



Patch Notes Update 4.71v – The Great Invasion



Table of Content

Beritra's Invasion	3
New Regions	4
Kaldor	4
Akaron	4
Pangaea	6
The first battle for Pangaea	7
Antriksha's Ascension Site	8
PvP	9
Fortress Battle	9
Garrison Battle	12
Instances	13
New Instances	13
Baruna Research Laboratory	13
Runatorium	13
Heroic Mode – Runadium & Rune Shield Tower	14
Changes to Old Instances	15
Honour Points	16
Skills	16
Quests	18
New Quests	18
Changes to Old Quests	20
Items	22
Pet	27
Character	27
UI	27
NPC	30
Environment	31

Beritra's Invasion

After Beritra was able to collect information about Id and Hyperion in Katalam, he began researching giant machine weapons that were powered by Id. He found drafts and components for ancient Rune weapons that were of great use to him. Beritra used the newly acquired technology to create Dynatum and then later a whole army of machine weapons. He used Invasion Generators to open portals that allow his army to attack Balaurea as well as the Abyss. Beritra's goal is to conquer all of Atreia.



- Now portals are appearing all over Atreia that are spewing out Beritra's mighty machine weapons.
 - Thanks to markings on the map you can determine where the machine weapons could appear.
 - The monsters show up on specific days in specific regions between 6 PM and 10 PM.
 - On the 11th of each month, the monsters will appear in all selected regions simultaneously at 9 PM.
 - After defeating Beritra's machine weapons, the participating players will each receive their rewards according to their contribution/Contribution Points.
 - Even if another player collects the reward, you can roll for the reward regardless of the order.



New Regions

Kaldor

Searching for Id, the first Dragon Lord Fregion journeyed to Kaldor long ago – once Rune territory, it still contains one of their fortresses.

When Fregion arrived there, Commander Anoha exploded Id stored in the Underground with no warning. The explosion was so devastating that many regions were affected by it. Fregion was injured, the Rune were wiped out. Much time has passed since then, but Kaldor is still barren – both because of the Id Explosion and the flames from the injured Fregion.



- You can reach Kaldor by using the Teleporter in North Katalam and Akaron.

Location		NPC
North Katalam	Rubininerk Farm	Popurunerk <Company Teleporter>
	Saphirunerk Farm	Tarunerk <Company Teleporter>
Akaron	Northern Operations Base	Advance Corridor
	Southern Operations Base	
	Central Base	

Akaron

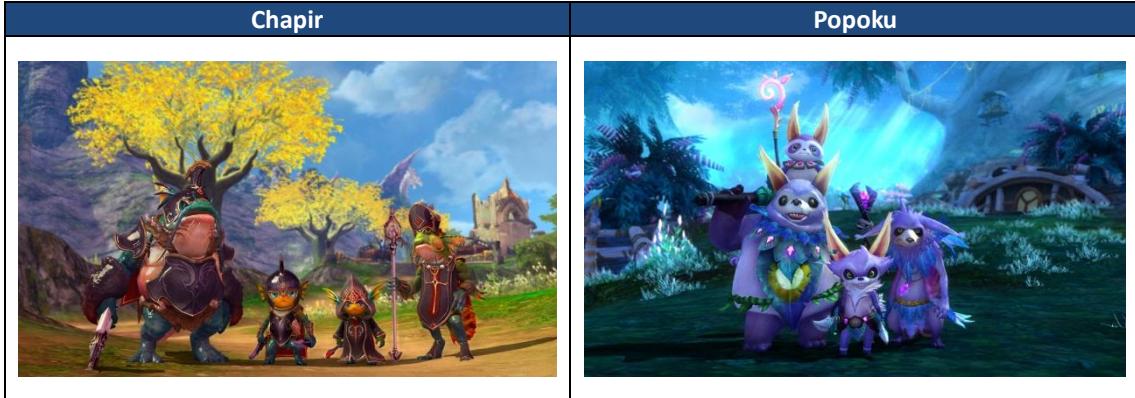
Akaron lies between Inggison and Gelkmilos. It was Tiamat's home before she ascended to the rank of Dragon Lord. The region was sealed by a barrier that was erected after Tiamat's death. Beritra is dispatching troops there to take Akaron. Even the Asmodians and Elyos are seizing their chance and deploying their best Daevas to conquer the region.



- You can reach Akaron by using the Teleporters in Inggison/Gelkmilos and North Katalam.

Location		NPC
North Katalam	Rebuilt Tower of Light	Teleporter
	Rune Temple	
Inggison	Temple of Scales Altar of Avarice	Balaurea Teleporter
Gelkmaros	Crimson Temple Vorgaltem Citadel	

- Two new NPC factions have been added in Akaron:



- An agent battle takes place in Akaron on specific days at 11 PM.
 - The agents Ascended Mastarius (Asmodian) and Ascended Veille (Elyos) start at a set point and face off against one another.
 - During the battle they are supported by the players in their faction.
 - The faction that defeats the opposing agent automatically occupies the Central Base.



Pangaea

Pangaea was the Rune tribe's region in Balaurea. The soil of Pangaea was permeated with Idgel for a long time, making it porous. There was an explosion of Id, which tore the land asunder and pulled it into another dimension. The individual shards are saturated with Aether. This makes them float and pulled them to their current location.

1. **Please note:** The new region of Pangaea has been added to the game. This region is however initially being tested as part of a Live Beta Test and will be added as regular content in a later update. This means some of the content could change later on.



- The battle for Pangaea takes places every Saturday at 8 PM.
- The entrances can be found in Kaisinel's Academy (Temple of Honour – Elyos) and Marchutan's Priory (Hall of Fame – Asmodian).
- These remain open for 10 minutes or until all spaces have been filled.
- Only 100 characters from each faction can participate in the battle per server. These will be split as follows:

Acquire from NPC	Requirement	Number
Advance Corridor (Governor)	Governor of the corresponding server	1
Advance Corridor (Top 100)	From Rank 100 on the corresponding server's rankings	49
Advance Corridor (Officers and higher)	From 1-Star Officer on the corresponding server	50

- Pangaea is divided into 4 territories each with 4 storehouses.
 - The distribution of the participating servers/factions among the storehouses is random so you only find out who the enemy is upon entering Pangaea.
 - The battles take place 1-on-1 and are possible among your own faction too.
- Winning the battle for Pangaea allows you to conquer the fortress in the centre and to receive rewards.
- A successful fortress conquest or fortress defence means 100 players will receive Rank 1 in addition to Honour Points.

The first battle for Pangaea

- The first battle for Pangaea will take place on **26/03/2015 at 4 PM.**
- The following server/faction groupings will go head to head in the first Pangaea event:

Pangaea Server 1

Calindi Elyos	Balder Elyos	Perento Elyos	Anuhart Elyos
Calindi Asmodians	Balder Asmodians	Perento Asmodians	Anuhart Asmodians
Vehalla Elyos	Telemachus Elyos	Zubaba Elyos	Spatialos Elyos
Vehalla Asmodians	Telemachus Asmodians	Zubaba Asmodians	Spatialos Asmodians

Pangaea Server 2

Nexus Elyos	Kromede Elyos	Alquima Elyos	Thor Elyos
Nexus Asmodians	Kromede Asmodians	Alquima Asmodians	Thor Asmodians
Curatus Elyos	Suthran Elyos	Barus Elyos	Urtem Elyos
Curatus Asmodians	Suthran Asmodians	Barus Asmodians	Urtem Asmodians

Antriksha's Ascension Site

This place was discovered by the Beritra Army, who invaded through a portal from Pangaea. Commander Antriksha noticed a powerful Id energy that had built up over a long period of time. He used it to his advantage and began his Ascension. Beritra dispatched forces to protect and observe Antriksha. There's a plan to take him to a safe location so as not to jeopardise the Ascension.

The faction that successfully conquers the fortress in Pangaea receives the opportunity to wage further battles in Antriksha's Ascension Site.

- **Please note:** Antriksha's Ascension Site will not be available as regular content in the game at first and will be added in a future update.
- **This part is solely for information about Antriksha's Ascension Site.** We will inform you in a special update when this content becomes playable.



Breakdown	Entry requirement
Level	Level 65
Requirement	Conquer the Pangaea Fortress to receive the title of Pangaea Conqueror. Characters who carry this title can enter Antriksha's Ascension Site.
Number	100 players per faction (400 in total)
Entry	Advance Corridor in the Pangaea Fortress

PvP

- As of now, all Rifts in all regions can be used by characters with level 65 and above.

Fortress Battle

- The Anoha Fortress has been added in Kaldor.
 - The Guardian General must be eliminated in order to conquer the fortress.
 - When the Fortress Battle starts, all Kisks placed in and around the fortress disappear.
 - If the fortress is held by the Balaur, a Guardian with a boost effect will appear. This boost effect can only be removed if outposts around Anoha Fortress are conquered that appear when the conquest is accomplished.
 - Unlike in normal fortress battles, the legion leader will receive the item Anoha's Runeseal Stone after successfully conquering or defending the fortress.
- Anoha's Sword can be found near the Anoha Fortress.
 - The sword can be activated with the help of Anoha's Runeseal Stone, which the legion leader receives after successfully conquering or defending the Anoha Fortress.
 - Anoha's Runeseal Stone will be deleted from the inventory automatically after 6 days.
 - 30 minutes after activating the sword, the monster Raging Anoha will appear and can be defeated.
- A maximum number of conquests has been added as a new value.
 - The number of conquests increases with each successful fortress defence.
 - If this number reaches the maximum value, the fortress will be handed over to the Balaur 5 minutes before the next Fortress Battle.
 - This option only applies to the Anoha Fortress in Kaldor.
- Rewards have been increased for the successful conquest or defence of some fortresses. The number of players that can receive rewards has also been increased.

Fortress	Hero		Medal		Elite Soldier		Veteran Soldier	
	Player	Reward	Player	Reward	Player	Reward	Player	Reward
Divine Fortress	30	C4(GP) M3(Free)	40	C2(GP) M2(Free)	60	C1(GP) M1(Free)	200	C1(GP) M1(Free)
Fortress in Inggison and Gelkmaros	12	C3(GP) M3(Free)	40	C2(GP) M2(Free)	40	C1(GP) M1(Free)	100	C1(GP) M1(Free)
Tiamaranta Sources	16	M3(GP) M1(Free)	16	M2(GP) P2(Free)	24	M1(GP) P1(Free)	35	M1(GP) P1(Free)
Enraged Mastarius/ Enraged Veille	25	C2(GP) C1(Free)	45	C2(GP) M3(Free)	60	C1(GP) M2(Free)	80	C1(GP) M1(Free)

* GP: Gold Package User, Free: Starter/Veteran Account

* C: Ceranium Medal, M: Mithril Medal, P: Platinum Medal

* Inggison/Gelkmaros Fortress: Temple of Scales, Altar of Avarice, Crimson Temple, Vorgaltem Citadel

* Tiamaranta Sources: Heart of Fissure/Heart of Gravity/Heart of Wrath/Heart of Petrification

- The Divine Fortress in Reshanta and the fortresses in Inggison/Gelkmaros have been adjusted to level 65.
 - The level of the Guardians in the fortresses has been raised from 55 to 65.

- The level of the Guardian Generals in the fortresses has been raised from 55 to 65. The Guardian General's combat behaviour has also been changed in some places.
 - Additionally, some NPCs such as general goods merchants or merchants for legion items have been placed in the fortresses.
 - Instead of defensive weapons, Defence Towers now appear while the fortresses are free to occupy.
 - Defence Towers can only be erected by legion members who have occupied the fortress. Special items are required in order to utilise the towers' special skills.
- The artefacts at the core of Reshanta have been overhauled.
 - The level of the Guardians for the artefacts has been raised from 50 to 65.
 - Artefact descriptions and Artefact effects have been changed.
 - The number of items required to activate an artefact has been changed.
- The faction that occupies fortresses less often now receives a boost effect during the Fortress Battle.
 - Elyos receive Kaisinel's Blessing and Asmodians receive Marchutan's Blessing.
 - The boost effect is only activated during the Fortress Battle for characters within and around the fortress.
 - The greater the difference compared to the occupation rate, the more the boost effect stats will increase.
 - The effect applies regardless of the current fortress conquest or fortress defence but for the faction that has held the fortress relatively less often.
 - This option is only valid for fortresses in Reshanta, North and South Katalam and Kaldor.

- The times for Fortress Battles have been changed and set as follows:

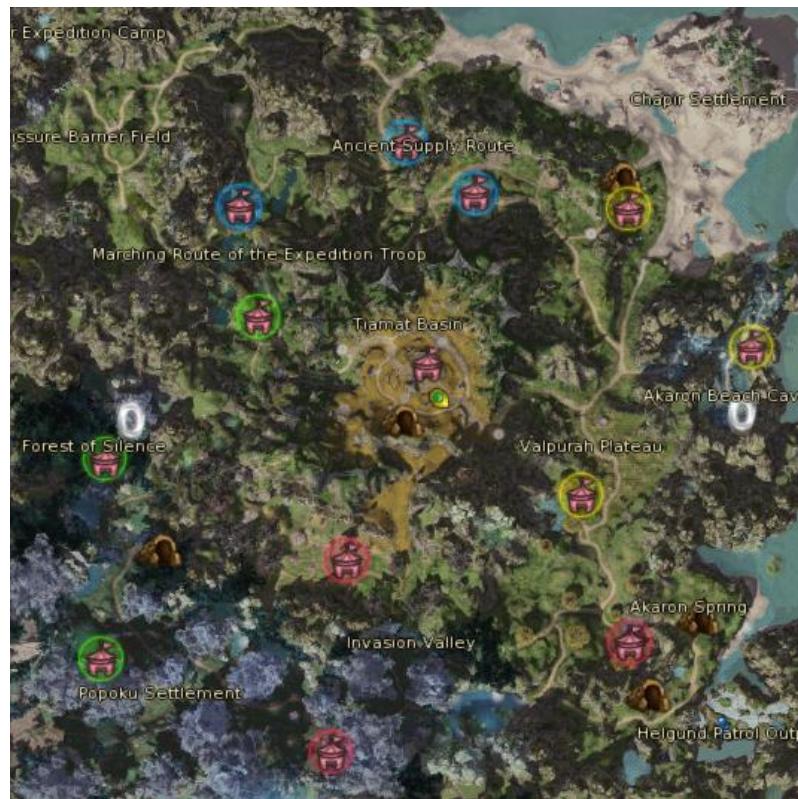
	Mo	Tue	Wed	Thu	Fr	Sa	Sun
16:00 - 17:00	Roah, Sulphur, Asteria	Siel's Western, Siel's Eastern	Roah, Sulphur, Asteria	Siel's Western, Siel's Eastern	Roah, Sulphur, Asteria, Siel's Western, Siel's Eastern	Roah, Sulphur, Asteria, Siel's Western, Siel's Eastern	Roah, Sulphur, Asteria, Siel's Western, Siel's Eastern
17:00 - 18:00	Tiamaranta - Hearts	Tiamaranta - Hearts	Tiamaranta - Hearts	Tiamaranta - Hearts	Tiamaranta - Hearts	Tiamaranta - Hearts	Tiamaranta - Hearts
18:00 - 19:00							Anoha Fortress
20:00 – 21:00						Pangaea	
21:00 – 22:00	Sillus, Bassen Prades	Krotan Kysis Miren	Temple of Scales Altar of Avarice Vorgaltem Crimson Temple	Sillus Bassen Prades	Krotan Kysis Miren	Temple of Scales Altar of Avarice Vorgaltem Crimson Temple	Divine Fortress

- The duration of the following Fortress Battles has been changed.

Region	Fortress	Before	After
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.
North Katalam	Sillus Fortress	60 min.	40 min.
South Katalam	Bassen Fortress, Prades Fortress	60 min.	40 min.

Garrison Battle

- New garrisons have been added in Akaron and Kaldor.
- You can receive the item Relic of the Ancestors during the garrison battles:
 - The Relic of the Ancestors can be used to activate Ancient Obelisks in Akaron and thereby to summon monsters.
- The garrison battle in Kaldor:
 - The Asmodian exit point is the Northern Outpost, the Elyos exit point is the Southern Outpost.
 - In order to conquer a garrison, the factions must kill the enemy Legate/Battle Commander within the garrison.
 - During the battle, enemy or friendly NPCs can either protect or attack the Legate/Battle Commander. They do not appear if the corresponding outpost belongs to your own faction.
- The garrison battle in Akaron:



- There are 13 new garrisons in Akaron that are divided into different groups.
- In order to conquer a garrison, the enemy Legate/Battle Commander within the garrison must be defeated.
- After a garrison has been conquered, enemy NPCs show up in the vicinity as enemy reinforcement troops. You can receive items from these NPCs such as Battle Medals or Ancient Coins.
- The more garrisons are occupied by the same group, the more different enemy NPCs appear in the area.

Instances

New Instances

Baruna Research Laboratory

The new instance Baruna Research Laboratory has been added in Akaron.

The Baruna Research Laboratory is a top secret Balaur laboratory and was constructed by Tiamat for the purpose of researching inter-dimensional travel. This is where Tiamat developed the technology for stable inter-dimensional travel. Later, Beritra is able to use this technology to open a portal to reach Pangaea.



- The entry NPC can be found in Akaron.
- The entry requirements are as follows:

Instance	People	Level	Entry Count Reset (Gold Packet)	Entry Number (Gold Packet)	Entry Count Reset (Starter)	Entry Number (Starter)
Baruna Research Laboratory	1	From level 65	Daily	Once	Wednesday, Saturday	Once

Runatorium

The Runatorium has been added as a new PvPvE instance.

Runatorium consists of a gigantic circular plaza. Here the members of the 'Rune Tribe' pitted the Id-contaminated creatures against one another in combat for their own enjoyment and amusement. During their search in Runatorium for creatures contaminated with Id, the Beritra troops found a much stronger monster than these contaminated beasts. The Elyos/Asmodians who were on the trail of the Beritra troops also discover the Contaminated Creatures in Runatorium and realise that this represents an important discovery for the Id research. This information cannot be allowed to fall into the hands of the enemy and so the fierce battle in Runatorium is rekindled once more.



- Runatorium is a 6 vs. 6 group instance in which the players have to defeat monsters and enemy characters within 20 minutes.
- For group entry, the level of all members must meet the entry requirements.
- The instance can be entered once a day at the specified time.
- As soon as the instance opens, a system notification appears together with an entry button in the bottom right-hand corner of the User Interface.

Breakdown		Entry requirement		
Level		61 ~ 65		
Entry option		New Group, Quick Entry, Group Entry		
Number		Minimum 6 players from the same faction		

Breakdown	Entry Count Reset (Gold Packet)	Entry Number (Gold Packet)	Entry Count Reset (Starter)	Entry Number (Starter)	Open
Entry requirement	Daily	Once	Wednesday, Saturday	Once	Everyday from 10 PM - 11 PM (60 min.)

Heroic Mode – Runadium & Rune Shield Tower

- A heroic mode has been added for the Runadium and Rune Shield Tower instances.
 - For direct entry as a group, you select the required mode with the NPC.
 - For entry via the server-spanning group search, the mode can be selected in the list of instances found in the menu "Submit request for server-wide recruitment".
 - The possible number of entries for Runadium and Rune Shield Tower applies both for the normal mode as well as for the heroic mode (the entry counter is split).
 - The entry NPC for Runadium (heroic) is located in the Katalam Underground and in Kaldor.

Instance	People	Level	Entry Count Reset (Gold Packet)	Entry Number (Gold Packet)	Entry Count Reset (Starter)	Entry Number (Starter)
Runadium (heroic)	6	From level 65	Wednesday	4 times	Wednesday	Twice

- The entry NPC for Rune Shield Tower (heroic) is located in the Katalam Underground and in Kaldor.

Instance	People	Level	Entry Count Reset (Gold Packet)	Entry Number (Gold Packet)	Entry Count Reset (Starter)	Entry Number (Starter)
Rune Shield Tower (heroic)	6	From level 65	Wednesday	4 times	Wednesday	Twice

Changes to Old Instances

- Some instances can now also be entered even without entry items.
 - The Special Transformations Merchant has been removed from the 81st Garrison accordingly.

Instance	Removed entry item
Katalamize	Mysterious Crystal of Katalamize
Runadium	Mysterious Crystal of Runadium

- Some instance entrances have been moved or removed so that these instances can also be accessed from the new regions:
 - The entry NPC for Nochsana Training Camp in Eltnen is now located near the Teleporter.
 - The locations of the entry portals for Theobomos Lab and Adma Stronghold have been changed as follows:

Faction	Instance	Location	
		Before	After
Elyos	Adma Stronghold	Theobomos - Observatory Village	Theobomos - Anangke Observation Camp
	Theobomos Lab	Theobomos - Theobomos Stronghold	
Asmodians	Adma Stronghold	Brushtonin - Adma Stronghold	Brushtonin - Edge of Torment
	Theobomos Lab	Brushtonin - Baltasar Hill Village	

- The location of some entry NPCs in Katalam has been changed as follows:

Breakdown	Instance	Location	
		Before	After
Changed	Sauro War Depot	South Katalam	Akaron
	Rune Shield Tower Rune Shield Tower (heroic)	Katalam Underground	
Added	Runadium Runadium (heroic)	Katalam Underground	Katalam Underground, Akaron
	Katalamize		Katalam Underground, Akaron
	Jormungand Bridge		Katalam Underground,
	Rune Tribe Refuge		South Katalam

- The number of Battle Medals won from the Arena Victory Rewards Chest/Arena Participation Rewards Chest after victory/defeat in the Arena of Cooperation has been increased from 1 medal to 2 medals.
- Fixed an issue where Shadow Judge Kaliga in Kromede's Trial appeared twice in certain circumstances.
- Fixed an issue where the mid-level bosses in Kromede's Trial did not appear due to some incorrect entries.
- The selection list in the dialogue for Hidden Passage to the Rune Chamber in Sauro War Depot has been expanded to include symbols.
- The entry time for Steel Wall Bastion Battlefield on Wednesday/Saturday has been moved from 22:00-0:00 to 23:00-01:00.

Honour Points

- Players will now receive honour points according to their level in the following situations:
 - Successful conquest or defence of the Inggison/Gelkmaros fortresses and Divine Fortress
 - Defeating Ascended Mastarius or Ascended Veille in Akaron
 - Defeating Enraged Mastarius or Enraged Veille in Inggison/Gelkmaros
 - Defeating Beritra's machine weapons in the Abyss, South Katalam, North Katalam, Akaron and Kaldor

Skills

Gladiator

- The cooldown for "Magic Defence I" has been reduced from 3 minutes to 1:30 minutes. Magic Suppression has also been increased from 500 to 1000.
- The cooldown for "Pressure Wave I-III" has been reduced from 24 seconds to 20 seconds. Using this skill also now means there's a certain probability of activating the "Seismic Billow" chain skill.

Templar

- The cooldown for "Prayer of Freedom I" has been reduced from 10 minutes to 5 minutes.
- The cooldown for "Aether Armour I" has been reduced from 5 minutes to 3 minutes.

Assassin

- The Mana cost for "Sprinting I" has been reduced.
- The cooldown for "Evasive Boost I-II" has been reduced from 2 minutes to 1 minute. Evasive Boost has also been increased from 350 to 500.

Ranger

- With the skill "Aiming I", your character now receives 200 Magical Precision too.
- The cooldown of "Breath of Nature I-V" has been reduced from 5 minutes to 1 minute. The natural HP and MP regeneration have also been increased.

Sorcerer

- The duration of "Supplication of Focus I" has been increased from 20 seconds to 30 seconds.
- The Mana costs of the following skills have been reduced:
 - "Aether's Hold IV", "Magic Fist III", "Arcane Thunderbolt IV-V", "Glacial Shard III-IV", "Soul Freeze III", "Flame Spray VI" and "Flame Polearm I" have been reduced.

Spiritmaster

- The cooldown for "Backdraft I-II" has been reduced from 2 minutes to 1 minute. The amount of MP absorbed has also been increased.
- A reduction in movement speed has been added to the skill "Fear I".
- Fixed an issue where the skills "Fear I" and "Chain of Earth I - V" could not be used at the same time.
- The skill description for "Fear: Ginseng" has been corrected and now shows the correct information about reduced movement speed.

Cleric

- The cooldown for "Immortal Shroud I" has been reduced from 10 minutes to 5 minutes.
- "Chain of Suffering I-VII" can now also be used on monsters.

Chanter

- The cooldown for "Binding Word I" has been reduced from 45 seconds to 30 seconds. The priority of the skill effectiveness and the Magical Precision have also been increased.
- The cooldown for "Magic Recovery I-VII" has been reduced from 5 minutes to 3 minutes.

Gunner

- The cooldown for "Escape I" has been reduced from 3 minutes to 1:30 minutes.
- The skills "Repeated Rapid Fire I-V", "Heavy Projectile I" and "Rapid Volley I-VII" deal additional damage to Balaur.

Aethertech

- "Flame Jet I-III" can now also be executed while moving.

- The skills "Two-Handed Strike I-V", "Flame of Destruction I", "Wave of Destruction I-VI", "Strike I-V", "Light Attack I" and "Strong Attack I" deal additional damage to Balaur.

Bard

- The immediate regeneration of set amounts of HP/MP has been added to the skill "Snowflower Melody I".
- The cooldown for "Variation of Peace I-VII" has been reduced from 1:30 minutes to 1 minute. The skill is also now executed directly and no longer accumulated, whereby the strength corresponds to the previous 3rd level. The skill works on 6 group members within a radius of 25 metres of the target.
- The cooldown for "Melody of Reflection I-V" has been reduced from 1 minute to 30 seconds. The effectiveness of the MP regeneration has also been increased. This skill can now be used not only on your own character but on a friendly target too.

Misc

- The skill description "restoration magic" has been changed to "HP Regeneration". The descriptions for the following skills have been corrected accordingly:
 - Ranger: "Fleshcutter Arrow I-III"
 - Cleric: "Festering Wound", "Brilliant Protection" and "Word of Destruction"
 - Gunner: "Fissure Cannonball I- VII"

Quests

New Quests

- New campaigns and quests have been added for the regions Akaron and Kaldor:
 - The new campaigns and quests will be automatically awarded to characters who have already reached level 65.
- New quests have been added for the Runatorium instance.

Faction	Quest	Level	NPC
Elyos	[Instance/Group] Reconnaissance Troop Support	65	Alphion <Captain of the Kaldor Patrol>
Asmodians	[Instance/Group] Reconnaissance Troop Support	65	Pintor <Leader of the Kaldor Cleanup Squad>

- New quests have been added for the Baruna Research Laboratory instance.

Faction	Quest	Level	NPC
Elyos	[Instance] Balaur Research Laboratory	65	Elger <Deathsong Tribune>
Asmodians	[Instance] Baruna Research Laboratory	65	Helgund <Darkseeker Tribune>

- New Hero quests have been added that can be carried out by characters with level 65 and higher.

- These quests can be received by completing heroic instances and contain content that must be completed in Gelkmaros/Inggison, Akaron and Kaldor.

Faction	Quest	NPC
Elyos	[Hero] Lord's Call	Tirins <Governor of the Katalam Patrol>
	[Hero/Group] Qualification as a Hero	Adras <Strategy Officer>
	[Hero] Start of the Conquest of Balaurea	
	[Hero] Conquest Achievements	Outremus <Kaisinel's Agent>
	[Hero/Daily] The Conquest of Balaurea	
	[Hero/Group] Chahir Hunt	Elger <Deathsong Tribune>
	[Hero/Alliance] The Conquest of Kaldor	Adras <Strategy Officer>
	[Hero/Alliance] Orb of the Invasion	Pernas <Strategy Officer>
	[Hero/Alliance] Battle Against Mastarius	Elger <Deathsong Tribune>
	[Hero/Group] Battle for the Akaron Central Base	
Asmodians	[Hero/Group] Defensive Battle for the Akaron Central Base	Phobet <Akaron Expedition Troop>
	[Hero] Call of Destiny	Bard <Governor of the Katalam Cleanup Squad>
	[Hero/Group] Hero Test	Hallia <Heroic War Leader>
	[Hero] The Conquest of Balaurea Begins	
	[Hero] Pearl of Occupation	Richelle <Marchutan's Agent>
	[Hero/Daily] Conquest Insignia	
	[Hero/Group] Popoku Hunt	Helgund <Darkseeker Tribune>
	[Hero/Alliance] Battle for Kaldor	Hallia <Heroic War Leader>
	[Hero/Alliance] Pearl of Invasion	Eldran <Heroic War Leader>
	[Hero/Alliance] Battle Against Veille	Helgund <Darkseeker Tribune>
	[Hero/Group] Conquering Battle for the Akaron Central Base	
	[Hero/Group] Defensive Battle for the Akaron Central Base	Zele <Akaron Patrol>

- Some quests lead to hidden Hero quests.
- Some quests can now be submitted on completion in the Quest window directly.

Region	Elyos	Asmodians
Inggison/ Gelkmaros	[Thu/Sun] Reinforcements on the Akaron Marching Route	[Thu/Sun] Reinforcements on the Akaron Marching Route
	[Thu/Sun] Reinforcements on the Akaron Infiltration Route	[Thu/Sun] Reinforcements on the Akaron Infiltration Route
	[Thu/Sun] Dispatch to the Akaron Marching Route	[Thu/Sun] Dispatch to the Akaron Marching Route
	[Thu/Sun] Dispatch to the Akaron Infiltration Route	[Thu/Sun] Dispatch to the Akaron Infiltration Route
	[Thu/Sun] Dispatch to the Valpurah	[Thu/Sun] Dispatch to the Valpurah

	Plateau	Plateau
	[Thu/Sun] Eliminating Looters	[Thu/Sun] Eliminating Looters
	[Thu/Sun] Attack on the Valpurah Plateau	[Thu/Sun] Attack on the Valpurah Plateau
	[Thu/Sun] Thwarting Attack Plans	[Thu/Sun] Thwarting Attack Plans
Akaron	Warrior of the Defence Squad	Warrior of the Defence Squad

- You can see that a quest is ready to submit when the Quest window is lit up. Quests can be submitted using the Immediate Reward button in the Quest menu.
- After the agent battle starts, the following Emergency Command quests registered in the War tab will be accepted.

Faction	Quest
Elyos	[Emergency Command] Support for Veille
Asmodians	[Emergency Command] Support for Mastarius

Changes to Old Quests

- The campaigns for all classes (except Aethertech) have been simplified so that you can level up faster in these campaigns than before.
 - Any of the affected quests that had already been accepted prior to the change can be completed as they were before.
- Some quests in the following regions have been changed to campaign quests:

Elyos	Asmodians
Poeta	Ishalgen
Verteron	Altgard
Eltnen	Morheim
Heiron	Beluslan

- The time limit for the quest Carry the Flame, which was previously 15 minutes, has now been removed.
- The entry quest has been removed for some instances. The following quests no longer need to be completed in order to enter the corresponding instance:

Removed Quests		
Instance	Elyos	Asmodians
Kromede's Trial	[Instance] Nightmare in Shining Armour	[Instance] Into the Unknown
Theobomos Lab	Project Drakanhammer	-
Adma Stronghold	-	The Secret of Adma Stronghold
Steel Rake	Price of Goodwill	A Suspicious Call

- You now receive Honour Points for completing the following quests:

Race	Quest
Elyos	[Hero] Achievements in Katalam

Asmodians

[Hero] Achieve results in Katalam

- Fixed an issue where the Elyos quest "[Instance] Rotting Rotron" could not be completed correctly.
- The NPC Roseino in Verteron now no longer shows quests that can't be carried out.
- Fixed an issue where players were receiving completed campaign quests from Eltnen/Morheim a second time. Quests that have already been started cannot be removed, however.
- Fixed an issue where Asmodian characters received a new quest ("Fateful Duel") with the same duration after completing the campaign "A New Star in Atreia".
- The number of reward items from the Fire Temple has been increased for the following Asmodian quests:

Quests
Morheim's Crisis
Improving the Relationship with Hreidmar
[Instance/Group] The Ancient Weapon
[Instance/Group] Kromede's End

- Fixed an issue where some reward items were not awarded correctly for the following quests:

Faction	Quest
Elyos	Orders from the Eltnen Fortress
Asmodians	[Instance/Group] Temple Cleanup

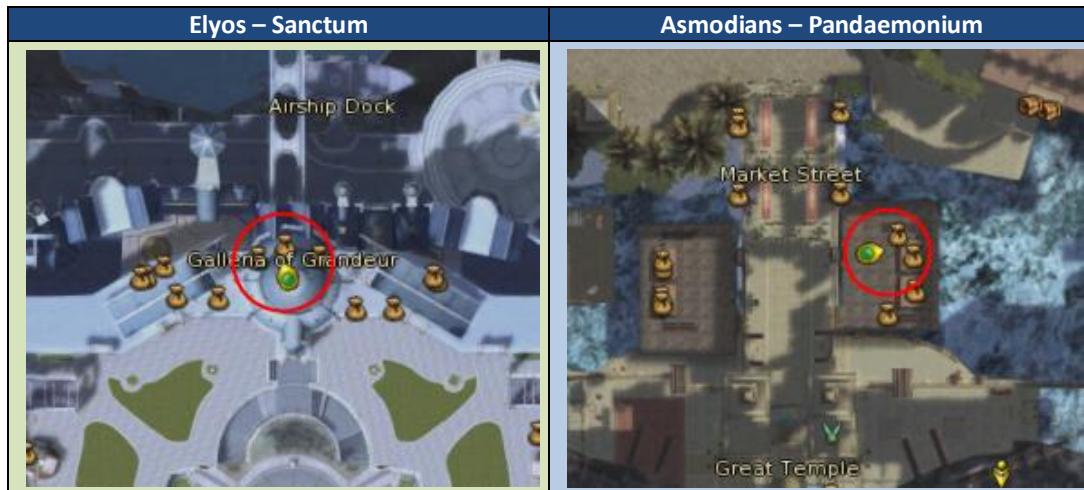
- Fixed an issue where the Quest window for the Asmodian quest [Instance] The Dark Place appeared twice.
- Fixed an issue where the first campaign quest in Poeta/Ishalgen did not appear for some characters:

Faction	Quest
Elyos	Kalio's Call
Asmodians	Order of the Captain

- The World Map overview has been expanded to make it easier for you to find the quest NPCs and monsters in the Asmodian quest Morheim's Crisis.
- Fixed an issue where some characters weren't receiving the Asmodian quest "Hunting Lepharist Revolutionaries".
- The level display for the Elyos quest "[Instance] Rotten Rotrons" has been fixed.
- Fixed an issue where the number of monsters killed in the Elyos quest "Taking it to the Indratu" was being counted incorrectly.

Items

- The Equipment Blessing has been implemented as a new system.
 - If you combine equipment and other specific items you can level up your equipment into more impressive items with the Blessings Master .
 - The corresponding equipment can be obtained from the Blessings Master in Sanctum and Pandaemonium.



- Depending on the type of blessing, the item retains the same stats as before:

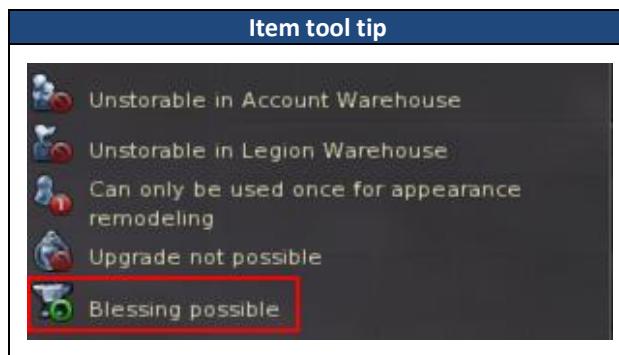
Blessing an item...	Change to Equipment Blessing
...no further changes	Stay the same: Stats, Max. Blessing value, Additional Slot for Manastone
...including Manastone	Stay the same: Main weapon Manastone, Fused weapon Manastone
...including Manastone	Stay the same: Normal Godstone, Illusion Godstone
...including Enchantment Stone	Reduced by 5 levels (*): Upgrade value and stats

*Example: If a +10 item is upgraded with an Equipment Blessing, you receive the higher value item with +5.

- The Equipment Blessing can only be used on some weapons and pieces of armour.

Equipment	Result
Unique Dynatum items	Enhanced Dynatum items
Mad Grendal items	Enhanced Mad Grendal's items
Angry/Enraged Hyperion items	Enhanced Angry/Enraged Hyperion items
Special Operations Soldiers items	Special Ops items
Commander/Executor items	Task Force/Special Ops items
Task Force/Special Ops items	Task Force/Special Ops Commander items

- Previously applied item skin changes will not be transferred with this blessing.
- Information regarding the possible result of and materials required for the Equipment Blessing has been added to the tool tip for items that can be blessed.



- As of now you can equip Godstones on the desired item by right-clicking.
 - Equipping via a Godstone Master is no longer required.
 - The Godstone Master NPCs have been removed from Sanctum and Pandaemonium.
- Some activation rates for Godstones have been changed to expand the balance of the character classes.
- Illusion Godstones have been added to the game.
 - When activating Illusion Godstones, there is a minor probability that they will be destroyed in the process.
 - Illusion Godstones can be purchased in the Hall of Fame/ the Temple of Honour.
- New abyss items have been added.
 - The new items can be purchased in the Hall of Fame/ the Temple of Honour.
 - Some items can also be purchased through the Equipment Blessing.
- The Abyss Points required for purchasing Task Force/Special Ops equipment have been reduced.
- The costs for magically enhancing Special Forces/Special Ops and Special Forces Soldier equipment have been reduced.
- The purchase NPC The Governor's Distributor has been removed from North Katalam.
 - The Governor items which were previously available for purchase will no longer be sold.
 - New Governor items can be purchased in the Hall of Fame/ the Temple of Honour.
- Daeva Essence Refiner and Daeva Essence have been added as new items.
 - Daeva Essence Refiner can only be used by characters with level 65 and above.
 - You need to have reached at least 50% of the XP for level 65.
 - Using the Refiner item can produce 1 Daeva Essence.
 - Daeva Essence is required for the Equipment Blessing.
 - You can purchase 2 Daeva Essence Refiners per day.
 - The Essence NPCs from whom players can purchase Daeva Essence Refiner and Modification Designs for Equipment Blessing have been added to Sanctum and Pandaemonium.



- New crafting designs have been added. These can be purchased in some posts in Akaron.

Post	Design
Central Base	Design for Jormungand's Special Greater items
Eastern Supply Base Western Supply Base	Design for Legendary Master's Katalium items

- A new item property has been added: Cannot trade outside the Legion.
 - The item can be traded in direct transactions between members of the same Legion. This does not change the item's other trading properties.



- A new item has been added: Epic class Ancient Manastone.
- The drop rate of Mythic class equipment in the Rune Shield Tower has been increased.
- The type of drop has been changed for some instance boss monsters:
 - The items will now be dropped as boxes.
 - Equipment will now be dropped as a group drop. This means now all group members can receive 1 item each.

- Boss monsters are an exception: Brigade General Anuhart, Tahabata Pyrelord and Calindi Flamelord in Dark Poeta. Items will continue to drop as individual drops for these boss monsters.
- The changes have been implemented in the following instances:

Instance	
Fire Temple	Box drop as before
Draupnir Cave	
Adma Stronghold	
Theobomos Lab	Changed to box drop
Dark Poeta	

- The stats have been increased for some quest reward items below level 50.
- The critical hit rate probability for some crafting items has been lightly increased.
- Three new types of reward equipment have been added.
 - The items can be purchased from the Distributor for special Officer items in the Hall of Fame/ the Temple of Honour.
- The appearance of some Fabled class Aether Revolvers, Aether Cannons and Stringed Instruments has been changed.





- Fixed an issue where the Flarestorm in Beshmundir Temple wasn't dropping the item Beshmundir Hair Pin (Bard).
- General Goods Merchants now also sell 6 new Idian types:

Breakdown	Item
Idian	Lesser Idian: Physical Attack
	Lesser Idian: Magical Attack
	Greater Idian: Physical Attack
	Greater Idian: Magical Attack
	Fine Idian: Physical Attack
	Fine Idian: Magical Attack

- Fixed an issue where the material property was incorrect for some designs.
- Fixed an issue where the ability stats were incorrect for some equipment.
 - The Magical Resistance stat for Guardian/Archon Sentinel's Divine Tunic has been corrected.
 - The Magic Enhancement effect stat for Holy Shield of the Guardian/ Archon Special Unit has been corrected.
- The Integrated Return Scroll has been added.
 - This scroll allows you to return to multiple locations.
 - When you use the scroll, a window appears where you can select the desired bind point.
 - These Integrated Return Scrolls can be purchased from General Goods Merchants or ordnance Quartermasters in the following regions:

Purchase locations
Inggison/Gelkmaros, Sarpan, Tiamaranta, North Katalam, South Katalam, Akaron

- New PvP items have been added for Generals.
 - These can be purchased from Patuan (Asmodian) and Milen (Elyos).
- Additionally, the Rank 1 PvP items that were planned for a later update have been brought forward and are now already available.

- These can be purchased from Baier (Asmodian) and Hypsitors (Elyos).
- Please note: The coming patch will allow you to further level up your current PvP armour/weapons. That means it isn't massively urgent for you to purchase the current Rank 1 PvP items.

Pet

- Items in your inventory can now be moved into the inventory of a pet with pouches by right-clicking (or double-click with the left mouse button).

Character

- Fixed an issue where the maximum probability stat for Magical Resistance was set higher compared to other active defence stats.
- Fixed an issue where leaving some instances made a character's summoned spirit disappear.
- Fixed an issue where some condition changes were not shown correctly for the character in the Chat window.

UI

- The Atreia Pass has been added to the game.

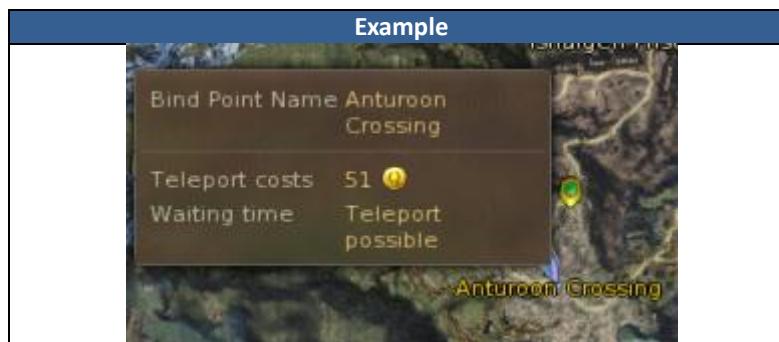


- Atreia Pass can be opened and the rewards received can be allocated by clicking the () symbol in the bottom right-hand corner of the screen or by clicking on Atreia Pass in the Start menu.
- The rewards are split into different types as follows:

Reward type	
Collective reward	Collective rewards are awarded after achieving a certain number of consecutive daily logins.
Anniversary reward	<p>Anniversary rewards are awarded one year after the first login.</p> <p>Tip: Since the system will be updated in March 2015, all players who log in at this time will receive the first anniversary reward in March 2016. All accounts created later than this will receive their anniversary reward 1 year after their first login accordingly.</p>

- After selecting the desired reward in the Reward Chest tab, this will be moved to your character's inventory.
- A maximum of 50 rewards can be stored in the Reward Chest. As soon as all 50 slots are full, the rewards will disappear - the oldest goes first.
- The stamps are collected per account. A reward is subsequently awarded for the account once and can only be allocated to one character on the account.
- The daily stamp can be obtained at 9 AM each day,
- The bindpoint system has been introduced into some regions:
 - The added bindpoints are marked on the region map and can be selected by a character as a direct Teleport target.
 - There is a cooldown of 10 minutes after using the Teleport. The cost of the Teleport depends on the distance.
 - You can only teleport to bindpoints in the region where your character is currently located.
 - Bindpoints have been added in the following regions:

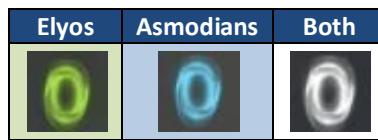
Elyos		Asmodians	
Poeta	Verteron	Ishalgen	Altgard
Eltnen	Heiron	Morheim	Beluslan
Theobomos	Inggison	Brusthonin	Gelkmaros
Sanctum		Pandaemonium	



- To display bindpoints on the map, the corresponding option must be active in the World Map display list:

Displayable Objects	
<input checked="" type="checkbox"/>	My house
<input checked="" type="checkbox"/>	Tank Fleet
<input checked="" type="checkbox"/>	Bind Point
<input type="checkbox"/>	Re entra Invasion

- Information has been added to the Attribute Re-identification in the Item Tool Tip.
 - The information is displayed to the right of the remaining re-identifications and is also visible if the remaining value is below 0.
- Information about average prices has been added to the submission window of Broker items.
 - This shows the average purchase price for the corresponding item for that week.
- A new colour has been added for the Infiltration Passage symbol.
 - Passages that can be used by both factions are now shown in white.



- Under Options you can now set whether you wish to hide normal quests below level 50.
 - This option can be found in Game Settings – Additional Settings and is activated as a standard setting.
- Quest objects to be collected are now easier to recognise and are marked as follows.



- A detail display has now been added to the Results window of instances containing faction battles. Here you can view the points your own character has received.
 - During the battle the detail display now also displays your class, character name and Abyss Rank.
 - In addition, after the battle the number of enemies killed and the points received are also displayed.
- Instances can now be marked as favourites in the instance list and viewed in your favourites list:

Breakdown	Symbols
Select favourites from the list of instances	 <p>The screenshot shows the 'Instance Info' window with two tabs: 'My statistics list' (selected) and 'Full list'. The main area displays a table of instances with columns: Favourites, Instanced Zone, Players, Lvl, and Num. Instances listed include Baruna's Abyss Resear, Hall of Knowledge, Idgel Research Laborat., Jormungand's Bridge, Katalamize, Refuge of the Rune Tri..., Runadium, Runadium (Bonus), Runadium (heroic), and Rune Shield Tower. Most instances have a yellow star icon next to them.</p>
View favourites	 <p>The screenshot shows the same 'Instance Info' window, but the 'My statistics list' tab is not selected. The table below shows only the instances that have been marked as favorites, indicated by the yellow star icon.</p>

- As soon as the levelling of a feather accessory exceeds level +10, a system notification will now be displayed in the current region.
- Fixed an issue with the functionality of the option 'Display target skill status'.
- Repeated attempts to submit an item to the Broker now causes a loading window to be displayed.
- Fixed an issue where the colour of the Kinah in private shops was being displayed incorrectly.
- Fixed an issue where the amount of Kinah on the confirmation pop-up for urgent mail was being displayed incorrectly.

NPC

- The level of the NPCs Enraged Veille and Enraged Mastarius in Inggison/Gelkmaros has been increased to level 65.
- As soon as the HP of Enraged Veille and Enraged Mastarius during the battle in Inggison/Gelkmaros falls below a set value, a system notification is generated.
- Some skills of Boss Monsters in the Runadium and Rune Shield Tower instances have been changed. Additionally, their attributes and attack stats have been decreased.
- Some monsters in the Rune Shield Tower have been removed. Others have had their skills stats decreased.

- Fixed the issue with Commander Pashid in the Steel Wall Bastion not using his skills in some circumstances.
- Fixed the issue with Guard Leader Achradim in the Sauro War Depot not using his skills in some circumstances.
- The battle against Guard Leader Achradim now begins directly upon entering the Hidden Rune Chamber in the Sauro War Depot.
- The effect of Furious Grendal the Witch's skill Mighty Roar of Rancour in Runadium has been changed.
- Fixed the issue with treasure chests disappearing straight after opening.
- With some NPCs, the Arrange function was working incorrectly. This issue has been fixed.
- The appearance, location and animations of the Modified Feathers of the Lord has been changed.
- Fixed an issue where some monsters in the Katalam Underground were no longer appearing.
- Commander Lata in the Katalam Underground now halts the battle and is reset as soon as the player reaches a certain distance from the original location.
- The location of Gulkalla in Impetusium in Altgard has been changed so that the NPC no longer dies from monster attacks. A change has also been implemented to stop Gulkalla reappearing in case he is killed.
- Fixed an issue where the Elyos/Asmodians icon was not accessible when characters found themselves in certain positions.

Environment

- The sky graphics in Sanctum and Pandaemonium have been reconfigured.





- The loading screens have been changed.
 - Instead of zone-specific loading screens, various new loading screens will be shown in random order.
- Some of the graphic elements in South Katalam have been modified.
- Fixed an issue where Windstreams in South Katalam were not usable.
- With the 81st Garrison in South Katalam, characters were sometimes able to access areas that were not intended to be accessible. This has now been corrected. Characters who previously logged out at these locations will be returned to their registered bind points.
- Some graphic elements in Tiamat's Fortress, Tiamat's Eye, Jormungand Marching Route, Jormungand Bridge, Sarpan, Heiron, Katalam Underground, Hall of Fame and the Temple of Honour have been changed.