

AION

Update 3.5 Patchnotes



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Instances

Five new instances await you in Update 3.5.

Tiamat's Fortress

Tiamat Fortress floats above Tiamaranta's Eye in the center of Tiamaranta as a symbol of Tiamat's supremacy over its lands. Tiamat is said to have created it by breathing magic into a vortex, creating a mystical fortress with a deafening crash and a burst of blinding light. Until now, it has been inaccessible to Daevas, but the Reians have finally found a way in.

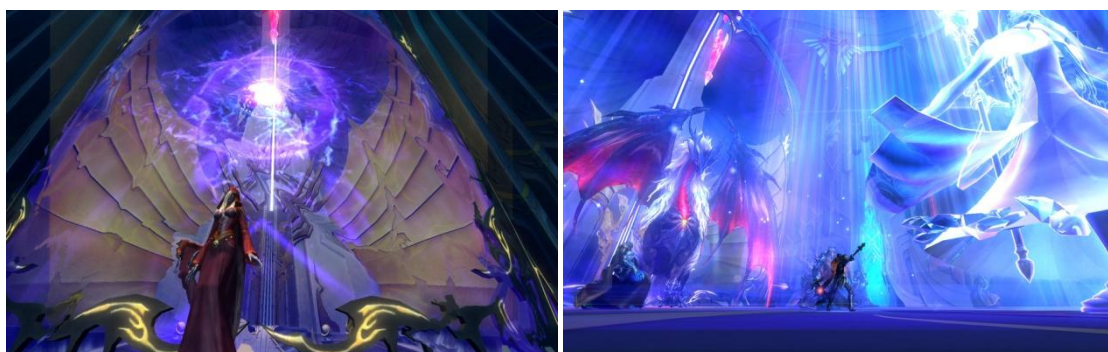


The entrances to the Fortress are in the Elyos and Asmodian Breakouts in Tiamaranta's Eye, and at the 12 o'clock position of the Eye.

Entry Level	Cooldown time	Players	Entry quest
Level 60+	Starter: 2d 22h Gold Package: 22h	6	none

Tiamat's Hideout

The only approach to the lair of Tiamat was a magical passage in the center of Tiamaranta's Eye, closely guarded by elite Balaur. Recently, Reian wizards have managed to create a magical passage of their own, but it remains in an unstable state, and cannot always be used.



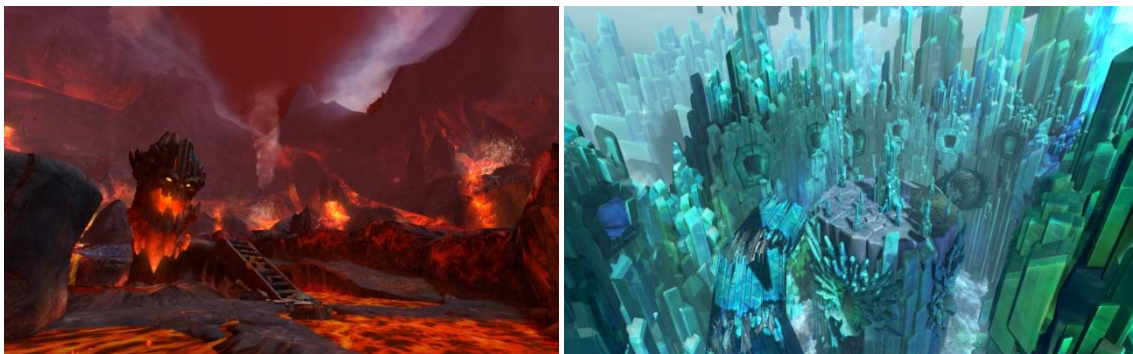
The entrances to **Tiamat's Hideout** are at the 3-o'clock and the 9-o'clock directions of the Commander's Room inside Tiamaranta's Eye.

Entry Level	Cooldown time	Players	Entry quest
Level 60+	Starter: 4d 22h	12	none

	Gold Package: 40h		
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Arena of Cooperation

The same organizations that brought you the Arena of Chaos and the Arena of Discipline have now created a tougher challenge that no hero, no matter how skilled, can survive alone. Form a team with one other player and face off against two other teams of two to challenge your teamwork skills.



- 'The Arena of Cooperation puts three teams of two against each other. The session ends when the time is up, at the end of three rounds, or when one team achieves the winning score.
- Players must have an 'Arena of Cooperation Ticket' to enter, not a ticket for another arena.
- You must be at least level 46 to enter.
- If you are already a member of a group, but your fellow group members' levels fall into a different level range, you must disband your group in order to compete.

Structure		Arena of Cooperation
Description		An instance where three teams of two battle each other. While both factions do compete in the same Arenas, players can only form teams with members of the same faction.
Entry Requirement		"Ticket for the Arena of Cooperation"
Type		Personal, Quick, Group
Level Categories		Level 46-50, level 51-55, level 56-60
Reward		Courage Insignia, Abyss Points
Entry NPC	Elyos	Entry to the Arena of Cooperation
	Asmodian	

- The instance can only be entered at designated times. The Arena of Chaos and Discipline have had their entry times changed accordingly.

Structure	Zeit
Arena of Discipline/Chaos/Cooperation	12 P.M. – 2 P.M.
	6 P.M. – 8 P.M.
	10 P.M. – 2 A.M.

- The required entry tickets can be earned by completing Daily Quests.

Faction	Location	NPC	Quest
Elyos	Kaisinel Academy	Perbano	[Daily] Arena Ticket
Asmodian	Marchutan Priory	Reigar	[Daily] Arena Tickets

- These tickets last for 7 days before being deleted.
- If you have several tickets when you enter the arena, the one that expires first will be used.
- Matches are 3 rounds lasting 3 minutes each. New rounds begin automatically.
- When a new round begins, or upon resurrection, characters temporarily gain the " Boost Fighting Spirit " buff . (The buff disappears if you exit the client or log out of the server.)
- Dead characters resurrect in random places after the Resurrection Wait Time passes.
- You can chat with group members, but not with opposing teams.
- The following rules apply to Quick Grouping:
 - After a certain time elapses Quick Groups will be sent into the arena, even if some groups have insufficient members.
 - Scores are team-based, so if a player joins after training has begun, they will share the other group member's score.
 - If team members leave the arena, their places will be filled by players from the Quick Group queue. Those players will inherit the team scores from the players who left.
- How to score (and lose) points in the Arena of Cooperation:
 - Members of a team share the same score. Points gained and lost apply to the whole team.
 - Defeat other players or monsters to gain points.
 - Activate devices to gain points. - If you are killed by another player, a monster, a device or by falling, you lose points. - In the 3rd round, the members of the leading team will be marked with an emblem. If you defeat them, you can earn even more points. - In the 3rd round, the members of the losing team will receive additional buffs.
- Arena ranks:
 - Ranks are determined by points scored.
 - If two or more teams score the same points, the team that has defeated more players will be placed in the lead.
- Players who leave the arena during the match or go offline during the final scoring won't get any rewards.
 - If one team member left but the other remained, rewards will be given to the latter.

- Players inside the Arena of Cooperation can quit by clicking the Stop Training button at the top right of the screen or the Leave Instanced Zone button in the Group Window on the left (note that this will forfeit your rewards).
- As in the other Arenas, certain skills and items cannot be used in the Arena of Cooperation.
- You can practice for the Arena of Cooperation in the Harmony Training Grounds
- You can re-enter the Arena of Cooperation as often as you can within the time limit.
- The Arena of Cooperation has special group rules:
 - Kicking members out of your group is not allowed.
 - Items obtained from treasure boxes in the Arena are temporarily tradeable. Other trades are not allowed.

Arena of Glory

The Arena of Glory is a new arena, which only the first four winners of the “Arena of Chaos” and “Arena of Cooperation” can enter. This arena serves the purpose of selecting the best players of the arena and rewarding them with an “Insignia of Glory”.

Players can also gain the title of “Legend of the Kaisinel Temple” / “Legend of the Marchutan Temple” at the 50th victory in the Arena of Glory.



- The session ends when the time is up, at the end of three rounds, or when one player achieves the winning score.
- The winner and the first runner-up in the Arena of Chaos, and the winning team in the Arena of Harmony, will receive tickets to enter the Arena of Glory. You must be level 56 or higher to enter.

Structure		Arena of Glory
Description		An instance in which up to four players regardless of race battle each other.
Requirement		3 tickets for the Arena of Glory have to be available
Type		New entry, quick entry for training
Level Categories		56-60
Reward		Mithril Medals, Platinum Medail, Gold Medal, Insignia of Glory, Abyss Points
NPC	E	Entrance to the Arena of Glory
	A	

Registration for the Arena of Glory can only be done at specified times.

Structure	Weekdays	Sunday
Arena of Glory	-	6 to 8 P.M.

- The ticket for “Arena of Glory” is stackable and does not disappear automatically.
- The rules of engagement are the same as in the Arenas of Chaos and Discipline.

Shattered Abyssal Splinter

A Huge Aether Fragment that broke off from Aion’s tower during the Cataclysm has reacted with a nearby Artifact of Protection to create an unstable Aether flow. Creatures affected by this flow become powerful and deranged, and even more dangerous than their counterparts in the existing Abyssal Splinter.

- The Abyssal Splinter Entrance that appears when your faction occupies the Divine Fortress will grant access to the Shattered Abyssal Splinter as well as the old Abyssal Splinter.
- The two Abyssal Splinter instances share a cooldown time.

Entry Level	Cooldown	Players	Entry Quest
From level 60	46h	12	none

Old Instances

- In Eltnen, Elysea and in Morheim, Asmodae NPCs have been added for the Nochsana Training Camp.
- The standard rewards in Dredgion, Chantra Dredgion and Terath Dredgion have been upgraded.
- The reward calculation formula for the Arenas of Chaos and Discipline has been changed.
- The levels of some monsters in the “Theobomos Lab” have been changed.
- Iprita/Silikor in the “Theobomos Lab” does not drop useless keys anymore.

NPC

- Changed the positions and abilities of the monsters in certain parts of Eltnen and Heiron (Elysea), and Morheim and Beluslan (Asmodae).

Elysea		Asmodae	
Eltnen	<ul style="list-style-type: none"> • Eracus Temple Cavern • Kaidan Mine • Lepharist Bastion • Kaidan Headquarters 	Morheim	<ul style="list-style-type: none"> • Ice Claw Village • Taran's Cavern • Sky Temple of Arkanis • Lepharist Bastion • Mist Mane Village
Heiron	<ul style="list-style-type: none"> • Lepharist Research Centre • Contested Expanse • Nute Warrens • Dragon's Blood Canyon 	Beluslan	<ul style="list-style-type: none"> • Malek Mine • Alukina's Palace • Chaos Brambles • Alquimia Fortress • Hoarfrost Outpost • Bakarma Barracks

- Previous NPCs for the arena training grounds have been removed. Instead a new NPC for all 3 arenas (Discipline, Chaos, Cooperation) has been added.

Race	Location
Elyos	Training Officer Valdia
Asmodier	Training Officer Gagaff

- Fixed Taros Lifebane in Beshmundir Temple so that he now uses all of his skills.
- Increased the Abyss Points awarded for killing monsters in Silentera Canyon.
- Added new Teleporters allowing easier travel within Balaurea, and between Balaurea and Reshanta.

Region	Teleporter	Route
Inggison	Yumeros (E)	Inggison → Sarpan
Gelkmaros	Esde (A)	Gelkmaros → Sarpan
Tiamaranta	Hamideron (E/A)	Tiamaranta → Terminon Fortress Tiamaranta → Primum Fortress
Terminon Fortress	Barina (E)	Terminon Fortress → Tiamaranta
Primum Fortress	Kazat (A)	Primum Fortress → Tiamaranta

Environment

- Added raids to Theobomos and Brusthonin via new Dimensional Vortexes.

Dimensional Vortexes



Those who have undertaken the Crucible Challenge may be familiar with the Crucible Rift that appears when Vanktrist Spacetwine, the final enemy, is defeated. After an extensive investigation, both factions have discovered that the rift leads to a strange place connecting Elysea, Asmodae, and Balaurea. Suddenly, Theobomos and Brusthonin areas which were not previously accessible to the unfriendly faction, are vulnerable.

Research centers in Sanctum and Pandaemonium have just finished prototypes to reproduce the circumstances that created this rift, and are ready to test them at the Kaisinel Academy and Marchutan Priory. It doesn't hurt that this provides an opportunity to carry out dangerous missions in enemy territory. The first mission for the Elyos is to rescue the Griffon's Claw Legion who are stranded in Brusthonin, and to drive out some of the Asmodians. The Asmodians, meanwhile, are attempting to hunt down and terminate Jamanok, who turned traitor, stole important data, and ran to Theobomos in Elysea.

- Elyos can travel to Brusthonin and the Asmodians to Theobomos through a Dimensional Vortex.
- The Vortex is active for 2 hours, from 10 p.m. to midnight every Monday, Wednesday, Friday, and Saturday.
- After two hours, or if the defense manages to destroy the attackers' Rift Generator, the Vortex closes.
- When the vortex closes, any attackers still in enemy territory will teleport back to the Academy/Priory where they began.

Attackers

Attackers can travel to the enemy zone through Pilot Dimensional Vortexes in Kaisinel Academy and Marchutan Priory.



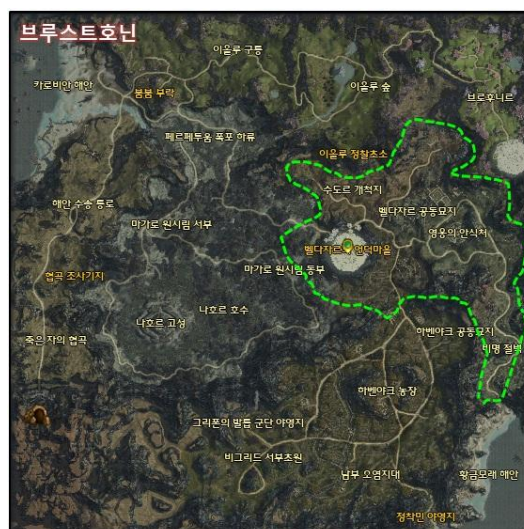
- Dimensional Vortexes are open to Daevas level 45 and up.
- An alliance of up to 24 members can travel through a given Dimensional Vortex. If anyone leaves the battlefield by returning to their home turf or by quitting the game, they can be replaced by new members.
- By traveling to the enemy zone, players automatically leave their original group or alliance and join the raid alliance.
- Members cannot be invited to or kicked from the raid alliance.
- The raid alliance has fixed loot distribution settings which cannot be changed.

Rule	Setting
Looting Rules	Round-robin distribution
Distributing Rare Items	Dice roll (for rare items or higher)

- Upon exiting the raid zone, you are removed from the raid alliance and returned to the entrance.



Range of Theobomos Raid



Range of Brusthonin Raid

- Players cannot install Kisks in the raid zone, but can still use Kisks they are already bound to.
- When a player is killed during the raid, they will be resurrected at the raid starting point, not at an Obelisk.

Defenders

- When a Dimensional Vortex is activated and you move inside the range of the raid, you can choose whether or not to join the defending alliance.
- If you choose not to join the alliance, you'll be alerted every 10 minutes with more opportunities to join in.
 - You can perform a defense mission even when you join a group or alliance temporarily.
 - The defending alliance can use all functions available for the normal alliance.
 - When a member of the defending alliance moves to another area, that member will be automatically withdrawn from the alliance.

Rifting general

- Rifts have been added in “Inggison” and “Gelkmaros”.
- Added NPCs near rift exits to guard them.
 - Defeat the guards to get Mithril Medals and Major Ancient Crowns.
- Added many new flight routes for more convenient travel. New camps have Obelisks, Soul Healers and other useful NPCs.

Race	Area	Point of Departure	Destination
Elyos	Theobomos	Jamanok Inn	Hongras' Camp
		Anangke Excavation Camp	
		Observatory Village	Lagdos Coast Base
	Heiron	Senea's Campsite	Arbolu's Oasis
		Changarnerk Campsite	
		Seaside Sentry Point	
		Jeiparan	Reaper Squad Outpost
Asmodian	Brusthonin	BuBu Village	Kamsto Barracks
		Iollu Overlook	
	Beluslan	Hoarfrost Shelter	Besfer Refugee Camp

- Kisks can no longer be installed in an abnormal position near the Hero's Discus in Sarpan.
- Modified some terrain in Sunset Coast Village in Oriel.
- Modified some terrain in the Inner Ring of Tiamaranata's Eye.
- Fixed an issue where players were moved to an odd location if Source sieges began while they were riding the Zephyr Stream in Tiamaranta.

Items


- Supplements (Mythic) and Lesser Supplements (Mythic) are now available from Special Ordnance Quartermasters in Balaurea.

Inggison		Gelkmaros	
Altar of Avarice	Temple of Scales	Vorgaltem Citadel	Crimson Temple

- Greater supplements are available at "Tiamat's Fortress" or in "Tiamat's Shelter".
- Added new craftable designs for the crafting skills, purchasable from the Wrights of Dawn in Sanctum and Oriel, or the Shapers of Dusk in Pandaemonium and Pernon. They cost Wright's/Shaper's Tokens to purchase.
- Changed the icons of buff scrolls for easier recognition.
 - The scroll icons used in Kaisinel Academy, Marchutan Priory, and the Coliseum Training Grounds remain unchanged.

Icon	Item Name	Icon	Item Name
	Fireproof Scroll		Earthproof Scroll
	Waterproof Scroll		Windproof Scroll
	Anti-Schock Scroll		Courage Scroll
	Awakening Scroll		Running Scroll
	Raging Wind Scroll		Critical Spell Scroll
	Critical Strike Scroll		

- Changed the icons of godstones and debuff items for easier recognition.
 - The background colors of the icons vary according to the item grade. The debuff items' icons look identical to Heroic items.

Icon	Godstone Effect	Icon	Godstone Effect
	Bleeding		Blindness
	Paralysis		Poisoning
	Silence		Stun
	Movement Speed Reduction		Attack Speed Reduction
	Immobilisation		Water Damage
	Wind Damage		Earth Damage
	Fire Damage		

- Added images to Stigma icons so that players can easily identify their skills.

Skill	Before	After
Example: Ankle Grab		

- Abyss equipment of level 50 and below can now be stored in the Account Warehouse.
- Greater Skill Book Merchants now sell lower level Skill Books.
- Changed the appearance properties of some equipment items.
 - Affected Items: Tahabata, Kahrn, Vasharti, Sunayaka equipment sets
 - Changes: Appearance can now be modified, appearance extraction cannot be repeated.
- Construction Flux now have a chance to come from the gatherable items in Oriel and Pernon.
- Increased the drop rate of some of the Superior manastones.
- Increased the item drop rate of some monsters in Silentera Canyon.
- The Golden Treasure Box that appears in the Left Wing Chamber will now correctly disappear after the time expires. Its location has also been changed.
- Fixed the problem that the Steel Rake Captain's Hat couldn't be dyed.
- Corrected the information in the tooltip description for the Charming Liconsis Flower Pail.

Housing



Each village in Oriel and Pernon now has a bulletin board offering various tasks, which residents can complete to contribute to the growth and development of their village



As a village levels up, its appearance changes, and NPCs appear in the center of the village to sell new kinds of installations to residents.



Central Fountain of a Lvl 1 village



Central Fountain of a Lvl 5 village

- Village merchants sell more items as the village levels up.
- The NPC that appears when you perform repeat village tasks disappears after a while.
- Both residents and non-residents can perform village growth tasks. The quest result is reflected in the village where that quest is completed.
- Interact with your butler or housing sign to use the Building Renovation option.
 - You can buy a House Exterior Remodeling Ticket from the Village Building Renovation Manager that appears as the village grows.
 - Buy an Exterior Remodeling Ticket appropriate to the type of house that you own.
 - To return the exterior of your house to the original style, you will need another ticket.
 - Changing the exterior of the house resets some of the interior/exterior facilities.
 - Studios cannot be renovated.



Leaf House



Leaf Mansion



Leaf Estate



Leaf Palace

- Added a battlefield return function so that a player can return to where they used the Homeward Bound skill.
 - The button appears next to the "Decorate" button while you are in your house, and becomes active 5 minutes after using Homeward Bound.
 - If you used Homeward Bound in certain areas such as instances where summoning is not possible, the battlefield return function won't be available.
- The option on the Relationship Crystal to select a friend's house at random, and travel there will now function as "Randomly travel to the house of someone you've contacted."
 - In this case, "contact" means grouping, sending/receiving whispers, sending mail, and the owners of the houses you've visited before.
 - The list of contacts resets after a certain amount of time.
- Added furniture paint to change the colors of furniture installations.
 - The dyes are available from Dye Plants found across the village as the village grows.
 - Each state in Oriel and Pernon offers different paints.



- Changed the number of interior furniture installations allowed in Estates and Palaces.

House Type	Before	After
Estate	50	60
Palace	70	90

- Hearthblooms and Guestblooms now grant direct rewards instead of bundles that you have to unwrap.
- Lowered the prices of some installations sold by Furniture Merchants.
- Added items for sale by the furniture merchant in the Residential Shopping Areas of Oriel and Pernon.
 - Among the new items for sale, the Practical Wood Cabinet and the Practical Salix Wood Cabinet don't share storage space with the existing cabinets.
- Guestbloom and Hearthbloom merchants in Oriel and Pernon area sell new type of Guestbloom that gives crafting materials.
- Added new Legion Emblem Flags which can be installed outside houses.
- Added special effects that appear on furniture installations while applying them in Decorate Mode.
- Installations are now semi-transparent while being moved in Decorate Mode.
- Added more functions to housing scripts.
 - Use <Ctrl+Z> to undo changes, and <Ctrl+Shift+Z> to redo.
 - Scripting keywords now appear highlighted in different colors.
- Soul Sickness will now always be correctly removed when logging out in higher level houses, as the reward states.
- The Struck by Lightning greeting motion in the housing script now plays correctly in Estates and Palaces.
- Fixed the furniture installations that turned into NPCs for no reason.
- The house owner name will now update correctly when a character's name is changed.
- House signs now point in the right direction.
- Spelling mistakes of some house items have been corrected.

Quests

- Added new campaign quests in Sarpan and Tiamaranta. Completing the quest "The Oldest of Foes" automatically makes the new ones available.
 - For storyline reasons, not all campaign quests will appear in this update. Additionally, the mission cannot be done halfway through.
 - It is planned to unlock these campaign quests at a later point in time. This will be announced.
- A level 60 Daevanion weapon quest has been added. As soon as the 'Siel's Spear' quest is completed, players can accept the quest for the level 60 Daevanion weapon.
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Race	Level	Starting quest	NPC
all	55	Siel's Faithful Spear	Kahrun

- Changed some details of the Level 50 and 60 Daevanion quests.
 - The quest for the level 50 armor is now available starting at level 45.
 - The quest for the level 60 armor is now available starting at level 55.
 - Removed prerequisites for the Level 60 Daevanion armor quest.
 - The level 60 Daevanion armor quest now grants Fragrant Energy, a gatherable item for "A Tribute for All Seasons".
- Added new quests for the Tiamat Fortress and Tiamat's Shelter. They are available from multiple NPCs inside and outside the instances.

Race	Level	Introduction quest for Tiamat's Fortress	NPC
Elyos	60	[Group] The Fall of Tiamat's Fortress	Ancanus
Asmodian	60	[Group] The Fall of Tiamat's Fortress	Skafir

- Added new quests related to Dimensional Vortexes.
 - As well as being available from NPCs in the attacking and defending camps, they pop up automatically when players enter a specific area.
- Enabled the existing Arena PvP quests in the new Arenas of Cooperation and Glory.
- Added quests granting a special title for every 10th win in the Arena of Glory. Quests are available starting at level 56 from Shinin (Asmodian NPC) and Junos (Elyos NPC). The quests names, titles, and stats are the same for both factions.

Race	NPC	Quest	Title	Title stats
Elyos	Junos	Arena of Glory Challenge 1	Ten-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+80
		Arena of Glory Challenge 2	Twenty-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+90
		Arena of Glory Challenge 3	Thirsty-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+100
		Arena of Glory Challenge 4	Forty-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+110
		Arena of Glory Challenge 5	Legend of the Kaisinel Temple	Attack speed +2%, cast speed+2%, movement speed +3%, HP+120
Asmo	Shinin	Arena of Glory Challenge 1	Ten-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+80
		Arena of Glory Challenge 2	Twenty-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+90
		Arena of Glory Challenge 3	Thirsty-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+100
		Arena of Glory Challenge 4	Forty-time Champion	Attack speed +2%, cast speed+2%, movement speed +3%, HP+110
		Arena of Glory Challenge 5	Legend of the Marchutan Temple	Attack speed +2%, cast speed+2%, movement speed +3%, HP+120

- Added quests to direct players from lower level Class Preceptors in the capital cities to the higher level ones in the Convent of Marchutan and Cloister of Kaisinel, who sell the level 51+ Skill Books.
- Added quests related to Nochsana Training Camp in the areas that now connect to the instance: Eltnen in Elysea and Morheim in Asmodae.
- Added new quests for the "Unstable Abyssal Splinter" instance.

Race	Level	Quest	NPC
Elyos	60	To the Shattered Abyssal Splinter	Crispin
Asmodian	60	Abyss Crisis	Tepes

- Changed the details of some crafting quests.
 - Changed the number of materials needed to craft a spellbook during the Alchemy Expert/Alchemy Master quest.
 - Changed the number of materials needed to craft furniture during the Construction crafting quest.
- Quests that give Kahrin's Symbols as rewards now give out more symbols.
- Quests granting Mithril Medals now give out more medals.
- The "[Service/Daily/Group] Be Quiet!" quest for the Elyos and the "[Service/Daily/Group] Making Noise" quest for the Asmodians can now be repeated a maximum 30 times.
- Changed the details of the quests in certain fortresses that give Platinum Medals as rewards.
 - Decreased the number of quest items, dropped by monsters, which are required.
 - Enabled group members to share these items.
- Changed the details of some campaign quests.
 - Deleted the prerequisite quests for certain campaign quests.
 - Decreased the number of items you need to gather for certain campaign quests.
 - Lowered the level of monsters that must be hunted for some campaign quests.
 - Allowed players to enter campaign quest group instances while solo.
 - Added an automatic teleport that takes players to the NPC for the next step in some campaign quests:

Changed quests	
Elyos	Asmodian
Secret Library Access	Secret Library Access
Held Sacred	Encroachers
Mark of Vengeance	A Dangerous Crop
Refreshing the Springs	Reconstructing Impetusium
Kaidan Prisoner	Know your Enemy
Secrets of the Temple	[Group] Hold the Front Line
Something in the Water	A Missing Father
A Dangerous Artefact	A Spy among the Lepharists
Balaur Conspiracy	Restoring Belusian Observatory
Power of the Elim	Suppressing the Bakarma Legion
Creating a Monster	
Aether Insanity	

- The Calydon Candy rewarded by the Elyos quest "The Calydon Ruins" can now be used repeatedly throughout the quest stage that requires it.
- Fixed certain quests that didn't update to the next stage when one stage was complete.

Legions

- The maximum legion level has been increased from 5 to 8.
 - The legion must satisfy cost, player, and contribution requirements for advancement. (The Kinah requirement may be adjusted slightly according to tax.)

Legion level	Cost (Kinah)	Members	Contribution Points
6	50,000,000	6	2,500,000
7	75,000,000	6	12,500,000
8	100,000,000	6	62,500,000

- Leveling up the legion also increases the maximum number of legionaries and Legion Warehouse slots:

Legion level	Max. members	Slots in Legion Warehouse
6	180	64
7	210	72
8	240	80

- Added new legion tasks.
 - Legion tasks are available at legion level 5 or higher.
 - Legion Tasks are comprised of multiple sub-quests. All quests performed by legionaries will count toward the given tasks.
 - When the tasks are completed, the entire legion will be rewarded with general rewards, and each player with personal rewards according to their contributions.
 - Legion Coins are up for grabs by completing Legion Tasks and their sub-quests.
- Legions of level 6 and higher can buy items from the legion item merchant (Elyos: Fameen/ Asmodians: Benoti) with Legion Coins obtained by completing Legion Tasks and quests.

Elyos

Legion level	Item name	Coins required
6	Uniform of the Legion of Victory	8
	Mask of the Legion of Victory	8
	Flag of the Legion of Victory	40
7	Sword of the Legion of Victory	12
	Mace of the Legion of Victory	12
	Dagger of the Legion of Victory	12
	Orb of the Legion of Victory	12
	Spellbook of the Legion of Victory	12
	Greatsword of the Legion of Victory	12
	Polearm of the Legion of Victory	12
	Staff of the Legion of Victory	12
	Bow of the Legion of Victory	12
	Shield of the Legion of Victory	8
8	Wings of the Legion of Victory	364
	War Horse of the Legion of Victory	364
	[Souvenir] Garnon Figurine	165
	[Souvenir] Kaisinel Figurine	250

Asmodian

Legion level	Item name	Coins required
6	Uniform of the Legion of Honour	8
	Mask of the Legion of Honour	8
	Flag of the Legion of Honour	40
7	Sword of the Legion of Honour	12
	Mace of the Legion of Honour	12
	Dagger of the Legion of Honour	12

	Orb of the Legion of Honour	12
	Spellbook of the Legion of Honour	12
	Greatsword of the Legion of Honour	12
	Polearm of the Legion of Honour	12
	Staff of the Legion of Honour	12
	Bow of the Legion of Honour	12
	Shield of the Legion of Honour	8
8	Wings of the Legion of Honour	364
	War Horse of the Legion of Honour	364
	[Souvenir] Garnon Figurine	165
	[Souvenir] Marchutan Figurine	250

- Added a new effect that shows under player characters as their legion's level increases.

Mounts

- New mounts have been added.



- Mounts that cannot be sold to merchants can now be destroyed.
- Fixed problems with the appearance of some mounts.
- Mounts cannot be used in the Silentera Canyon area.

Abyss

- An entrance to Silentera Canyon now appears when you possess any of your faction's camps in Balaurea.
- Players who haven't logged in for 30 days or more will be removed from the Abyss Rankings.
- Improved the rewards for successful attack or defense of a fortress.

Fortress	Medals					Total
		Hero	Officer	Elite Soldier	Veteran Soldier	
Lower Abyss - Sulphur Tree Nest - Siel's Western - Siel's Eastern	before	2 Gold	2 Gold	3 Silver	2 Silver	60 Gold, 170 Silver
	after	3 Platinum	3 Gold	2 Gold	3 Silver	30 Platinum, 120 Gold/Silver
Upper Abyss Exterior - Asteria Chamber - Chamber of Roah	before	3 Gold	2 Gold	2 Gold	3 Silver	195 Gold, 180 Silver
	after	3 Platinum	3 Gold	2 Gold	3 Silver	45 Platinum, 180 Gold/Silver
Upper Abyss Interior - Krotan Refuge	before	2 Platinum	3 Gold	2 Gold	3 Silver	30 Platinum, 180 Gold/Silver

- Miren Fortress - Kysis Fortress	after	3 Platinum	3 Gold	2 Gold	3 Silver	45 Platinum, 180 Gold/Silver
Abyss Core - Divine Fortress	before	3 Platinum	3 Platinum	3 Gold	3 Gold	180 Platinum, 420 Gold
	after	1 Mithril	3 Platinum	3 Gold	3 Gold	20 Mithril, 120 Platinum, 420 Gold
Balaurea - Altar of Avarice - Temple of Scales - Vorgaltem Citadel - Crimson Temple	before	3 Platinum	2 Platinum	1 Platinum	1 Platinum	140 Platinum
	after	1 Mithril	3 Platinum	2 Platinum	1 Platinum	10 Mithril, 210 Platinum

- Upgraded rewards, including kinah, given to the brigade general of a legion that succeeds in defending an occupied fortress.

Fortress		Reward for defence	Additional reward
Lower Abyss - Sulphur Tree Nest - Siel's Western - Siel's Eastern	before	20 Gold, 60 Silver	-
	after	3 Platinum, 20 Gold, 60 Silver,	Flying Fortress Siege Defence Bundle with consumables, Fortress Seal Ring
Upper Abyss Exterior - Asteria Chamber - Chamber of Roah	before	50 Gold, 70 Silver	-
	after	3 Platinum, 50 Gold, 70 Silver,	Flying Fortress Siege Defence Bundle with consumables, Fortress Seal Ring
Upper Abyss Interior - Krotan Refuge - Miren Fortress - Kysis Fortress	before	70 Gold, 90 Silver	-
	after	3 Platinum, 70 Gold, 90 Silver,	Flying Fortress Siege Defence Bundle with consumables, Fortress Seal Ring
Abyss Core - Divine Fortress	before	150 Gold, 150 Silver	-
	after	1 Mithril, 150 Gold, 150 Silver,	Flying Fortress Siege Defence Bundle with consumables, Fortress Seal Ring
Balaurea - Altar of Avarice - Temple of Scales - Vorgaltem Citadel - Crimson Temple	before	-	-
	after	1 Mithril	Flying Fortress Siege Defence Bundle with consumables, Fortress Seal Ring

- Added new reward items for the entire legion who successfully defends an occupied fortress.
 - Legion rewards which could previously be bought using Medals can now come from a Siege Defense Reward Box.
 - The Fortress Siege Defense Bundle contains a variety of consumables.
 - The Seal Ring is an Eternal ring (7-day) given exclusively to the brigade general.

UI

- You can now add offline characters to your friends list
 - Use the Find Friend window to add them, just as you would online characters.
 - A player who receives an offline friend request can accept it, reject it, or block the sender.
 - A record of offline friend requests can be found under Find Friend > Friend Requests.
 - This feature is available only on Standard Servers.
- Characters on the same account and the same server can now share a block list.
 - To import a block list, log in first with the character that has the block list and then with the destination character.
 - Click the [Import] button on the bottom left of the Block tab in the Find Friend window to open the Display Blocked List menu.
 - Names that the destination character has already blocked will not show up.
- Added a new emoticon input window.
 - Click the smiley icon on the right of the chat window to open the emoticon list.
- You can now set Personal Status by choosing a target in the alliance window.
 - Select a target in the Alliance Window, and then right-click the mouse to show the context menu. Select "Set Personal Status."
 - You can zoom in and out in the status window of a target whose Personal Status is activated.
- Changed the display format of alert messages shown at the top center of the screen.
- Added an option to display the cooldown times on skill and item icons in the quickbar.
 - Enable or disable it under Options "Game Options" -> "User Interface"
- Improved how flight destinations are displayed on the Flight Transportation/Teleportation window.
 - Unavailable destinations are reduced in size.
 - Available destinations are enlarged.
- Selecting Clear Tab from the Chat Preferences menu in the chat window will now delete all text from that tab.
- Added a reconnect button to log back into the server immediately when you are disconnected for being AFK.
- Added a Logout button to the Menu that takes you directly to the login screen. (The previous Logout button, which took you to character selection, is renamed Characters.)
- Changed how the quickbar displays skills and items that have become unavailable. - The icon appears deactivated.
 - The tooltip is grayed-out.
 - Examples of skills that this applies to would be Stigma skills that have been unequipped, temporary skills that have expired, and skills that are only usable in certain areas.
 - You can click and drag the deactivated skills to delete them or change their positions within the Quickbar.
 - When a deactivated skill becomes available again, its icon is also activated.
- Fixed a problem when logging back into the server after socketing a manastone in an armsfused weapon, where the manastone stats were not correctly applied.
- Using the Pathfinding function to locate the Teleport Stone Statue for the Elyos to enter Draupnir Cave will now return the correct location.

Skills

- Fixed the abnormal execution of Chain Skills registered to the floating quickbars.

- Increased the maximum number of skill icons to be in the Chain Skill indicator from 6 to 12.