

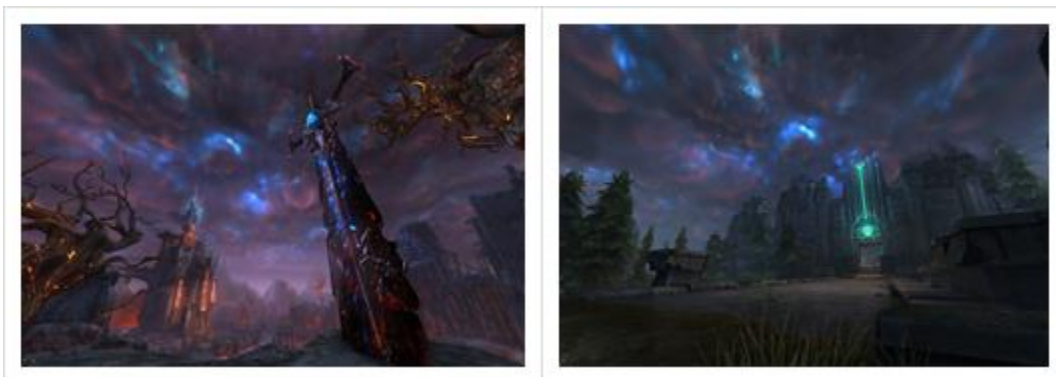


4.7 Patch Notes - Invasion

Environment

Kaldor

Kaldor roils and groans with the consequences of an ancient mistake. Cinder-ridden forests choke on the ashen reminders of the dangers of Ide. This place is a struggle between a petrified memory of old, and the growth of a new age trying to forget. Anoha, a forgotten Danuar hero, stands at the heart of it all. His ancient blade, sunken into the stone of Wealhtheow's Keep, may hold the answers to how Kaldor met its end. As lava belches forth onto this Ide-soaked land from the depths, Beritra moves across Kaldor with purpose.

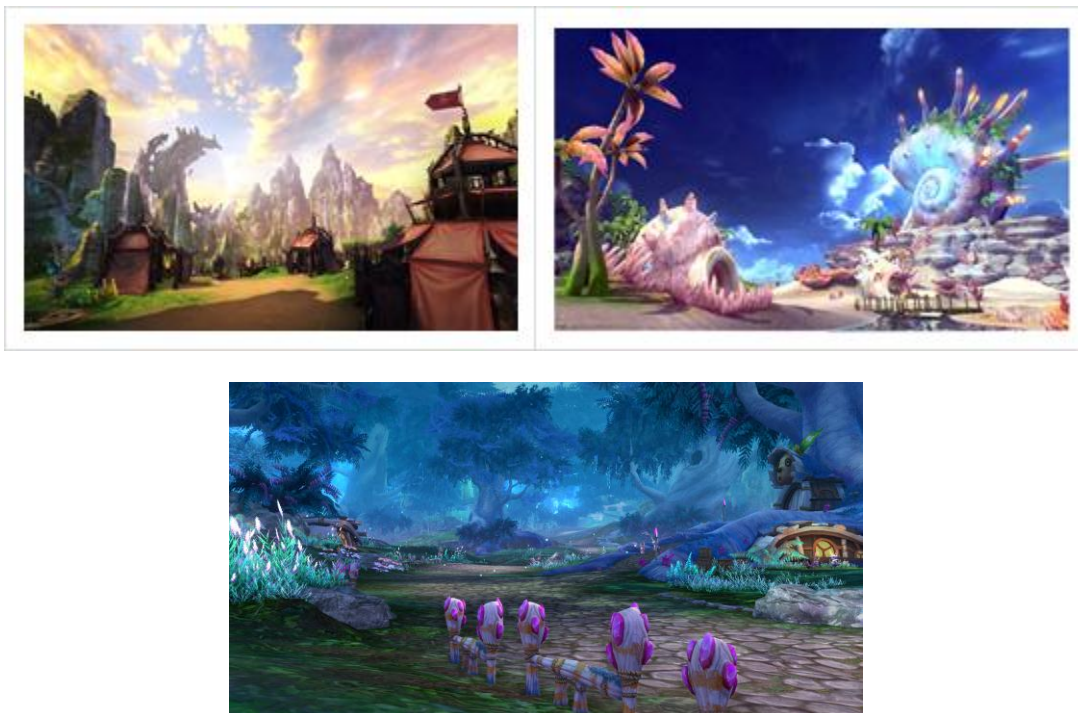


1. The Kaldor zone can be reached by teleporting from Katalam or Levinshor.

Location		Teleport NPC
Katalam	Rubirinerk's Farm	Poprunerk <Teleportation Guide>
	Saparinerk's Farm	Tarunerk <Teleportation Guide>
Levinshor	North Relay	Advance Corridor <Kaldor Bound>
	South Relay	
	Dragon Lord's Shrine	

Levinshor

The lush land of Levinshor belies a terrible secret, for long ago it was Tiamat's seat of power prior to her ascension as a dragon lord. It had long been sealed away by a powerful barrier, but with Tiamat's demise, Beritra was able to dispel the barrier and take control of Levinshor for his own purposes. Specifically, he desired the fruits of the Linkgate Foundry's research. Seeing Beritra's troops on the move, the Elyos and Asmodian forces realized the barrier must've been removed, and began their own incursions.

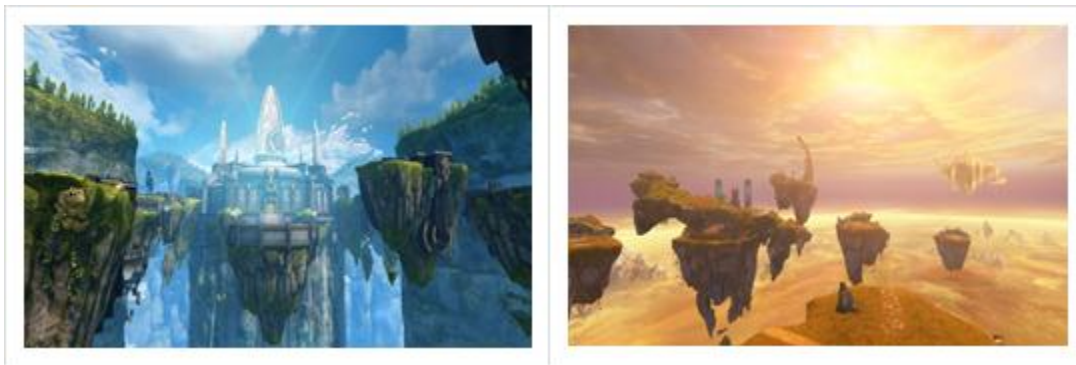


2. The Levinshor region can be reached by teleporting from Katalam or Inggison/Gelkmaros.

Location		Teleporter NPC
Katalam	Kaisinel's Beacon	Kelopas <Teleporter>
	Danuar Spire	Kiundis <Teleporter>
Inggison	Temple of Scales	Pasicles <Balaurea Teleporter>
	Altar of Avarice	Polyzarus <Balaurea Teleporter>
Gelkmaros	Crimson Temple	Damasenor <Balaurea Teleporter>
	Vorgaltem Citadel	Oxiateres <Balaurea Teleporter>

Panesterra

Panesterra was once the domain of the ancient Danuar. The cataclysmic explosion that destroyed Kaldor was so powerful that the fabric of reality was ripped apart, and Panesterra vanished into another dimension. Desperate to return home, the Danuar that were pulled with it gathered as much Ide as they could muster, but the plan backfired; instead of returning home, the land bent and split, becoming nothing more than islands floating in a void. Now, with the power of the Linkgate Foundry, Beritra has invaded Panesterra, intent on exploiting its secrets.



3. Panesterra sieges will be open periodically for beta testing purposes. Changes may be made during this time to improve the overall gameplay experience.

- Entrances become available in the Hall of Fame and Walk of Fame areas at the appointed time and remain spawned for ten minutes, or until all spots are filled.

- Only 100 characters per server/faction are permitted to enter the siege, with the breakdown as follows.

Rank	Number of Players
Governors	1
5-Star Officer and higher	50
1-Star Officer and higher	49

- Each of the 4 Panesterra regions has 4 sanctuaries, 2 of which will be randomly populated by a single server/faction. Unused sanctuaries will be used by the Balaur. While aesthetically different, the four regions are similar in layout.

- During the siege, you battle against the opposing factions as well as the opposing servers in a randomized 1v1 format. For example, Asmodians from Siel could be fighting Asmodians from Kahrn one week, and Elyos from Tiamat the next.

- The objective of the siege is to penetrate the defenses of the central fort and capture it by defeating its Guardian Deity. This allows players from your server to participate in Ahserion's Flight, when it becomes available.

Other Environment Changes

4. Fixed an issue where sound didn't work in some parts of Katalam and Danaria.
5. Fixed an issue where characters could teleport to abnormal locations around Danaria's Icethorn Frontier Garrison.
6. Empowered Veille and Mastarius will battle in Levinshor on specific days at 11PM.



- Empowered Veille will spawn near Lawbringer's Cut, and Empowered Mastarius will spawn near Valpura Heights. They march to battle in Flameberth Downs.

7. Thirty minutes after Anoha's Sword in Kaldor's Wealhtheow's Keep is activated, Berserk Anoha will be summoned.



- Anoha Sealing Stones are needed to activate the sword.

- The Anoha Sealing Stone is the reward given to the Brigade General of the legion that successfully captures Wealhtheow's Keep.

- The Anoha Sealing Stone will be deleted after 6 days.

8. Monsters will appear when Vocoliths in Levinshor are activated.

- An Ancestor's Relic is needed to summon the monsters from the Vocolith.

- Ancestor's Relics can be obtained from the garrison reinforcements in Levinshor.

9. Some parts of the following zones and instances have been changed.

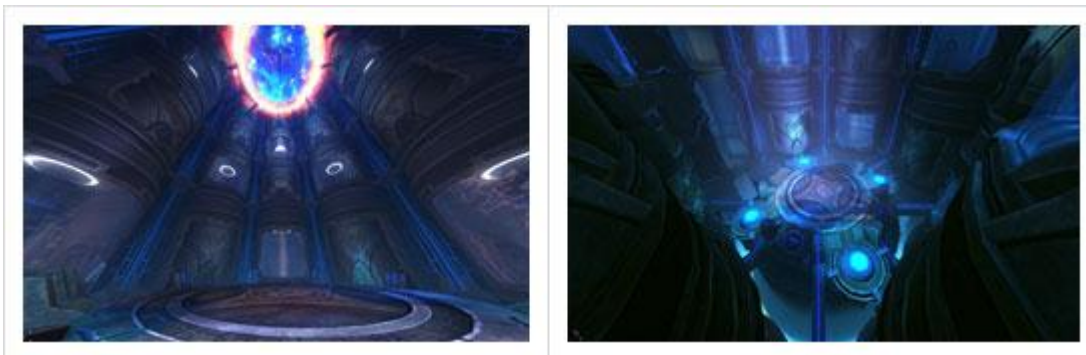
Zones and Instances	
Sarpan	Idian Depths
Danaria	Heiron
Tiamaranta's Eye	Walk of Fame
Hall of Fame	Tiamat's Stronghold
Ophidan Bridge	Engulfed Ophidan Bridge

Instances

Linkgate Foundry

1. Levinshor's new solo instance, Linkgate Foundry, has been added.

The Linkgate Foundry is a secret lab in Levinshor, created by Tiamat in order to research dimensional teleportation. The research was completed, but Tiamat died before it could be put to use. Now, Beritra has acquired the secrets of dimensional teleportation, and has used it to invade Panesterra.



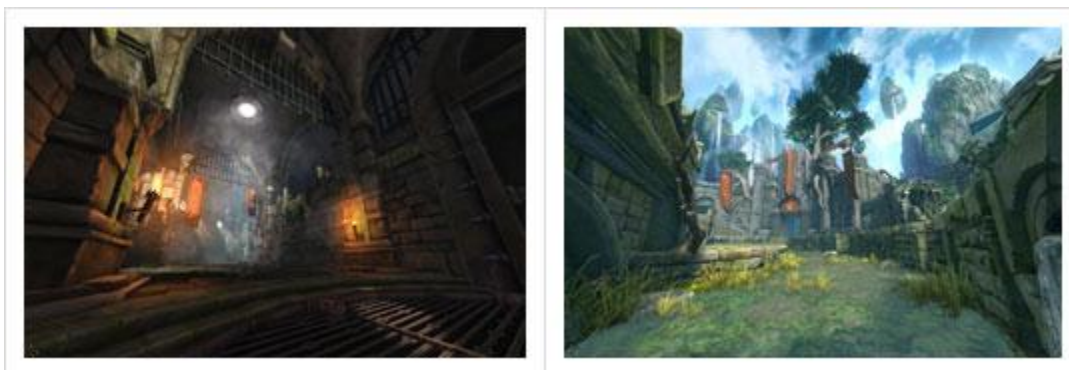
- The entrances to the Linkgate Foundry are located just outside Lumewillow Glade Scout Base (Elyos) and Pinnacle Cataract Outpost (Asmodian) in Levinshor.

Instance	Players	Level	Entry Count Reset Time	Entry Count
Linkgate Foundry	1	65+	Daily 9 AM	1

Idgel Dome

2. The new battlefield instance Idgel Dome has been added.

The Idgel Dome is a coliseum where the ancient Danuar forced Ide-contaminated creatures to fight for their entertainment. Beritra, knowing that these creatures could be valuable test subjects, made efforts to capture them when the Elyos and Asmodians arrived. Both sides, determined to stop the dragon lord and each other, have poured troops into this valuable site.



- Idgel Dome is a PvPvE instance with a 6 vs 6 format. The time limit is 20 minutes and the goal is to defeat the monsters and the opposing faction.

Entry Requirements	
Entry Level	Level 61 - 65
Entry Type	New group entry/Fast group entry/Everyone
Players	6 of the same faction

- Group members cannot enter if they do not meet the level requirements.
- The Idgel Dome can only be entered during set hours.

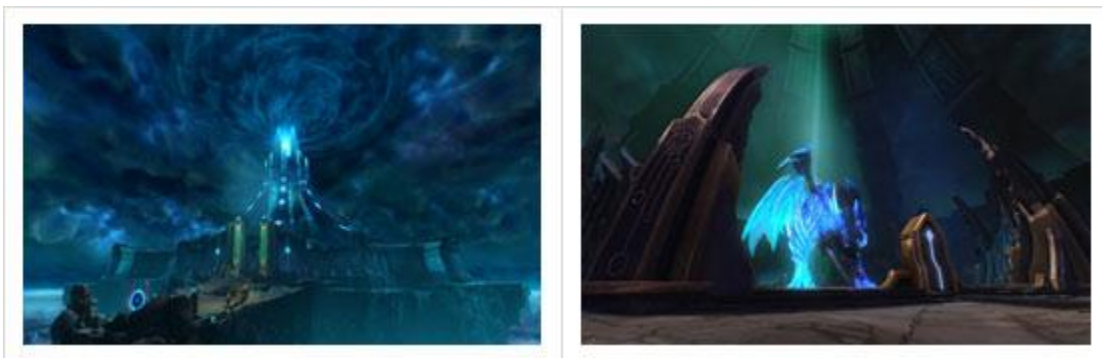
Entry	Entry Days	Entry Times	Entry Count
Entry Times	Daily	11PM – 12AM	1

- The entry count for Idgel Dome resets daily at 9 AM.
- During the entry time, a system message appears and an entry button becomes active in the lower right corner of the screen.

Ahserion's Flight

3. The new battlefield instance Ahserion's Flight has been added.

Realizing Panesterra's strategic value as an extremely Ide-rich land, Beritra commanded his general, Ahserion, to occupy it. Ahserion absorbed some of the accumulated Ide power and started the transformation process into a dragon. Ahserion's transformation is still incomplete, so additional troops were dispatched to move him to a safe place and guard him.



- Ahserion's Flight will become available for beta testing purposes in the later stages of the Panesterra beta. Changes may be made during this time to improve the overall gameplay experience.

- Ahserion's Flight is only open to server/factions that captured Panesterra.
- Ahserion's Flight is a battlefield where players have to defeat monsters and win against the opposing race within the allotted time.

Category	Entry Condition
Entry Level	Lv. 65
Entry Condition	Characters that have the 'Conqueror of Panesterra' title after capturing Panesterra Fortress
Entry Members	Up to 100 per region (max 400)
How to Enter	Enter through the Portal in Panesterra Fortress

Other Instance Changes

4. Infernal versions of some instances have been added.

- Infernal instances are more difficult versions of existing instances.
- When entering with a group, the instances can be selected from the conversation with the NPC.
- When entering via the find group dialog, the instance can be selected from the drop-down list.
- The number of entries for Infernal Instances and Regular Instances is combined.

Instances	Members	Level	Entries Reset Time	Entries
Infernal Danuar Reliquary	6	Lv. 65+	Every Wednesday at 9 am	3 times (Shared)
Infernal Illuminary Obelisk	6	Lv. 65+	Every Wednesday at 9 am	3 times (Shared)

5. Some instance entrances have been added or moved.

- The entry NPC for Nochsana Training Camp in Eltnen has been moved closer to the teleporter.
- An entrance to Infinity Shard has been added south of Dragon Lord's Shrine in Levinshor.
- An entrance to Danuar Reliquary has been added to Emberpine Pass in Kaldor.
- The following instances have had their entrances moved:

Race	Instances	Location	
		Before Changes	After Changes
Elyos	Adma Stronghold	Theobomos - Observatory Village	Theobomos - Anangke Excavation Camp
	Theobomos Lab	Theobomos - Theobomos Stronghold	
	Sauro Supply Base	Danaria - Pandarunerker's Delve	Levinshor - Aetherbrak
Asmodian	Adma Stronghold	Brusthonin - Adma Stronghold	Brusthonin - Edge of Torment
	Theobomos Lab	Brusthonin - Baltasar Hill Village	
	Sauro Supply Base	Danaria - Pandarunerker's Delve	Levinshor - Stonepike Falls
Elyos & Asmodian	Illuminary Obelisk	Idian Depths - Tower Mausoleum	Levinshor - North Woods Warden
			Levinshor - East Relay

6. Some instances no longer require specific items to enter.

Instances	Deleted Entry Item
Infinity Shard	Infinity Shard Waykey
Danuar Reliquary	Danuar Reliquary Waykey
Lucky Danuar Reliquary	

- The NPC selling special Morph Designs at Icethorn Frontier Post has been removed.

- These items have been removed from the Black Cloud Marketplace.

7. Fixed an issue where Judge Kaliga in Kromede's Trial appeared twice under certain circumstances.

8. Fixed an issue where 2 characters could use the cannon in Kamar Battlefield at the same time.

9. Fixed an issue where some doors to mid-level bosses didn't open in Kromede's Trial.

10. The amount of Blood Marks given to Lv. 61~65 characters when receiving the Victor's Reward Box/Consolation Prize Box in 'Arena of Harmony' has been increased to 2 instead of 1.

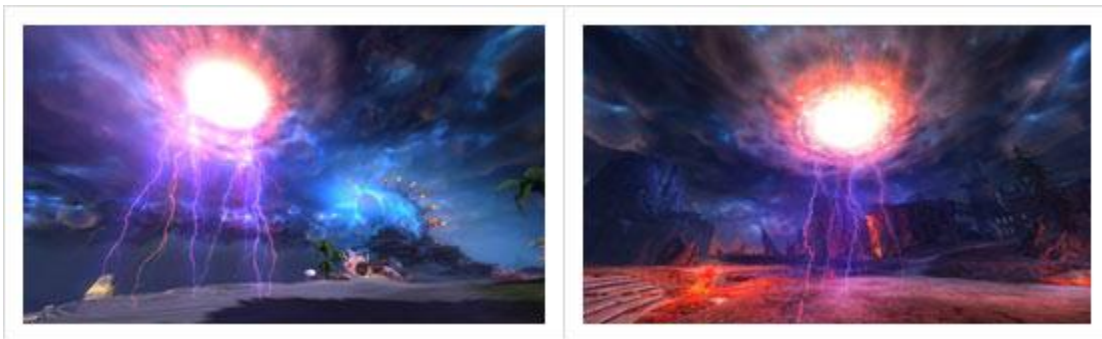
11. Key icons have been added to the conversation window with the Hidden Passage of the Danuar Omphanium in Sauro Supply Base.

12. Fixed an issue where some instances with no limits to entries had a time limit shown.

Invasions

1. Beritra's invasion monsters will appear in some regions at certain times.

Beritra has researched ancient Danuar weapons ever since discovering Ide and Hyperion in Katalam. Deep within the Sauro Supply Base was a hidden cache of Danuar weapon designs and machine parts. Beritra used this new technology to create legions of highly advanced autonomous weapons, which he uses to sow chaos and Balaurea, Abyss, and even Elysea and Asmodae.



- During the invasion, all possible spawn locations will be marked clearly on the map. They'll still need to be investigated, though, so communication is key!



- The monsters will appear on certain days between 6pm and 10pm.
- On the 11th of each month, the monsters will appear in all regions at 9pm.
- The loot that can be obtained depends on the character's contribution when defeating Beritra's invasion monsters.
- Since loot is determined separately for everyone, multiple players can loot the same monster simultaneously.

Skills

1. The following skills have been changed.

Class	Skill Name	Changes
Gladiator	Magical Defense I	Cooldown decreased from 3 min to 1min 30sec. Magic Suppression increased from 500 to 1000.
	Pressure Wave I ~ III	Cooldown decreased from 24sec to 20sec. 'Seismic Billow' has been added to the skill chain.
Templar	Prayer of Freedom I	Cooldown decreased from 10 min to 5 min.
	Aether Armor I	Cooldown decreased from 5min to 3min.
Assassin	Sprinting I	Reduced MP consumption (4% of MP -> 3%)
	Evasive Boost I ~ II	Cooldown decreased from 2min to 1min. Evasion boost of Evasive Boost II increased from 300 to 500.
Ranger	Aiming I	200 Magic Accuracy has been added.
	Breath of Nature I ~ V	Cooldown decreased from 5min to 1min. HP and MP regeneration has been increased.
Sorcerer	Supplication of Focus I	Duration increased from 20sec to 30sec.
	Aether's Hold IV	MP consumption decreased.
	Magic Fist III	MP consumption decreased.
	Arcane Thunderbolt IV & V	MP consumption decreased.
	Glacial Shard III & IV	MP consumption decreased.
	Soul Freeze III	MP consumption decreased.
	Flame Spray VI	MP consumption decreased.
	Flame Polearm I	MP consumption decreased.
Spiritmaster	Backdraft I ~ II	Cooldown decreased from 2min to 1min. MP regeneration increased.
	Fear I	Speed reduction effect has been added.
Cleric	Immortal Shroud I	Cooldown decreased from 10min to 5min.
	Chain of Suffering I ~ VII	Can now be used on monsters.
Chanter	Binding Word I	Cooldown decreased from 45sec to 30sec. Priority of the skill has been increased. Magic Accuracy has been increased.
	Magic Recovery I	Cooldown decreased from 5min to 3min.
Gunslinger	Teleport Escape I	Cooldown decreased from 3min to 1min 30sec.
	Automatic Fire I ~ V	Damage against Balaur has been increased.
	Steel Shot I	Damage against Balaur has been increased.
	Steady Fire I ~ VII	Damage against Balaur has been increased.
Aethertech	Flame Emission I ~ III	Can now be used while moving.

	Rocket Punch I ~ V	Damage against Balaur has been increased.
	Heat Burst I	Damage against Balaur has been increased.
	Ripslash I ~ VI	Damage against Balaur has been increased.
	Bludgeon I ~ V	Damage against Balaur has been increased.
	Battery I	Damage against Balaur has been increased.
	Beatdown I	Damage against Balaur has been increased.
Songweaver	Mvt. 4: Winter I	HP is now recovered instantly, with MP being recovered every 3 seconds over time.
	Resonant Hymn I ~ VII	Cooldown decreased from 1min 30sec to 1min. Changed from a 3 level charge to instant casting. The instant casting effect will be the same as the previous Level 3's effect. Target has changed from a single target to up to 6 party members within a 25m radius.
	Resonating Melody I ~ V	Cooldown decreased from 1min to 30sec. MP recovery has been increased. Can now be cast on a target instead of only on yourself.

2. The Recovery Effect text in the tooltips of some skills has been changed to Reduced Healing.

- Cleric: Festering Wound, Brilliant Protection, Word of Destruction

- Ranger: Fleshcutter Arrow

- Gunslinger: Juggernaut Cannon

3. Fixed an issue where the Spiritmaster's Fear I and Chain of Earth I ~ V skills couldn't be used simultaneously.

4. Added the speed reduction effect description to the Spiritmaster's Fear and Fear: Ginseng skills.

Items

1. The Equipment Purification system has been added.

- Equipment can be purified by using specific items at the Equipment Purifier NPC. Purifying an item will increase its base stats.



- Some attributes of purified items will change, while others are kept.

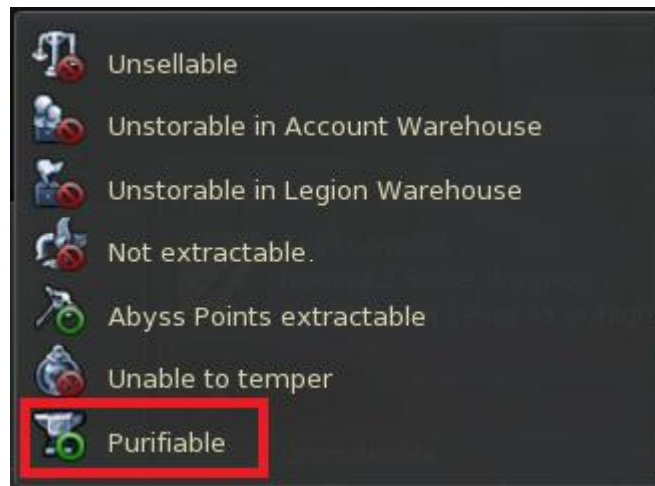
Attribute	Details	Result
Tuning	Stats Max Enchantment Level Additional Manastone slots	Kept
Manastones	Main Weapon Manastones Combined Weapon Manastones	Kept
Godstones	Regular Godstones Illusion Godstones	Kept
Enchanting Level	Enchanting Level Stats	Decreases 5 levels(*)
Appearance	Skin	Not Kept

* For example, an item that is enchanted to +10 will become +5 after purification.

- Only certain weapons/armor can be purified.

Original Items	Purified Items
Brazen Aegis	Pure Dynatoum
Lunatic Modor	Pure Lunatic Modor
Incensed Hyperion	Pure Incensed Hyperion
Enraged Hyperion	Pure Enraged Hyperion
Seraph, Shadowshift	Resplendent, Eclipse
Custodian/Shepherd	Resplendent, Eclipse/Seraph, Shadowshift
Resplendent, Eclipse/Seraph, Shadowshift	Dawnwing, Shadewing/Blazewing, Duskwing

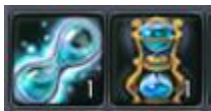
- A new item attribute has been added to show items that can be purified.



- Equipment Purification NPCs have been added to Sanctum and Pandaemonium.



2. Essence Purifier and Purified Essence have been added. These are related to the Purification system.



- The Essence Purifier consumes 50% of the XP bar of a Lv.65 character, and 1 Purified Essence is obtained.

- Only 2 Essence Purifiers can be purchased from the corresponding NPC in one day.

- NPCs selling Essence Purifiers and purification designs have been added to cities of both races.

3. New Abyss items have been added.

- The items can be purchased in the Walk of Fame/Hall of Fame in the academies of each race.

- The following new gear series have the same stats as existing high rank Abyss equipment, but have higher prices and can be equipped by Soldier Rank 1 and above.

New Abyss Gear	Equivalent Current Abyss Gear
Special Emissary Series	1-Star Officer Series
Evangale/Overlord Series	2-Star Officer Series
Special Elite Series	Dawnwing/Shadewing Series
Elite Evangale/Overlord Series	Blazewing/Duskwing Series

- Some items can also be obtained through purification.

4. The number of Abyss Points needed to purchase Resplendent/Eclipse items and Seraph/Shadowshift armor has been lowered.

5. Augmentation prices of the Resplendent/Seraph and Eclipse/Shadowshift gear have been lowered.

6. Fixed an issue where the recommended rank in the tooltip of the Resplendent, Seraph/Eclipse, Shadowshift gear was marked in red.

- Fixed an issue where the recommended rank was marked in red even when augmentation was available.

7. The recommended rank and required rank for equipping Seraph/Shadowshift weapons have been changed.

- Recommended for 1-Star Officer or higher

- Available for Soldier, Rank 2 or higher

8. The NPC selling governor items in Katalam has been removed.

- Existing Governor's Abyss items will no longer be sold.

- New governor items will be sold in the Walk of Fame and Hall of Fame.

9. Godstones can now be socketed by double-clicking or right-clicking the godstone and applying it to a weapon directly.

- Godstone NPCs have been removed because of this change.

10. Illusion Godstones have been added.

- Unlike regular Godstones, Illusion Godstones have a small chance to be destroyed when activated.

- Players will get a notification when an Illusion Godstone becomes damaged. 10 minutes after this notification, the Godstone will be destroyed.

- Illusion Godstones can be purchased from the NPCs in the Walk of Fame or Hall of Fame.

11. Some Godstones' efficiencies have been modified for balance between classes.

12. A new item stat has been added: Godstone Suppression.

- As Godstone Suppression increases, the probability of an enemy's Godstone activating on you decreases.

13. The Lockbox system has undergone some changes:

- The old lockboxes have been retired and new lockboxes and keys have been introduced. This also means there are all-new drop tables.
- The new lockboxes have a chance to return your key after opening.
- Any lockboxes and keys currently in-game will automatically be replaced with the new items as follows:

Old	New
Combat	Power
Wealth	Fortune
Enchantment	Utility

- Lockbox drop rates have been reduced in all areas. Enemies in the Steel Rose instances have a slightly higher chance of dropping them.
- Lockbox keys now only drop in level 30+ group instances, and level 65 solo instances.
- The Lockbox Key Pouch has been introduced, which allows you to choose the key you receive.

14. A new item attribute has been added: Legion Tradeable.



- Legion Tradeable items can be traded between legion members, but not anyone else.

15. New Eternal Ancient Manastones have been added.

16. New crafting designs have been added. They are sold in Levinshor.

Base	Design
Dragon Lord's Shrine	Design: Greater Ophidan
East/West Picket	Design: Legendary Katalium

17. The chance of obtaining Mythic items in the Illuminary Obelisk has been increased.

18. The way boss monsters drop items in some instances has been changed.

- Some boss monsters will drop items in bundles.

- Equipment dropped by some boss monsters have been changed to party loot so each party member can receive one.

Instances	
Fire Temple	Box is dropped, same as before
Draupnir Cave	Changed to boxes being dropped
Adma Stronghold	
Theobomos Lab	
Dark Poeta*	

* Weapons dropped by Dark Poeta's Brigade General Anuhart, Tahabata Pyrelord, and Calindi Flamelord will be dropped individually, as before.

19. The crafting critical rates of some crafting items have been increased.

20. The prices of some crafting ingredients have been lowered.

21. 3 new costume rewards have been added to the General Goods NPC in the Walk/Hall of Fame.

22. The appearances of some Fabled Pistols, Aethercannons, and Harps have been changed.



23. Fixed an issue where the Flarestorm in Beshmundir Temple didn't drop the Beshmundir Songweaver Hairpin.

24. The General Goods Merchant now sells the following 6 new Idian items.

Type	Item Name
Idian	Lesser Remodeled Idian: Physical Attack
	Lesser Remodeled Idian: Magical Attack
	Greater Remodeled Idian: Physical Attack
	Greater Remodeled Idian: Magical Attack
	Fine Remodeled Idian: Physical Attack
	Fine Remodeled Idian: Magical Attack

25. Fixed incorrect attributes for some designs.

26. Fixed an issue regarding storing Tempering Solution in an Account Warehouse.

27. A unified Return Scroll is now available.

- It's a single scroll that allows players to teleport to various regions.

- The list of regions will appear when using the scroll, and players just need to select their destination.
- The scroll can be purchased from the merchant NPCs in the following locations:

Sold At
Inggison/Gelkmaros
Sarpan
Tiamaranta
Katalam
Danaria
Levinshor

- 28. Fixed an issue where the amount of Star Glimmer Essence used in crafting a Legendary Master's Ring was incorrect.
- 29. Fixed an issue where the stats were applied incorrectly when using Retuning Scrolls.
- 30. When a Plume is tempered to +10, a system message will be shown in all regions.

Glory Points

- 1. The Inggison/Gelkmaros Fortresses and the Divine Fortress will now give Glory Points when captured.
- 2. Empowered Mastarius and Empowered Veille in Levinshor give Glory Points when killed.
- 3. Enraged Veille and Enraged Mastarius in Inggison/Gelkmaros will now give Glory Points when killed.
- 4. Abyss, Danaria, Katalam, Levinshor, and Kaldor's Beritra invasion monsters give Glory Points when killed.

Quests

- 1. New campaigns and quests for Levinshor and Kaldor have been added.
 - The new campaigns and quests will be given automatically for characters that are Lv. 65.
- 2. Non-Aethertech classes have had their campaigns and quests updated for simplicity and increased leveling speed.
 - Quests that have already been received prior to the changes can still be completed as they were.

- Some quests have been changed to automatically start when the correct level is reached, as opposed to when a specific area is entered.
- The levels at which certain campaign quests become available have been changed.
- Some quests in certain regions have been changed to campaign quests.

Regions	
Elyos	Asmodian
Poeta	Ishalgen
Verteron	Altgard
Eltner	Morheim
Heiron	Beluslan

3. New Idgel Dome quests have been added:

Race	Quest Name	Level	NPC
Elyos	[Instance/Group] Into the Dome	65	Alphioh <Guardian Detachment Captain>
Asmodian	[Instance/Group] All for One	65	Feroz <Archon Battlegroup Captain>

4. Linkgate Foundry quests have been added:

Race	Quest Name	Level	NPC
Elyos	Daily Secrets	65	Eljer <Bonesinger Tribunus>
Asmodian	Raid the Linkgate Foundry	65	Yasan <Darkseer Tribunus>

5. Some old Hero quests have been changed to give Glory Points when completed.

Race	Quest Name
Elyos	[Hero] Conquering Katalam (Rep)
Asmodian	[Hero] For Honor! (Rep)

6. New Lv. 65 Hero quests have been added.

- These quests can be acquired by completing infernal instances, and require tasks to be performed in Levinshor, Kaldor, and Inggison/Gelkmaros.

- Some quests will lead to hidden Hero quests.

Race	Quest Name	NPC
Elyos	[Hero] When Kaisinel Calls	Tirins <Guardian Detachment Governor>
	[Hero/Group] A Test of Courage	Adrastea <Tactician>
	[Hero] Bracing for Balaurea	
	[Hero] Beyond the Basics	Outremus <Kaisinel's Agent>
	[Hero/Daily] Ace of Bases	
	[Hero/Group] Kill Their Idols	Eljer <Bonesinger Tribunus>
	[Hero/Alliance] Conquering Kaldor	Adrastea <Tactician>
	[Hero/Alliance] Full Throttle	Perna <Tactician>
	[Hero/Alliance] A Shadow over Levinshor	Eljer < Bonesinger Tribunus >
	[Hero/Group] Snuffing out a Flame	
	[Hero/Group] Live by the Sword...	Povit <Levinshor Expedition>
Asmodian	[Hero] Fate of the Fierce	Vard <Archon Battlegroup Governor>
	[Hero/Group] A Test of Valiance	Halia <Tactician>
	[Hero] Prepare to Prevail	
	[Hero] Prove Your Supremacy	Richelle <Marchutan's Agent>
	[Hero/Daily] Cover Your Bases	
	[Hero/Group] Something Wicked	Yasan <Darkseer Tribunus>
	[Hero/Alliance] Seizing the Moment	Halia <Tactician>
	[Hero/Alliance] Stemming the Tide	Eldran <Tactician>
	[Hero/Alliance] Un-Veille the Agents	Yasan <Darkseer Tribunus>
	[Hero/Group] Knockout, Watchout	
	[Hero/Group] Can't Stop, Won't Stop	Ziln <Levinshor Detachment>

7. The entry quests for some instances have been removed. Completion of these quests will no longer be required to enter the instance.

Quests Deleted		
Instances	Elyos	Asmodian
Kromede's Trial	Nightmare in Shining Armor	Into the Unknown
Theobomos Lab	Project Drakanhammer	-
Adma Stronghold	-	The Secret of Adma Stronghold
Steel Rake	Price of Goodwill	A Suspicious Call

8. A new system has been added allowing certain quests to be turned in remotely:

Zone	Elyos	Asmodian
Inggison/ Gelkmaros	[Thu/Sun] Kerus' Command	[Thu/Sun] Stopping to Smell the Malodors
	[Thu/Sun] Too Many Tomuls	[Thu/Sun] Gone Fishing for Allies
	[Thu/Sun] Rynoce Ridden	[Thu/Sun] Rynoce Redirection
	[Thu/Sun] Aid the Raid	[Thu/Sun] Raiders of the Lost Army
	[Thu/Sun] The Levinshor Diversion	[Thu/Sun] An Amberhue Coup
	[Thu/Sun] New Kid on the Blockade	[Thu/Sun] Toady Tomuls
	[Thu/Sun] Reinforcement Reroute	[Thu/Sun] Hrimfaxi's Asking
	[Thu/Sun] A Shady Alliance in Levinshor	[Thu/Sun] Picket in Moon Thicket
Levinshor	Hyperion Intrusion	Discovery of New Passage

- The icon in the quest notifications will blink, and quests can be completed and rewards received remotely by clicking on [Bounty].



9. The 15 minute limit in the Carry the Flame quest has been removed.
10. Fixed issues where the Elyos quest Rotten Rotrons couldn't be completed and was available at the incorrect level.
11. Fixed an issue with the selection of reward items for the Elyos' The Test of the Heart quest.
12. Fixed an issue where Roseino in Verteron had quests that couldn't be completed.
13. Fixed an issue where some campaign quests could be acquired more than once.
- Fixed an issue where mission quests were given again to characters that had completed mission quests from Eltnen/Morheim.
 - Quests that have been acquired but are not in progress have been deleted.
 - Fixed an issue where Asmodian characters with the Carving out a Fortune campaign quest Twice as Bright received the quest Showdown with Destiny as well.
15. The amount of quest reward items for Asmodians running the Fire Temple instance has been increased.
- The following quests have been changed:

Quest Name
Crisis in Morheim
A Nepra Protector
[Group] An Ancient Weapon

16. Fixed an issue where the rewards of the Asmodians' [Group] Re-sanctifying the Temple quest were incorrect.
17. Fixed an issue where the rewards window of the Asmodians' Liberate the Region of Darkness quest was repeated.
18. Fixed an issue where some characters couldn't acquire the first Poeta/Ishalgen campaign quests.
19. Fixed an issue where Indratu Thresher kills were not being recorded correctly for the Elyos quest Taking it to the Indratu.
20. Fixed an issue where some characters received quests of another race.
- Quests that had been incorrectly received this way have been deleted.
21. The rewards for some quests of Lv. 50 and below have been increased.

Characters

1. Fixed an issue where Magic Resist rates were much higher than other resistance rates.
2. Fixed an issue where summoned spirits would disappear when an instance was over.
3. Fixed an issue where a character's abnormal status didn't show up on the chat window.

Pets

1. Merchant Pets have been added.
 - You can sell items directly to Merchant pets for kinah, as if you were talking to a normal merchant.
 - There is an option to automatically sell junk items.
 - Many of these pets also feature the auto-looting ability.
2. Cheer pets have been added.
 - Cheer pets consume Aether Cherries to buff the pet owner's stats. 5 Cherries are consumed every 5 minutes.
 - Each pet buffs different stats.
3. Fixed an issue where some animations were not working correctly for the Evolved Speckled Ailu Pet.
4. Items in your inventory can now be transferred from a pet's bag by right-clicking or double-clicking.

UI

1. The Atreian Passport system has been added.
 - This system gives daily rewards, just for logging in.
 - View the Passport by clicking on the icon to the right of the skill bar, or by clicking on Atreian Passport from the menu.
 - A stamp is earned the first time you log in each day. The daily login timer resets at 9AM server time.
 - Up to 28 stamps can be collected each month. Due to the number of days remaining in November, only 21 stamps can be collected in the first month.

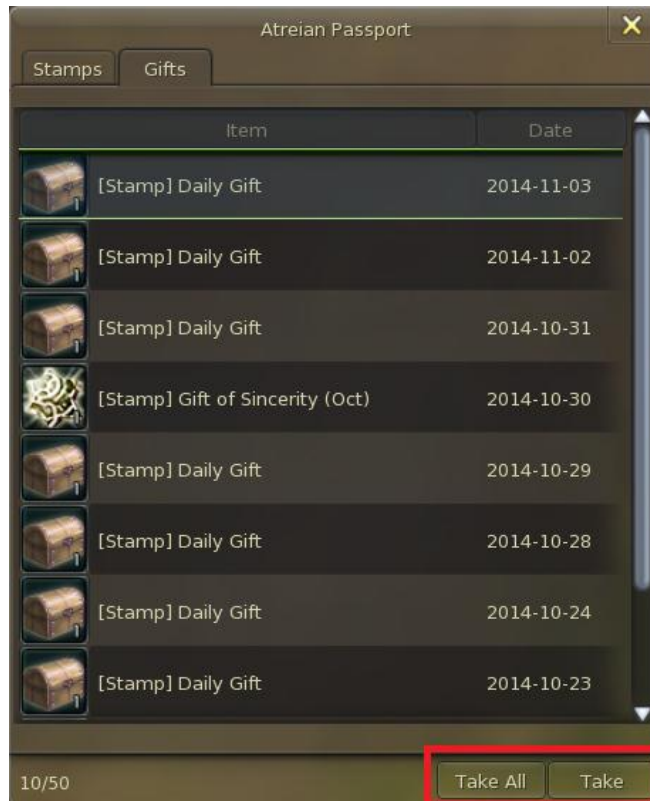


- There are three types of rewards: Daily, Cumulative, and Anniversary.

Passport Rewards	
Daily Login Reward	A daily reward for logging in
Cumulative Reward	A reward for collecting stamps for logging in for a specific amount of times
Anniversary Reward	A reward given the first time you login on the same month you joined Aion

- Some rewards have a minimum level requirement to receive.

- Select the reward you want from the Gifts tab and click "Take" to receive it.



- Stamps and rewards are shared between characters, so a reward earned by one character can be claimed by another one. Only one character on the account can claim a reward, though.

- A max of 50 rewards can be stored in the Gift Box. After that, they will be deleted starting from the oldest one.

2. A bind point teleportation system has been added.



- A bind point is a location that characters can teleport directly to by clicking on the bind point from their map.

- After using a bind point there is a 10 minute cooldown, and the cost is based on the distance traveled.

- Characters can only teleport to bind points in the same zone.

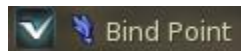
- The following are the regions where bind points can be used.

Elyos		Asmodian	
Poeta	Verteron	Ishalgen	Altgard

Eltne	Heiron	Morheim	Beluslan
Theobomos	Inggison	Brusthonin	Gelkmaros

3. The bind point category has been added to the map options.

- The box must be checked in order to show bind points in the map, and subsequently interact with them.



4. Fixed an issue where the chat window was not fixed in some circumstances.

5. The number of retunes available is now shown in an item's tooltip.

- The remaining number of re-tunings will be shown, even if it's 0.

6. When listing an item for sale at the Trade Broker, the average price for the past week will be shown.

7. Infiltration route portals that can be used by either faction are now marked in white, instead of green or blue.

- Elyos-only portals are still green, and Asmodian-only portals are still blue.

8. A feature to hide/show all quests Lv. 50 and below in the map/transparent map has been added.

- The default setting is set to hide all quests below Lv. 50.

- The setting can be changed by going to Options -> Additional Functions

9. Quest objects that need to be collected are now marked more visibly.



10. A Detailed Info button has been added to the end of PvPvE instances so that characters can check their individual scores.

- Click on the Detailed Info button in the Mid-Check/Final Results windows to see the details.
- While the instance is in progress, the window will show class, character, and rank information.
- After the instance, players can check class, character, and rank information, as well as the number of opponents defeated and the individual score.

11. A Favorite Instance function has been added.



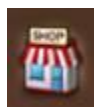
- You can mark instances as favorites in the Instance Info window, and view them in the Favorites tab.

13. Fixed an issue where Alliances composed of 3 groups weren't supported correctly.

14. Fixed an issue where the 'View Target's Skill Gauge' option didn't work correctly.

15. A wait time has been added for when multiple items are registered consecutively in the Auction House, to prevent players from accidentally listing unintended items.

16. The Black Cloud Marketplace icon has been changed.



17. Fixed a minor visual issue with pet information windows.

18. Fixed an issue with random notification sounds being played.

19. The maximum amount of kinah that can be moved in a single transaction has been increased from 9 digits to 11 digits.

- This affects all forms of kinah exchange, including mail, trading, private store, and broker.

20. Fixed an issue where the color of the Kinah in private shops wasn't visible to the purchasing character.

21. Fixed an issue where the amount of Kinah sent through Express Mail appeared incorrectly in the confirmation window.

Siege

1. The Wealhtheow's Keep fortress has been added to the Kaldor region.



- The Guardian General that appears at the fortress must be defeated to capture the fort.
- All kisks around the fort will be removed once the siege starts.
- A title is rewarded for successful sieges. Additionally, the winning legion's Brigade General will receive the Anoha Summoning Stone to summon Berserk Anoha.
- When the fort is captured by Balaur, a guardian with a blessing will appear. This buff can only be removed by capturing bind points.
- A faction may only defend this fortress once per possession. If this limit is reached, the fortress will be in the Balaur's possession 5 minutes before the next siege starts.

2. The siege schedule has been updated.

Time CDT	M	T	W	Th	F	Sat	Sun
11:00						Scales, Vorgaltem	Avarice, Crimson
12:00							
13:00							
14:00	Sillus	Silona	Pradeth	Avarice, Crimson	Silona	Sillus	Silona Pradeth
15:00							
16:00	Upper Outer Abyss, Sulfur	Siel's Forts	Krotan, Kysis	Krotan, Miren	Upper Outer Abyss, Lower Abyss	Upper Outer Abyss, Lower Abyss	Upper Inner Abyss
17:00							
18:00	Hearts	Hearts	Hearts	Hearts	Hearts	Hearts	Hearts
19:00							Panesterra
20:00	Scales, Vorgaltem	Avarice, Crimson	Scales, Vorgaltem	Sillus	Pradeth	Wealhtheow's Keep	Divine
21:00							
22:00	Krotan, Miren	Kysis, Miren	Upper Outer Abyss, Sulfur	Siel's Forts	Upper Inner Abyss	Upper Inner Abyss	Upper Outer Abyss, Lower Abyss

3. Rewards for succeeding in sieges have been increased.

Fortress	Rank 1		Rank 2		Rank 3	
	Members	Reward	Members	Reward	Members	Reward
Divine Fortress	12	Ceranium Medal (x4)	30	Ceranium Medal (x2)	50	Ceranium Medal (x1)
Inggison/Gelkmaros Fortresses	12	Ceranium Medal (x3)	40	Ceranium Medal (x2)	40	Ceranium Medal (x1)
Tiamaranta Hearts	24	Mithril Medal (x2)	16	Mithril Medal (x1)	16	Platinum Medal (x1)
Enraged Mastarius/Veille	15	Ceranium Medal (x2)	30	Ceranium Medal (x2)	45	Ceranium Medal (x1)

4. The sieges in Reshanta's Divine Fortress and Inggison/Gelkmaros have been changed to Lv. 65.

- The level of the guard NPCs have been changed from Lv. 50 to Lv.65.

- The guardians have been changed from Lv. 50 to Lv. 65, and their battle patterns have been changed.
- Legion merchant NPCs and regular merchant NPCs have been added to the forts.
- When a fortress is available for capturing, defense turrets will appear instead of defense cannons.
- Only members of the legion that has captured the fort may climb onto the turrets, and a special item is needed to use skills.

5. Artifacts in Reshanta have been changed.

- The level of the guard NPC has been changed from Lv. 50 to Lv.65.
- Artifact names and skill effects in the Abyss Core have been changed.
- The amount and type of items needed when activating artifacts has been changed.

6. A special blessing has been added to help races that cannot capture fortresses as frequently.

- Elyos will get Kaisinel's Blessing and Asmodians will get Marchutan's Blessing.
- Only characters participating in the siege will receive the blessing for the duration of the siege.
- The buff becomes more powerful for factions that capture fewer forts.
- The blessing will be applied to the race with fewer occupations, regardless of whether they are attacking or defending.
- This blessing is only available for sieges in Reshanta, Katalam/Danaria, and Kaldor.

7. The durations of some sieges have been shortened.

Zone	Fortress Name	Before Changes	After Changes
Reshanta	Divine Fortress	55 min	50 min
Inggison	Temple of Scales, Altar of Avarice	60 min	40 min
Gelkmaros	Crimson Temple, Vorgaltem Citadel	60 min	40 min
Katalam	Sillus Fortress	60 min	40 min
Danaria	Silona Fortress, Pradeth Fortress	60 min	40 min

Bases

1. There are two bases in Kaldor.

- The northern outpost is the Asmodians' and the southern outpost is the Elyos'.
- Defeat the Warcaptain/Warmarshal NPC to capture the base.
- NPCs of each race will periodically attack the Warcaptain/Warmarshal NPC or reinforcement NPCs.
- These NPCs do not appear when the Asmodians are in possession of the northern outpost and the Elyos are in possession of the southern outpost.

2. There are 13 bases in Levinshor.

- Twelve are color coded (four colors, three bases per color) and one is located in the center of the map.
- Defeat the Warcaptain/Warmarshal NPC to capture a base.
- Occupying all bases of the same color will cause the opposing race's reinforcement NPCs to spawn.
- Defeating the opposing race's reinforcement NPCs will yield Blood Marks, Ancient Coins, and Ancestor's Relics for use with the Vocoliths scattered throughout the zone.
- The central base is also captured by the winning side after the empowered agents' battle.

NPC

1. The levels of Enraged Veille and Enraged Mastarius in Inggison and Gelkmaros have been increased to 65.

2. The skill patterns of some boss monsters in Danuar Reliquary, Lucky Danuar Reliquary, and Illuminary Obelisk have been changed, and their stats and attack damage have been lowered.

3. Fixed an issue where Grand Commander Pashid in the Eternal Bastion didn't use skills under certain circumstances.

4. Fixed an issue where the Guard Captain Ahuradim in Sauro Supply Base didn't use skills under certain circumstances.

5. The battle with Guard Captain Ahuradim will start right away when entering Sauro Supply Base's Danuar Omphanium.

6. Some monsters in the Illuminary Obelisk have been deleted, and the stats of monsters have been lowered.

7. A system message will show when the HP of Enraged Veille and Enraged Mastarius in Inggison/Gelkmaros goes below a certain amount.
8. The effect of the Spiteful Roar skill used by the Enraged Queen Modor in Danuar Reliquary/Lucky Danuar Reliquary has been changed.
9. Fixed an issue where treasure boxes disappeared immediately after they were opened.
10. Fixed an issue where the ordering function of NPC items didn't work correctly.
11. The stats of some NPCs in Katalam have been changed.
12. The stats of some NPCs in Ophidan Bridge have been changed.
13. The appearance and motions of the Wing Feather Tuner NPC have been changed.
14. Fixed an issue where the weapons of some monsters wouldn't appear.
15. Fixed an issue where some monsters didn't respawn in Idian Depths.
16. Fixed an issue where the battle patterns of Grand Commander Pashid in The Eternal Bastion weren't working correctly in some cases.
17. Captain Rata in Idian Depths will retreat to his spawn point if he is lured too far away from it.

System

1. The way loading screens function has been changed.
 - Instead of showing a unique loading screen for each zone, screens are now randomized.
 - The artwork for the loading screens has been changed.

