely.



9. Removed some duplicate monsters in Norsvold.
10. Fixed the location for some high rifts in Iluma.
11. Modified terrain in Norsvold.
12. Added a pathway that allows teleport between regions.

Moving between locations			Movement
Norsvold	⇔ Can move back and forth	Levinshor, Kaldor	Teleporter
Iluma		Levinshor, Kaldor	
Harbinger	⇔	Norsvold	Teleport Corridor
Redemption		Iluma	

13. Fixed an issue where a character cannot correctly use the updraft in Marayas Wilds in Gelkmaros.
14. Kisk setup is no longer available at certain rift landing points in Iluma.
15. Decreased the level for monsters placed in some areas of Iluma and Norsvold.

Location		Previous	New
Iluma	Tarha Krall Village	Lv 72-75	Lv 69-72
Norsvold	Zenzen Tribe Territory		

16. Added new scout posts to Iluma (Aether Mine Entrance Scout Post) and Norsvold (Black Mane Mountain Scout Post).
17. Added updrafts to access the Windstreams in Iluma and Norsvold.
18. Removed the ability to set up kisks in some areas of Iluma.

## Legion

1. Added a whisper option which notifies the Legion Brigade General of new Legion applicants.
2. Added a new Legion Unity Buff I.
  - 5% bonus XP will be added if 5 or more Legion members are logged in with a Legion level of 3 or higher.
  - Legion Unity Buff II will be applied when 10 or more Legion members are logged in and will grant 10% bonus XP as usual.

3. Fixed an issue where Legion Unity Buff is applied in certain situations even if the requirements are not met.

- Fixed an issue where a Legion member who is logged off in an integrated server would still be counted towards logged-in members.

4. Legion application settings can now be changed by Deputy Brigade Generals and Centurions.

- They can be changed via Legion > Legion Menu > Set Permission.

## Pet

1. Untradeable items that are dropped in solo play can now be obtained via the “Pet Loot” function.

- Untradeable items that need verification based on distribution status cannot be looted by the pet when you are in a Party or Alliance.

2. Fixed a display issue where the cooldown time would not appear for the Groom/Check Pet skills and for the pet’s gift.

## Sound

1. Resolved volume issues with some sound effects.

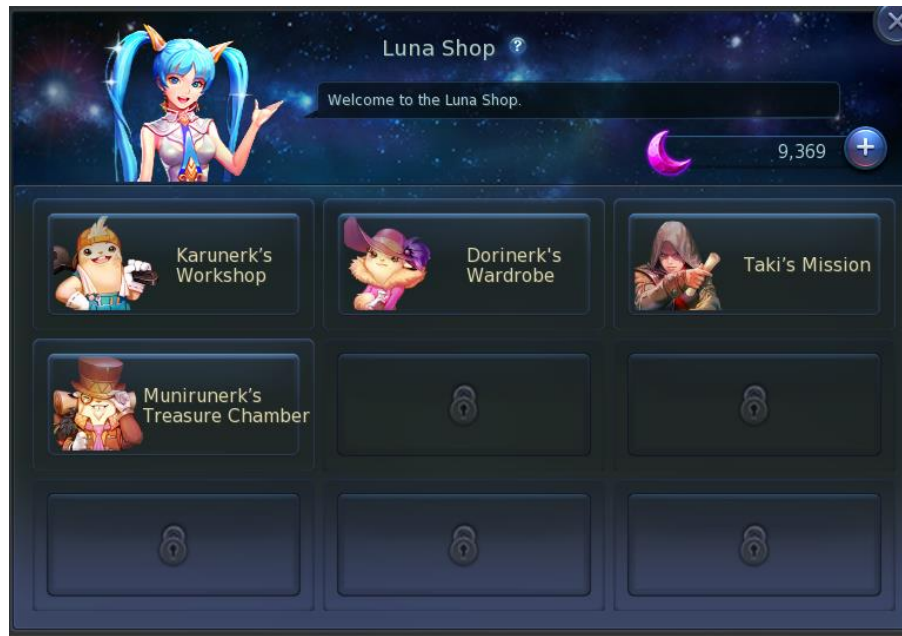
2. Fixed sound issues related to a character repeatedly moving around certain areas.

## Prestige Pack

1. Fixed an issue where the Prestige Society Vending Machine in Iluma was the wrong race.

## Luna Shop

1. The Luna Shop is now available. This shop allows players to exchange a new account-bound currency, Luna, for unique services.



- All players level 66 and above will receive 20 Luna.

## Acquiring Luna

2. Luna can be purchased from the Black Cloud Marketplace.

- Luna cannot be traded or sold to other players.

- The Luna total is account-wide and will be displayed on all characters regardless of which character acquires or spends it.

- Benefits earned from the Luna Shop apply only to the character that spent the Luna.

## Karuner's Workshop



3. Karuner's Workshop allows you to craft exclusive and cosmetic items.

- Special Designs features items from the exclusive Celestial Guardian set and will rotate every few weeks on a set schedule. The same items appear for all characters.

- If you temper Celestial Guardian gear to +7, it can be purified into Awakened Celestial Guard's gear and takes on a different appearance.



- Today's Designs will feature 6 recipes which rotate each day.

- The first recipe is always a material box, which can be received daily for free. The other five are cosmetic items such as skins, mounts and housing items.

- There are hundreds of available items, many of which have never been available before.

- These recipes have a variable chance of success. Recipes with a lower chance of success will require fewer crafting materials than other items of that type.

- Luna can be spent on crafting materials, either directly on the recipe page or by purchasing more material boxes.

## Dorinerk's Wardrobe



4. Dorinerk's Wardrobe allows you to repeatedly apply the appearance of a single skin to many items.

- To register a costume, drag it to a Wardrobe Slot. Some items cannot be registered.

- To apply a registered costume to a piece of gear, use the Change Outfit tab to select the costume and gear. The first application of each new costume is free.

- To remove a costume, use the Remove Outfit tab. Removing costumes is free, but only outfits that were applied by the Luna Shop can be removed there.

- Luna can be spent to open new wardrobe slots, to replace costumes already registered, and to apply the appearance of costumes past the initial one.

## Taki's Mission



5. Taki has missions available for Daevas who are looking to earn some extra crafting materials and experience.

- Two solo instances, Contaminated Underpath and Secret Munitions Factory, are available at launch.

- Contaminated Underpath resets daily, and Secret Munitions Factory resets weekly. Each can be entered once per reset period for free.

- Daevas will be transformed and given powerful skills and stats, so everyone level 10+ can participate regardless of character stats or gear setup.

- Luna can be spent to re-enter the missions after your free entry is used up.

## Munirunerk's Treasure Chamber





6. Muniruner's Treasure Chest is available to all who help the Luna Detachment.

- As a reward for spending Luna, players can obtain keys and other bonus items. These rewards reset every day at 9AM.

- Each key opens the chest and grants three random items from the following list.

- Luna can be spent to open the chest if there are no keys available.

Muniruner's Treasure Chest	
[Event] Special Head Executor Weapon Box	Enchantment Stone (3)
[Event] Special Head Executor Armor Box	Ceranium Medal (2)
[Event] Tempering Solution	Major Ancient Crown (2)
[Event] Omega Enchantment Stone	Blood Medal Box (10)
Major Stigma Bundle	Blood Mark (30)
Major Felicitous Socketing Box	[Event] Fabled Godstone Bundle
Greater Stigma Bundle	[Event] Noble Composite Manastone Bundle
Illusion Godstone Bundle	Enchantment Stone Dust (2000)
[Event] Heroic Godstone Bundle	Greater Courage Scroll (10)
Pallasite Crystal (10)	Fresh Oily Plucar Dragon Salad
Greater Running Scroll (10)	Fresh Oily Plucar Dragon Soup
Greater Awakening Scroll (10)	

Polish

1. Chaomance has been renamed to Zephyr Vale.
2. Eternal Spirit has been renamed to Primordial Creatures.
3. The Tunes of Splendor Legion has been renamed to Hymn of Aion.

## Miscellaneous

1. Fixed a server disconnect issue.
2. Fixed a game crash issue that occurs on some computers running Windows XP.
3. Increased the FPS limit from 60 to 120.
4. Added a Power Save Mode function for Laptops.
  - It will automatically adjust max frame rate when the laptop switches to battery mode.
5. Fixed an issue where the client would not time out after a period of inactivity.

