



Aion 5.1 Patch Notes

Instances

Cradle of Eternity

1. The Cradle of Eternity instance has been added.



The Cradle of Eternity is an ancient lookout previously used to watch over Ateia. Long abandoned, a malevolent serpent named Typhon has taken up residence in this garden. As Archdaevas explored the Archive of Eternity in Iluma and Norsvold, a passage was discovered to the Cradle.

Your mission is to rescue a missing agent, and purify the Cradle of Eternity by eliminating Typhon and his corruption.

- The instance will only be available to a party of Archdaevas after completing the Archives of Eternity quest line.

Race	Quest Required
Elyos	Archives of Eternity Protector
Asmodians	A Long Overdue Battle

- The instance can be entered from the Tower of Eternity or the final room of the Archives of Eternity.

Members	Level	Entry Reset Time	Entries
6	66+	9:00 a.m. on Wednesday	4

Fissure of Oblivion

2. The Fissure of Oblivion instance was added.



Lady Siel created the Fissure of Oblivion to store and protect the memories of the Ancient Archdaeva. Upon entering the Fissure, Archdaevas become filled with power, and regain full use of their ancient abilities.

However, within the Fissure there exists a Shadow of Oblivion, created by Siel herself to safeguard the memories from falling into the hands of the unworthy.

- Enter the Fissure of Oblivion via the Kojol Valley Scout Post (Elyos) or the Nightbloom Forest Scout Post (Asmodians).

Members	Level	Entry Reset Time	Entries
1 person	66+	9:00am Daily	1

- An additional entry will be added when the Upper Abyss Landings reach level 6.

Fallen Poeta

3. The Fallen Poeta instance was added.

Poeta has once again been invaded by Balaur in the future, but something is... different.

Using an artifact from the Tower of Eternity, a being known as Kroban now rules. Evade Lieutenant Anuhart and defeat Brigade General Tahabata to challenge Kroban and liberate Fallen Poeta.

- Fallen Poeta can be entered from the Polten Marsh Scout Post (Elyos) or the Canyon of Lost Souls Scout Post (Asmodians).

Members	Level	Entry Reset Time	Entries
6	66+	9:00am on Wednesday	3 times

Idgel Dome Landmark

4. The Idgel Dome Landmark battleground instance was added.

Elyos and Asmodians discovered a new passage in Kaldor that led to a previously undiscovered Danuar arena.

Realizing that powerful Danuar relics were scattered around the ruins, both sides clash for control of the Idgel Dome Landmark.

- Idgel Dome Landmark is for 2 groups of 6 players each, and matches last for 20 minutes.

- Points are gained for kills and capturing the Danuar Relics. After 20 minutes, the side with more points wins.

- If one group wins with more than 41,000 points, they receive additional rewards.

Classification	Entrance Requirements
Entry Level	From level 66
Entry Type	New Group Entry Quick Group Entry Group Entry
Group Size	6 Players of Each Race
Entry Reset Time	9:00 a.m. every day
Entries	1 time
Entry Schedule	Daily 5am – 6am 5pm – 6pm 9pm – 10pm

Ophidan Warpath

5. The Ophidan Warpath battleground instance was added.

The Elyos and Asmodian armies heard reports of meetings between Shulack traders and the Beritra Army at the Ophidan Warpath, and sent teams to investigate. They found evidence that the Shulacks were trafficking prototype weapon components, and have enlisted help from a group of Shugo looters to retrieve the weapon parts.

- Ophidan Warpath is for 2 groups of 6 players each, and matches last for 20 minutes.

- Points are gained for kills and retrieving the Mechanical Weapon Test Parts. After 20 minutes, the side with more points wins.

Classification	Entrance Requirements
Entry Level	From level 66
Entry Type	New Group Entry Quick Group Entry Group Entry
Group Size	6 Players of Each Race
Entry Reset Time	9:00 a.m. every day
Entries	1 time
Entry Schedule	Daily 5pm – 6pm 7pm – 9pm 11pm – 1am

Ashunatal Dredgion

6. The Ashunatal Dredgion battleground instance was added.

When Beritra's army sacked the Aturam Sky Fortress, Ashunatal Shadowslip gathered the remnants of Tiamat's forces and escaped on a stolen Dredgion.

Infiltrate the Dredgion with a group of fellow Archdaevas. Watch out for the enemy faction because they too have found their way inside.

Classification	Entrance Requirements
Entry Level	From level 66
Entry Type	New Group Entry Quick Group Entry Group Entry
Group Size	6 Players of Each Race
Entry Reset Time	9:00 a.m. every day

Entries	1 time
Entry Schedule	Daily 12am – 2am 12pm – 2pm 8pm – 10pm

7. The entry level for some battlefield instances was changed.

Instanced Dungeons	Before Change	After Change
Engulfed Ophidan Bridge	61+	61 - 65
Idgel Dome		
Kamar Battlefield	61+	66+
Iron Wall Warfront		

8. Arena entry level ranges have been changed.

Entry Level	Instanced Dungeons
51-55	Arena of Discipline/Chaos/Harmony Unity/Discipline/Chaos/Harmony Training Grounds
56-60	Arena of Glory/Discipline/Chaos/Harmony Unity/Discipline/Chaos/Harmony Training Grounds
61-65	
66-75	

- Level 50 and below characters can no longer enter the Arena.

- Archdaeva characters (level 66+) now have a dedicated Arena.

- The previous level 61+ Arena is now limited to 61 – 65.

- Menus and teleport statues were added to the Kaisinel Academy/Marchutan Priory to facilitate access to and from Iluma and Norsvold.

9. Arena entry requirements were changed.

Instanced Dungeons	Before Change	After Change
Arena of Discipline	Entry with tickets	5 entries Resets 9:00 a.m. on Wednesdays
Arena of Chaos		
Arena of Harmony		
Arena of Glory	3 Arena of Glory Tickets	4 Arena of Glory Tickets

10. Fixed an issue where some summoned spirits were unable to pass through the opened door where the final boss monsters appeared in Rentus Base and Occupied Rentus Base.

11. The level of the monsters in The Eternal Bastion has been increased to 68.

12. Changed the location of the exit of Aturam Sky Fortress so it can be found more easily.

13. Removed the buff effect applied when the boss monsters in the Archives of Eternity are attacked.

Skills

1. The original transformation skills from the Echoes of Eternity update have been renamed.

Before	After
Hydropulse	Transformation: Vessel of Water
Incinerate	Transformation: Vessel of Fire
Windfall	Transformation: Vessel of Wind
Terraskin	Transformation: Vessel of Earth

2. Added new transformation skills that can be acquired via Essence and used starting at level 75.



- When a level 75 character maxes out the corresponding Transformation: Vessel skill, they can learn the new Transformation: Avatar skill for that element.

- Each Transformation: Avatar skill has a duration of 5 minutes and a shared cooldown of 60 minutes. The cooldown can be reduced by allocating Essence, and is lowered by 5 minutes for each +1 level.

- Depending on the element and the character's equipped items, some character stats are greatly increased while transformed.

- All boost/weakness effects applied to the character during the transformation are removed and exclusive transformation skills can be used.

Transformation Skills	Skill Name (Casting/cooldown time)	Skill Effects
Transformation: Avatar of Wind	Storm Surge (Instantly/2 seconds)	• Increases attack speed by 30% and range by 10m
		• Increases natural recovery rate and shock resistance 500 points, increases pull resistance by 1000 points
		• Chance to remove movement debuffs upon attacking and movement speed is increased by 50% for 5 seconds
		• Resets Electro Bolts cooldown/chance of resetting the cooldown of Field of Lightning
		• Movement is restricted
	Electro Bolts (Instantly/5 seconds)	• Deals wind damage and has a chance to reduce the cooldown time of Gust by 3 seconds
	Field of Lightning	• Deals wind damage to target and enemies within 6m radius of the target
	(0 seconds/15 seconds)	• Leaves a field for 10 seconds that reduces speed by 50% for 3 seconds in 3 second intervals
	Fierce Gale	• Not affected by Storm Surge's range increase. • Inflicts wind damage on the target
	(0.5 seconds/21 seconds)	• Restrains the target if it has movement related status effects
Remove Shock (Instantly/1 minute)	• Removes Stun, Knock Back, Stumble, Spin and Restraint effects and increases the caster's resistance against all these by 1000 for 7 seconds	
Transformation: Avatar of Fire	Rush of Flames (0 seconds/9 seconds)	• Charges at the target and performs a physical attack • Inflicts Dancing Fire and increases all attack skills by 50 for 10 seconds, up to 2 times
	Fan of Flames (0 seconds/4 seconds)	• Physical attack on targets in a fan-shaped area in front of the caster • If the target is afflicted with Shock or Dancing Fire/In Flames, it receives additional fire damage
	Inferno's Embrace	• Deals physical damage to the target and stuns it temporarily
	(0 seconds/3 seconds)	• If the target is afflicted with Dancing Fire/In Flames, it receives additional damage after the effect ends and you recover some Health

	Horrific Blaze	<ul style="list-style-type: none"> Deals physical damage to enemies within a 7m radius 	
	(0.5 seconds/15 seconds)	<ul style="list-style-type: none"> Inflicts Fear, reducing movement speed for 6 seconds and has a chance to inflict targets with Dancing Fire 	
	Remove Shock	<ul style="list-style-type: none"> Removes Stun, Knock Back, Stumble, Spin and Restraint effects and increases the caster's resistance against all these by 1000 for 7 seconds 	
	(Instantly/1 minute)		
Transformation: Avatar of Water	Icewind Gale	<ul style="list-style-type: none"> Inflicts magic water damage to target and targets within a 4m radius 	
	(0 seconds/6 seconds)	<ul style="list-style-type: none"> Increases Freezing stage 	
	Ice Spike	<ul style="list-style-type: none"> Deals magic water damage to targets inflicted with Stun, Paralyze, Knock Back, Stumble, and Restraint 	
	(0 seconds/0.5 seconds)	<ul style="list-style-type: none"> If the target's Freezing has reached stage 3, additional magic water damage is dealt and the target is knocked back 	
	Wave of Bitter Cold (1 second/10 seconds)	<ul style="list-style-type: none"> Magic water attack on targets in a fan-shaped area in front of the caster 	
		<ul style="list-style-type: none"> Increases Freezing stage 2 Enemies with Freezing stage 3 receive magic water damage and are knocked back 	
	Healing Rain	<ul style="list-style-type: none"> Removes all abnormal conditions from the target 	
	(Instantly/3 seconds)	<ul style="list-style-type: none"> Recovers instantly 1,500 HP and then 1000 every second for 3 seconds 	
Remove Shock	<ul style="list-style-type: none"> Removes Stun, Knock Back, Stumble, Spin and Restraint effects and increases the caster's resistance against all these by 1000 for 7 seconds 		
(Instantly/1 minute)			
Transformation: Avatar of Earth	Powerful Leap	<ul style="list-style-type: none"> Leaps at the target and does a physical attack 	
	(0 seconds/10 seconds)	<ul style="list-style-type: none"> Deals additional physical damage to enemies within 6m of the target and inflicts Capture and Restraint 	
	Rock Punch (Combo/5 seconds)	<Stage 1>	<ul style="list-style-type: none"> Deals physical damage to the target and recovers HP Resets cooldown for Rock Punch.
		<ul style="list-style-type: none"> If the target is inflicted with shock and movement related status effects, it receives additional physical damage and you recover HP 	
		<Stage 2>	<ul style="list-style-type: none"> Deals physical damage to the target and enemies within a 6m radius and recovers HP
		<ul style="list-style-type: none"> If the target is inflicted with shock and movement related status effects, it receives additional physical damage and you recover HP 	

	Ground Smash	<ul style="list-style-type: none"> Deals physical damage to the target and enemies within a 7m radius depending on the distance
	(0 seconds/5 seconds)	<ul style="list-style-type: none"> If the target is inflicted with Shock and movement related status effects, it receives additional physical damage
	Roar of the Earth (0.5 seconds/24 seconds)	<ul style="list-style-type: none"> Deals physical damage to targets within a 7m radius of the caster and makes them stumble
		<ul style="list-style-type: none"> Increases enmity and increases caster's resistance against Fear, Paralysis, movement speed reduction effects
		<ul style="list-style-type: none"> The lower the HP is, the lower the received damage becomes
	Remove Shock	<ul style="list-style-type: none"> Removes Stun, Knock Back, Stumble, Spin and Restraint effects and increases the caster's resistance against all these by 1000 for 7 seconds
	(Instantly/1 minute)	



3. Added new Archdaeva skills that can be acquired by allocating Essence.

- Archdaeva skills are advanced forms of Daeva skills with additional effects.

- Some Archdaeva skills can be enhanced up to 5 levels.

- Archdaeva skills share a cooldown with their corresponding Daeva skill.

- Archdaeva skills have a golden border.

Daeva Skills	Archdaeva Skills
	

Class	Acquired Level	Previous Daeva Skills	New Archdaeva Skills
Templar	68	Strike of Chastisement	Avenging Shield Blow
	70	Severe Blow of Extreme Cold	Righteous Blow
	72	Charge	Beserker's Rage
	74	Illusion Arrest	Entangling Chains
Gladiator	68	Roiling Hack	Tumultuous Surge
	70	Ferocious Chop	Ferocious Leap
	72	Wall of Steel	Body and Mind of Steel
	74	Berserking	Furious Charge

Assassin	68	Surprise Attack	Vampiric Slash
	70	Soul Slash	Soulshatter Cleave
	72	Ambush	Flash Ambush
	74	Whirlwind Slash	Windblade Reprisal
Ranger	68	Seizure Arrow	Soul-Busting Arrow
	70	Unerring Arrow	Light Arrow
	72	Sleeping Trap	Nightmare Trap
	74	Breath of Nature	Blessing of Nature
Sorcerer	68	Wind Spear	Spear of Gust
	70	Gain Mana	Mana Font
	72	Aetherflame	Flames of Wrath
	74	Boon of Iron-Clad	Oath of Iron-Clad
Spiritmaster	68	Ritual Push	Element Smash
	70	Command: Kamikaze	Command: Element Discharge
	72	Spirit Preserve	Command: Spirit Barrier
	74	Contract of Resistance	Aetherphase Contract
Cleric	68	Thunderbolt	Electro Bolts
	70	Land's Bargain	Power Smash
	72	Healing Splendor	Ripple of Healing
	74	Prayer of Focus	Prayer of Resistance
Chanter	68	Resonance Haze	Resonance Strike
	70	Melee Smash	Chained Crush
	72	Perfect Parry	Perfect Shield
	74	Promise of Earth	Pledge of Earth
Gunslinger	68	Harassing Fire	Concentrated Fire
	70	Stable Stance	Rapidfire Deluge
	72	Survival Instinct	Escape Instinct
	74	Anticipation	Mental Lock
Aethertech	68	Kinetic Battery	Magical Cover
	70	Magnetic Wave	Rage Wave
	72	Kinetic Slam	Idium Strike
	74	Stability Thrusters	Combat Prowess
Songweaver	68	Sonic Gust	Tempest Rhapsody
	70	Rejuvenating Aria	Refreshing Melody
	72	Mvt. 4: Winter	Snowflower Melody
	74	Sonicportation	Illusion Dance

4. Added 4 special Archdaeva skills that all classes have access to. These skills are passive, but will need to have essence allocated to them before they take effect.

Acquired Level	Skill Name	Effect
67	Boost Defense	PvE Defense Increase
69	Enhance Attack	PvE Attack Increase
71	Boost Interpersonal Defense	PvP Defense Increase
73	Boost Interpersonal Attack	PvP Attack Increase

Environment

Fast Track Server Expansion

1. Cygnea and Enshar can now be reached on the Fast Track Server.

- As before, you cannot enter the opposing race's zone.

- Some instance dungeons where players could obtain Abyss Points have been disabled on the Fast Track Server.

Restricted Instances	
Danuar Sanctuary	Seized Danuar Sanctuary
Occupied Rentus Base	Sealed Danuar Mysticarium
Cursed Argent Manor	Drakenspire Depths

- The Fast Track Server will be expanded up to level 65 characters in an update in the near future.

2. Added Bind Point Teleportation to Cygnea and Enshar.

3. The cost of going to Sanctum or Cygnea from the Griffioen airship was reduced to 1 Kinah.

4. Added markings so the path to Taloc's Hollow in Inggison is easier to find.

5. Modified some topography in Krall Aether Mine in Iluma.

Characters

1. Increased the chance of receiving Growth Energy from monsters when it is fully depleted.

2. Archdaevas will now receive Energy of Repose while logged off.

3. Light of Repose areas have been removed from the following areas:

Race	Region
Elyos	Oriel
	Iluma
	Wisplight Abbey
Asmodians	Pernon
	Norsvold
	Fatebound Abbey

4. Fixed an issue where skill cooldowns would not apply correctly after resetting Essence in some situations.

5. Fixed an issue where no warning was shown if a character's flight time expired in 15 seconds.

UI

1. Added information for new Archdaeva Transformation skills to the Allocate Essence window's Transformation tab.



- Tooltips and a UI for adding/removing Essence was added.

- Transformation-only skills can be viewed by clicking the magnifying glass icon.

2. Added a new tab for Archdaeva skills on the Allocate Essence window.

- The previous "Boost Skills" tab has been changed to "Daeva Skills."



3. Improved the altitude difference display.

Altitude Difference	Above or Below Target?	Display
0 – 5m difference	-	=
5 – 25m difference	Below	▼
	Above	▲
> 25m difference	Below	↓
	Above	↑

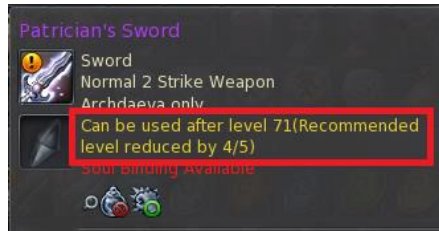
4. Improved the skill boost search function on the Broker window.

- When the player clicks on the skill boost search bar, a list of possible skills will display.

5. The buff bar has been divided into categories, and the following buffs will display separately from others:

Effect	
Housing Deeds	Legion Unity
Berdin's Star	Growth Aura
Energy of Salvation	Energy of Repose
Ascension Boost	Veteran Boost

6. Changed how recommended level reduction is displayed to now show the maximum possible for each item.



7. Fixed an issue where players had to view the entire reward list before accepting a quest.
 - The Accept button will now always be active in the quest acquisition window.
8. Fixed an issue where Growth Energy information would display incorrectly for level 75 characters.
9. Fixed an issue where some players may not have received the correct amount of Essence.
10. Fixed an issue where the Level Reduction stat on Archdaeva equipment wasn't displayed in private stores.
11. Fixed an issue where Enchantment and Tempering stats were not shown after registering an item with the Trade Broker.
12. Fixed a display issue with the Homeward Bound skill.
13. Changed the icon color for Archdaeva transformation skills to match their elements.

Items

Aetherforging

1. A new crafting system and discipline, Aetherforging, has been added.
 - Aetherforging can only be used by Archdaevas, and becomes available automatically at level 66.
 - With a few exceptions, Aetherforging does not require separate design items to learn recipes.
 - Players can open the Aetherforging window with [Shift + P] or by going to the Function window [Shift + K] and going to the Gather/Craft tab, then right-clicking on Aetherforging.

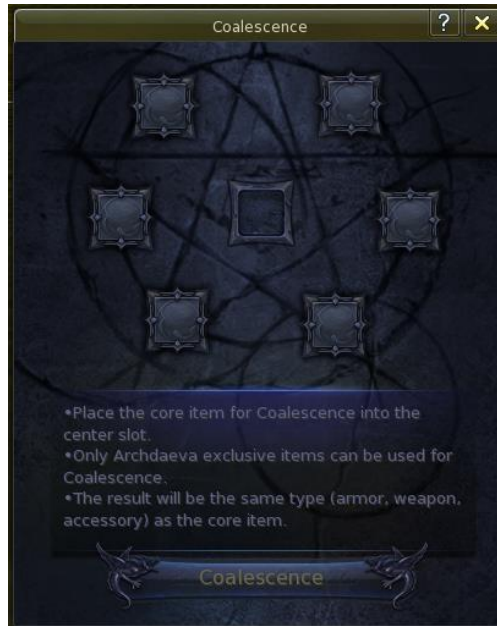


- Unlike previous crafting disciplines, Aetherforging does not require a crafting table and has no chance of crafting failure.
- Aetherforging cannot be used while mounted, flying, in combat, etc.
- Aetherforging rewards both Crafting Skill Points and Experience.
- Similar to previous crafting disciplines, Aetherforging has a chance to proc for a higher grade item. Unlike previous crafting disciplines, you will receive the item immediately and not have to wait for the bar to refill.
- Some Aetherforging materials are dropped by monsters in instanced dungeons in Iluma or Norsvold, while others can be bought from Aetherforging merchants.

Title	Elyos	Asmodians
<Aetherforging Quartermaster>	Kalio	Querendil
<Aetherforging Contributor>	Ipis	Albaniz

2. Coalescence has been added for Archdaevas.

- Coalescence can only be used by Archdaevas, and becomes available automatically at level 66.
- Players can open the Coalescence window with [Shift + P] or by going to the Function window [Shift + K] and going to the Gather/Craft tab, then right-clicking on Coalescence.



- Coalescence can only be used with Archdaeva equipment.
 - Register a base equipment item in the center, then register items of the same equipment category (Weapons/Armor/Accessories) in the material slots around the edge.
 - At least 1 material item must be registered. Up to 6 material items can be registered. They do not need to be the same equipment type. For example, Spellbooks and Polearms can be coalesced together, but Earrings and Polearms cannot.
 - Coalescence will consume all the items and give you a random piece of equipment. The rarity and level of the result depends on the rarity, level and quantity of items used. There is also a chance for additional items and enchantment levels.
 - Additional information can be found by clicking the ? button in the upper right corner of the Coalescence window.
3. A Skill Boost Reassignment function has been added to the Gear Modification window for Archdaeva equipment.
- The function works with the help of Skill Boost Reassignment Scrolls.
 - Only items that say "Skill Boost (Regrantable)" can have their Skill Boost reassigned.
4. A Level Reduction function was added to the Gear Modification window for Archdaeva equipment.
- By using a Level Reduction Stone, Archdaeva equipment can have its level reduced up to the maximum stated amount for each piece of equipment.

- Attempting this can fail, but an item will never lose reduced levels. For example, an item can move from 3/5 to 5/5, but **cannot** move from 3/5 to 1/5.



- If an item is already at the maximum reduction, this function cannot be used for that item.

5. Inert Stigmas have been terminated and can be sold for the purchase price.

- Inert Stigmas that were equipped have been unequipped.

- Characters will receive Chargeable Stigma bundles based on their class and level.

Level Range	Items Received
20 - 29	Normal Stigma Bundle x1
30 - 39	Normal Stigma Bundle x2
40 - 44	Normal Stigma Bundle x3
45 - 49	Normal Stigma Bundle x3 Greater Stigma Bundle x1
50 - 54	Normal Stigma Bundle x3 Greater Stigma Bundle x2
55+	Normal Stigma Bundle x3 Greater Stigma Bundle x2 Major Stigma Bundle x1

6. The mechanics of Stigma Charging failure have been changed.

Before	After
- Both Stigmas are destroyed.	- Target Stigma reduced to Charge Level 0 - Material Stigma is destroyed.

- Messages related to Stigma Charging have been edited to reflect this change.

7. Potion items have been further simplified.

- Mana and Life Potions and Serums have been converted into Recovery Potions and Serums.
- Morph Methods, Crafting Designs, drops, quest rewards, and all other sources of Mana or Life Potions and Serums have been either removed or changed to provide equivalent Recovery Potions and Serums instead.
- Lesser Divine Life and Mana Serums have been changed to Divine Recovery Serums.
- Recipes requiring Life or Mana Potions and Serums as materials have been changed or removed as appropriate.
- Superior Recovery Serums and Potions have had their level requirement reduced to level 50.
- Changed the amount of materials required for creating Upgraded Recovery Potions.

8. Valor Insignias have been added as a currency for level 66+ Arenas.

9. Cradle of Eternity Accessory Enchanter NPCs have been added to Iluma and Norsvold, who exchange accessories for material items found in the Cradle of Eternity.

10. The crafting result of Magic Diogenite recipes has been changed to a Magic Diogenite Bundle that gives all 5 types.

11. Fixed an issue where some stats for the Sunset equipment series were incorrect.

12. Fixed a problem where monsters in Levinshor did not drop Aetheric Field Fragments.

13. Recipes that require terminated items can no longer be used.

14. Pashid's Horn and Pashid's Claw are now terminated items and can be sold.

- They can no longer be obtained from The Eternal Bastion treasure chests.

15. Added recipes for Recovery Serum Bundles to Alchemy crafting to the following merchants.

Region	Title	Elyos	Asmodians
Sanctum/ Pandaemonium	<Misc Design>	Usiros	Alran
	<Alchemy Supplies>	Darius	Grad
Oriel/ Pernon	<Misc Design>	Kess	Benthe
	<Alchemy Supplies>	Hemes	Gelmiro

16. Added Honorable Recovery Serums to the Officer's Special Item Distributor in the Hall of Fame and Walk of Fame.

Race	NPC Name
Elyos	Iriana
Asmodians	Kratyr

17. When a character is created, the Life and Mana Potions they receive in their inventory have been changed to Recovery Serums and Recovery Potions.

18. Changed the chance of destruction for Illusion Godstones.

20. Some items dropped by bosses in Iluma and Norsvold were changed.

21. Fixed issues where some items had incorrect appearances.

22. Fixed an issue where some skin items could be enchanted.

23. Omega Enchantment Stones have been removed from drops in all previous instances and now drop only in the following instances.

Instances		
Cradle of Eternity	Archives of Eternity	Fallen Poeta
Drakenseer's Lair	Adma's Fall	Theobomos Test Chamber
Occupied Rentus Base	Seized Danuar Sanctuary	Drakenspire Depths

Quests

1. Campaign quests for Archdaevas were added for Iluma/Norsvold

Race	Region	Quest Name
Elyos	Iluma	Agent Viola's Call
		Special Secret Mission
		Finding the Traces of the Sage
		Protection Artifact 1
		Protection Artifact 2
Asmodians	Norsvold	Agent Peregrine's Call
		Special Secret Mission
		Finding the Traces of the Sage of the Tower of Eternity
		Building a Protection Artifact 1
		Building a Protection Artifact 2

2. Added missions and quests for the Cradle of Eternity.

- These can only be carried out by Archdaevas of level 66 and above. They can be acquired from NPCs or at the entrance of instanced dungeons or by going to special regions.

Race	Quest Name	Acquisition Method
Elyos	Lost Agent Viola	Enter the Cradle of Eternity Acquired Automatically
	Traveling with the Earth Jotun	
	Reunion with Agent Viola	
	[Instanced Dungeon/Group] Urgent Summons	Ador <Sanctum Keeper>
	[Instanced Dungeon/Group] Altar of Emptiness	Teria <Hymn of Aion Legion>
	[Instanced Dungeon/Group] A Secret Place	
	[Instanced Dungeon/Group] Left-behind Hymn of Aion Agent	
	[Instanced Dungeon/Group] A Hidden Asmodian Kisk	Ladilis <Hymn of Aion Legion>
	[Instanced Dungeon/Group] Insightful Eye	Enter certain areas in the Cradle of Eternity Acquired Automatically
	[Instanced Dungeon/Group] Escape from the Contaminated Library	
	[Instanced Dungeon/Group] Evil Spirit Typhon	
	[Instanced Dungeon/Group] Sleeping Fairy Queen	
	[Instanced Dungeon/Group] Source of the Contamination at the 3rd Library	
Asmodians	Lost Agent Peregrine	Enter the Cradle of Eternity Acquired Automatically
	Traveling Companion Earth Jotun	
	[Instanced Dungeon/Group] Reunion with Agent Peregrine	
	[Instanced Dungeon/Group] Urgent Call	Corto <Temple Minister>
	[Instanced Dungeon/Group] Completed Records of Life	Ubepe <Archon's Shadow Legion>
	[Instanced Dungeon/Group] A Secret Space	
	[Instanced Dungeon/Group] Left-behind Archon Shadow Agent	
	[Instanced Dungeon/Group] A Hidden Elyos Kisk	Stigeter <Archon's Shadow Legion>
	[Instanced Dungeon/Group] Eye of the Ruler	Enter certain areas in the Cradle of Eternity Acquired Automatically
	[Instanced Dungeon/Group] How to get to the Storm Cliff	
	[Instanced Dungeon/Group] Ruler Python	
	[Instanced Dungeon/Group] Sleeping Queen Alb	
	[Instanced Dungeon/Group] Reason for the Contamination at the 3rd Library	

3. Added quests for the new battlefield instances.

- Ashunatal Dredgion:

Elyos	Asmodians
[Group] Eliminate the Ashunatal Dredgion Captain	[Group] Get Rid of the Ashunatal Dredgion Captain
[Group] Obtaining the Ashunatal Supplies	[Group] Seizing the Ashunatal Supplies
[Group] All-out Dredgion Attack	[Group] All-out Dredgion Assault

- Idgel Dome Landmark

Elyos	Asmodians
[Instance/Group] Idgel Dome Landmark Relics	[Instance/Group] Relics at Idgel Dome Landmark
[Instance/Group] Unpredictable Combat	[Instance/Group] Unavoidable Battle

- Ophidan Warpath

Elyos	Asmodians
[Instance/Group] Support Operation for the Ophidan Warpath	[Instance/Group] Support Operation for the Ophidan Warpath
[Instance/Group] Battle on the Ophidan Warpath	[Instance/Group] Combat on the Ophidan Warpath

4. Added quests for Fissure of Oblivion.

Race	Quest Name	Acquisition Method
Elyos	To the Fissure of Oblivion	Acquired automatically at level 66.
	Vaguely Returning Memories	Acquired automatically upon entering the Fissure of Oblivion.
Asmodians	Investigate the Fissure of Oblivion	Acquired automatically at level 66.
	Vaguely Remembered Memories	Acquired automatically upon entering the Fissure of Oblivion.

5. Aetherforging tutorial quests have been added for Archdaevas.

Race	Quest Name	Acquisition Region	Acquisition NPC
Elyos	Discovery of a New Technology	Iluma	Kalio <Aetherforging Quartermaster>
Asmodians	Discovery of a New Ability	Norsvold	Querendil <Aetherforging Quartermaster>

6. Repeatable quests have been added to the Crucible Coliseum for Archdaevas only.

Elyos	Asmodians
Ongoing Training	Coliseum Training
Ongoing Efforts	Coliseum Efforts

7. Added GP rewards for the war quests in Iluma and Norsvold.

Race	Quest Name
Elyos	[Spy/Daily] Lord Ariel's Decree
	[Urgent Order] Give No Quarter
Asmodians	[Spy/Daily] Attack Iluma
	[Urgent Order] Protect Norsvold

8. Due to the Arena and Crucible level changes, some quest settings have also been changed.

- All quests for the Crucible Coliseum that were originally acquired at level 46, are now changed to level 51. EXP and Kinah rewards have been changed accordingly.

- Due to the entry method changing, quests that give entry tickets have been deleted.

9. Campaign quests that were obtained before the 4.7 Invasion update have been changed to new campaign quests.

- This is to fix bugs caused by old, defunct campaign quests that cannot be abandoned or progressed but are still lingering on some characters. In many cases, these campaigns prevent those characters from experiencing newer content.

- The previous quests cannot be obtained anymore and any campaigns in progress will be deleted.

- After the previous campaign quests are deleted, players will receive new campaigns. After completing the first order of each quest, they can be started again from the beginning.

- However, if all missions for a single area were completed, new ones will not be provided.

10. Some quests in Iron Wall Warfront were changed.

- The preliminary quests for these quests were deleted and the acquisition level changed to 66.

Race	Quest Name
Elyos	[Alliance] Face the Commander

	[Alliance] Reclaim the Battle
	[Alliance] Forward March
Asmodians	[Alliance] Face the Commander
	[Alliance] Capture the Bastion
	[Alliance] Storm the Gateway

11. Added Radiant Ops and Blood Crusade quests for level 66+.

Race	Quest Name	Acquisition Method
Elyos	[Daily] Their Blood for Blood	Join the Radiant Ops
	[Infiltration/Daily] Norsvold Assault	
Asmodians	[Daily] Destroy the Faith in Their Arms	Join the Blood Crusade
	[Infiltration/Daily] Iluma Asasult	

12. Added a max level for Radiant Ops and Blood Crusade quests for level 61+.

Race	Quest Name	Changes
Elyos	[Daily] Rage Against the Asmodians	Acquired from level 61 - 65.
	[Spy/Daily] Enshar Invasion Operation	
Asmodians	[Daily] Go Guerrilla on the Elyos	
	[Spy/Daily] Cygnea Invasion Operation	

13. Added quests for Elyos in Eltnen and Asmodians in Morheim that can be obtained at level 37.

- These can be completed by Elyos in Heiron and by Asmodians in Beluslan.

Race	Quest Name	Acquisition Method
Elyos	Perento's Call	Near the Fire Temple Entrance Acquired automatically upon entering
Asmodians	Nerita's Call	

14. The reward weapon for Ascension will now come with manastones already socketed and an enchantment level of +10.

15. Increased the EXP reward of some level 20 – 24 quests in the following regions:

Region	
Verteron	Altgard
Eltne	Morheim
Sanctum	Pandaemonium

16. Changed the Stigma quests.

- Instead of receiving Inert Stigma bundles, each quest now gives a Chargeable Stigma as a reward.
- Players can now complete these quests remotely without having to go to the completion NPC.

Race	Acquired Level	Quests
Elyos	30	Stigma 101
	40	Pelias' Aid
	45	StiGreat
	50	Stigmore
	55	StigMajor
Asmodians	30	A Bundle to Enjoy
	40	Stigma Stones May Break Your Bones?
	45	Better Than Great
	50	You Aud-a Know
	55	Major Sixth

- Characters that currently have the Stigma quests will switch to the new quest steps.
- Players who have already completed the old Stigma quests will receive Stigma bundles for each level into their inventory.

17. As a reward for completing “A Sliver of Darkness” (Elyos) and “No Escaping Destiny” (Asmodians), characters will receive the correct Stigmas for their class.

18. Some quest steps for the Asmodian Morheim quest “A Nepra Protector” were changed.

- Players can now use the Mist Mane Teleport Statue to get to Mist Mane Village.

Luna Shop

1. The cost for the Secret Munitions Factory has been reduced from 30 Luna to 20 Luna.

NPC

1. Added NPCs to the Arena that exchange Archdaeva equipment and items for Valor Insignias.

Race	NPC Name	
Elyos	Alkarurops	Spika
	Rikardo	Arachnis
Asmodians	Vladmir	Andarta
	Heinrich	Britta

2. The Divine Weapon and Divine Armor merchants that were located where the new Arena merchants are now were moved to the Rewards Office.

3. Changed the amount of Abyss Points available from some monsters in Iluma and Norsvold, including Infiltration NPCs.

4. Beritra forces in Reshanta were changed to Ereshkigal forces.

5. Fixed a problem with the Insignia of Light/Darkness Protection not being applied correctly to Guardian Deities during fortress sieges.

6. Added Radiant Ops and Blood Crusade NPCs to Iluma and Norsvold, respectively.

Location	NPC Name	Title
Iluma Ariel's Sanctuary	Hero	<Radiant Ops Recruiter>
	Epigonus	<Radiant Ops Steward>
	Ameino	<Radiant Ops Agent>
Norsvold Azphel's Sanctuary	Siente	<Blood Crusade Recruiter>
	Mallankat	<Blood Crusade Steward>
	Keller	<Blood Crusade Agent>

7. Fixed an issue where the Protection Commissioned Officer didn't spawn during flag battles in Iluma and Norsvold.

8. Deleted the Stigma Quartermasters and Stigma Merchant NPCs from each region.

9. Blessed Totem NPCs have been added to all Archdaeva PvE instances for Prestige Pack users.

