

LINEAGE II EPIC TALES OF ADEN EPISODE 2.5: HYMN OF THE SOUL

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Mystic Tavern opened its doors in the world of Elmoreden. Settlen was a famous traveler. While visiting different places of Aden and Elmore, he tried to gather stories and tales about heroes and villains, good and evil creatures. At some point, Settlen found a place in Gainak and founded the tavern, where anyone can stop and listen to the legends of the world.

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SOUL CRYSTAL SYSTEM

GENERAL INFORMATION

1. The Soul Crystal system has been revamped:

- Added six new Soul Crystals, and different Soul Crystals bestow different options.
- Up to three Soul Crystal options can be bestowed on a weapon with the help of town blacksmiths.
- The first and second options can be bestowed by using new Soul Crystals that are obtainable by hunting raid bosses from 40 level up to 104. You will find details in our [game encyclopaedia](#) later.
- The third option can be bestowed by using the Mystic Soul Crystal that is obtainable from the Mystic Tavern.

Raid Boss	Instance Zone
Typhoon	Mystic Tavern (Kelbim)
Seal Angel	Mystic Tavern (Tauti)
Frost Glacier Golem	Mystic Tavern (Freya)

- New Level 1 - 4 Soul Crystals can be upgraded to Level 5 through compounding.
- Level 4-8 Soul Crystals may drop from Epic Raid Bosses Antharas, Valakas and Lindvior.
- Level 5 and above Soul Crystals cannot be compounded.

2. Soul Crystal options of items that Soul Crystal Options could be bestowed on or removed have been changed to new Soul Crystal options.

3. <Soul Crystal Options> of items that Soul Crystal Options could not be bestowed on or removed have been changed to <Special Options>.

4. Additional options bestowed on S80-grade or lower dualsword items when the items are enchanted to +4 or higher have been changed to Soul Crystal Options.

- Old Soul Crystals have been changed to Soul Crystal Exchange Coupons, and Soul Crystal Fragments to Soul Crystal Exchange Coupon Boxes.

5. Commission for installing and changing Soul Crystal Options is as follows:

Weapons Grade	Gemstone	1 st Crystal	2 nd Crystal	Soul Crystal Option Change	Mystic Soul Crystal	Mystic Soul Crystal Option Change
C	Gemstone: C Grade	177	—	89	60	30
B	Gemstone: B Grade	112	—	56	38	19
A	Gemstone: A Grade	24	—	12	8	4
S	Gemstone: S Grade	19	—	10	7	4
S80	Gemstone: S80 Grade	48	—	24	16	8
R	Gemstone: R Grade	20	40	10	7	4
R95	Gemstone: R95 Grade	129	1249	65	11	6
R99	Gemstone: R99 Grade	335	5266	168	16	8

6. New soul crystal options have the following stats:

SOUL CRYSTALS

Name	Soul Crystal Option	Effect	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
Kain's Soul Crystal	Might	P. Atk.	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%
	Fury	Atk. Spd.	+11%	+12%	+13%	+14%	+15%	+16%	+17%	+18%

	Focus	P. Critical Rate	+58	+64	+70	+76	+82	+88	+94	+100
	Death	P. Critical Damage	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%
	Hunter	P. Skill Critical Rate	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%
	Fire	P. Skill Critical Damage	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%
	Body	Max. HP	+21%	+22%	+23%	+24%	+25%	+26%	+27%	+28%
Mermoden's Soul Crystal	Empower	M. Atk.	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%
	Acumen	Cst. Spd.	+11%	+12%	+13%	+14%	+15%	+16%	+17%	+18%
	Wild	M. Critical Rate	+21%	+22%	+23%	+24%	+25%	+26%	+27%	+28%
	Mystic	M. Critical Damage	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%
	Soul	Max. MP	+26%	+27%	+28%	+29%	+30%	+31%	+32%	+33%
Leona's Soul Crystal	Spd.Focus	Atk. Spd	+5%	+5%	+6%	+6%	+7%	+7%	+8%	+8%
		P. Critical Rate	+26	+29	+32	+34	+37	+40	+42	+45
	Spd.Death	Atk. Spd.	+5%	+5%	+6%	+6%	+7%	+7%	+8%	+8%
		P. Critical Damage	+1%	+2%	+2%	+3%	+3%	+4%	+4%	+5%
	Spd.Hunter	Atk. Spd.	+5%	+5%	+6%	+6%	+7%	+7%	+8%	+8%
		P. Skill Critical Rate	+3%	+4%	+4%	+5%	+5%	+6%	+6%	+7%
	Spd.Fire	Atk. Spd.	+5%	+5%	+6%	+6%	+7%	+7%	+8%	+8%
		P. Skill Critical Damage	+3%	+4%	+4%	+5%	+5%	+6%	+6%	+7%

	Spd.Budy	Atk. Spd. Max. HP	+5% +10%	+5% +11%	+6% +11%	+6% +12%	+7% +12%	+7% +13%	+8% +13%	+8% +14%
	Crt.Death	P. Critical Rate P. Critical Damage	+26 +1%	+29 +2%	+32 +2%	+34 +3%	+37 +3%	+40 +4%	+42 +4%	+45 +5%
	Crt.Hunter	P. Critical Rate P. Skill Critical Rate	+26 +3%	+29 +4%	+32 +4%	+34 +5%	+37 +5%	+40 +6%	+42 +6%	+45 7%
	Crt.Fire	P. Critical Rate P. Skill Critical Damage	+26 +3%	+29 +4%	+32 +4%	+34 +5%	+37 +5%	+40 +6%	+42 +6%	+45 +7%
	Crt.Body	P. Critical Rate Max. HP	+26 +10%	+29 +11%	+32 +11%	+34 +12%	+37 +12%	+40 +13%	+42 +13%	+45 +14%
Pantheon's Soul Crystal	Acm.Wild	Cst. Spd. M. Critical Rate	+5% +10%	+5% +11%	+6% +11%	+6% +12%	+7% +12%	+7% +13%	+8% +13%	+8% +14%
	Acm.Mystic	Cst. Spd. M. Critical Damage	+5% +1%	+5% +2%	+6% +2%	+6% +3%	+7% +3%	+7% +4%	+8% +4%	+8% +5%
	Acm.Soul	Cst. Spd. Max. MP	+5% +13%	+5% +14%	+6% +14%	+6% +15%	+7% +15%	+7% +16%	+8% +16%	+8% +17%
	Wid.Fire	M. Critical Rate. M. Critical Damage	+10% +1%	+10% +2%	+11% +2%	+11% +3%	+12% +3%	+12% +4%	+13% +4%	+13% +5%
	Wid.Soul	M. Critical Rate. Max. MP	+10% +13%	+10% +14%	+11% +14%	+11% +15%	+12% +15%	+12% +16%	+13% +16%	+13% +17%
Lionel's Soul Crystal	HP.Acumen	Max. HP Cst. Spd.	+10% +5%	+11% +5%	+11% +6%	+12% +6%	+12% +7%	+13% +7%	+13% +8%	+14% +8%
	HP.Wild	Max. HP M. Critical Rate.	+10% +10%	+11% +10%	+11% +11%	+12% +11%	+12% +12%	+13% +12%	+13% +13%	+14% +13%
	HP.Mystic	Max. HP M. Critical Damage	+10% +1%	+11% +2%	+11% +3%	+12% +3%	+12% +4%	+13% +4%	+13% +5%	+14% +5%
	HP.Soul	Max. HP Max. MP	+10% +13%	+11% +13%	+11% +14%	+12% +14%	+12% +15%	+13% +15%	+13% +16%	+14% +16%

	MP.Fury	Max. MP Atk. Spd.	+13% +5%	+13% +6%	+14% +6%	+14% +7%	+15% +7%	+15% +8%	+16% +8%	+16% +9%
	MP.Focus	Max. MP P. Critical Rate	+13% +26	+13% +29	+14% +32	+14% +34	+15% +37	+15% +40	+16% +42	+16% +45
	MP.Death	Max. MP P. Critical Damage	+13% +1%	+13% +2%	+14% +2%	+14% +3%	+15% +3%	+15% +4%	+16% +4%	+16% +5%
	MP.Hunter	Max. MP P. Skill Critical Rate	+13% +3%	+13% +4%	+14% +4%	+14% +5%	+15% +5%	+15% +6%	+16% +6%	+16% +7%
	MP.Fire	Max. MP P. Skill Critical Damage	+13% +3%	+13% +4%	+14% +4%	+14% +5%	+15% +5%	+15% +6%	+16% +6%	+16% +7%

- All Soul Crystals 3 stage or above add PVP damage +5% effect.

MYSTIC SOUL CRYSTAL

Name	Soul Crystal Option	Effect
Mystic Soul Crystal	Tyrr	P. Atk. +5%
	Feoh	M. Atk. +5%
	Sigel	Max. HP +15%

OLD SOUL CRYSTALS

1. The Soul Crystal Coupon Pack only has a small chance to give a Stage 5 Soul Crystal Coupon. You will most likely get nothing.
2. Soul Crystal Exchange Coupons can be exchanged for new Soul Crystals (Kain/Mermoden) through Blacksmiths.

- Old Soul Crystal Exchange Rate:

Old Soul Crystal	Exchange Coupon
Red Soul Crystal 1	Soul Crystal Coupon (Stage 1)

Red Soul Crystal 2	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 3	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 4	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 5	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 6	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 7	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 8	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 9	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 10	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 1	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 2	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 3	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 4	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 5	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 6	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 7	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 8	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 9	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 10	Soul Crystal Coupon (Stage 2)

Blue Soul Crystal 1	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 2	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 3	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 4	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 5	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 6	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 7	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 8	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 9	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 10	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 11	Soul Crystal Coupon (Stage 3)
Green Soul Crystal 11	Soul Crystal Coupon (Stage 3)
Blue Soul Crystal 11	Soul Crystal Coupon (Stage 3)
Red Soul Crystal 12	Soul Crystal Coupon (Stage 3)
Green Soul Crystal 12	Soul Crystal Coupon (Stage 3)
Blue Soul Crystal 12	Soul Crystal Coupon (Stage 3)
Red Soul Crystal 13	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 13	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 13	Soul Crystal Coupon (Stage 4)

Red Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Red Soul Crystal 15	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 15	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 15	Soul Crystal Coupon (Stage 4)
Red Soul Crystal 16	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 16	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 16	Soul Crystal Coupon (Stage 4)
Red Soul Crystal 17	Soul Crystal Coupon (Stage 5)
Green Soul Crystal 17	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal 17	Soul Crystal Coupon (Stage 5)
Red Soul Crystal 18	Soul Crystal Coupon (Stage 5)
Green Soul Crystal 18	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal 18	Soul Crystal Coupon (Stage 5)
Red Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Green Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Red Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)

Green Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Red Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Green Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Teal Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Purple Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Teal Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Purple Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Teal Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Purple Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal Fragment (R-grade)	Soul Crystal Coupon Pack (Stage 5)
Teal Soul Crystal Fragment (R-grade)	Soul Crystal Coupon Pack (Stage 5)
Purple Soul Crystal Fragment (R-grade)	Soul Crystal Coupon Pack (Stage 5)
Yellow Soul Crystal Fragment (R95-grade)	Soul Crystal Coupon Pack (Stage 5)
Teal Soul Crystal Fragment (R95-grade)	Soul Crystal Coupon Pack (Stage 5)

Purple Soul Crystal Fragment (R95-grade)	Soul Crystal Coupon Pack (Stage 5)
Yellow Soul Crystal Fragment (R99-grade)	Soul Crystal Coupon Pack (Stage 5)
Teal Soul Crystal Fragment (R99-grade)	Soul Crystal Coupon Pack (Stage 5)
Purple Soul Crystal Fragment (R99-grade)	Soul Crystal Coupon Pack (Stage 5)
Rare Soul Crystal Pack (R-grade)	Soul Crystal Coupon (Stage 5)
Rare Soul Crystal Pack (R95-grade)	Soul Crystal Coupon (Stage 5)
Rare Soul Crystal Pack (R99-grade)	Soul Crystal Coupon (Stage 5)
Cursed Red Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Cursed Blue Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Cursed Green Soul Crystal 14	Soul Crystal Coupon (Stage 4)

3. Soul Crystal Change Stones have been changed to decayed items that can be sold in shops, and they can no longer change Soul Crystal options.

Target Item	After Update
Soul Crystal Change Stone (A-grade)	Decayed Soul Crystal Change Stone (A-grade)
Soul Crystal Change Stone (S-grade)	Decayed Soul Crystal Change Stone (S-grade)
Soul Crystal Change Stone (S80-grade)	Decayed Soul Crystal Change Stone (S80-grade)
Soul Crystal Change Stone (R-grade)	Decayed Soul Crystal Change Stone (R-grade)
Soul Crystal Change Stone (R95-grade)	Decayed Soul Crystal Change Stone (R95-grade)

4. Soul Crystals that cannot be used following the update of the Soul Crystal system have been removed.

Target Item
Red Soul Crystal
Green Soul Crystal
Blue Soul Crystal
Broken Red Soul Crystal
Broken Green Soul Crystal
Broken Blue Soul Crystal

5. With the update of the Soul Crystal system, old Soul Crystals and items bestowed with Soul Crystal options have been changed to fit in with the new Soul Crystal option system.

- Items associated with applicable Soul Crystals will be changed and issued according to currently stored areas as shown below.

Target Item (Old Item)	Currently Stored Area	After Update
Weapons bestowed with Soul Crystals Soul Crystal Soul Crystal Fragment Soul Crystal Box	PC Inventory	PC Inventory
	Private Warehouse	Private Warehouse
	Clan Warehouse	Clan Warehouse
	Castle Warehouse	Castle Warehouse
	Pet Inventory	Pet Inventory
	Mailbox	Private Warehouse
	Auction House	Private Warehouse

6. Deleted the following items from the exchange list for Mentee's Marks.

Target Item
Soul Crystal Change Stone (A-grade)
Soul Crystal Change Stone (S-grade)
Soul Crystal Change Stone (S80-grade)
Soul Crystal Change Stone (R-grade)
Soul Crystal Change Stone (R95-grade)

7. Soul Crystals that were previously issued through auction have been retrieved, and the final bid amount has been returned to players' private warehouses.

ACHIEVEMENT AND DAILY REWARD SYSTEM

ACHIEVEMENT SYSTEM

1. An Achievement System has been added for Lv.1-85 players
 - Level-up Rewards are found in the new Daily Mission window.

Achievement	Condition	Reward	Quantity
Reach level 4	Reach level 4 on main class	Adventurer's Scroll of Escape	5
Reach level 6	Reach level 6 on main class	Scroll of Escape: Talking Island Village (all races except ertheia)	10
		Scroll of Escape: Faeron Village (ertheia only)	10
Reach level 9	Reach level 9 on main class	Mount - Rocking Horse (decorative item - mount)	1
Reach level 12	Reach level 12 on main class	Adventurer Hat (decorative item – head accessory)	1
Reach level 15	Reach level 15 on main class	Cotton Shirt (No grade)	1
Reach level 35	Reach level 35 on main class	Linen Shirt (D grade)	1
Reach level 41	Reach level 41 on main class	Weapon Pack (C grade)	1
Reach level 42	Reach level 42 on main class	Steel Full Plate Shield (C grade)	1
Reach level 43	Reach level 43 on main class	Steel Full Plate Helmet (C grade)	1
Reach level 44	Reach level 44 on main class	Steel Karmian Tunic (C grade). Only for robe armor users.	1
		Steel Karmian Stockings (C grade). Only for robe armor users.	1
		Steel Full Plate Armor (C grade). Only for heavy armor users.	1
		Steel Plated Leather Armor (C grade). Only for light armor users.	1
		Steel Plated Leather Gaiters (C grade). Only for light armor users.	1

Reach level 45	Reach level 45 on main class	Steel Plate Gauntlets (C grade). Only for heavy armor users.	1
		Steel Plate Leather Gloves (C grade). Only for light armor users.	1
		Steel Karmian Gloves (C grade). Only for robe armor users.	1
		Silk Shirt (C Grade)	1
Reach level 46	Reach level 46 on main class	Steel Full Plate Boots (C grade). Only for heavy armor users.	1
		Steel Plate Leather Boots (C grade). Only for light armor users.	1
		Steel Karmian Boots (C grade). Only for robe armor users.	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 47	Reach level 47 on main class	Steel Moonstone Earring (C grade)	1
		Cloth Belt (C grade)	1
Reach level 48	Reach level 48 on main class	Steel Aquastone Ring (C grade)	1
Reach level 49	Reach level 49 on main class	Steel Aquastone Necklace (C grade)	1
		Steel Bracelet (C grade)	1
Reach level 50	Reach level 50 on main class	Steel Moonstone Earring (C grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 51	Reach level 51 on main class	Steel Aquastone Ring (C grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 53	Reach level 53 on main class	Weapon Pack (B grade)	1
Reach level 54	Reach level 54 on main class	Steel Doom Shield (B grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 55	Reach level 55 on main class	Steel Doom Helmet (B grade)	1

		Thin Leather Shirt (B grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 56	Reach level 56 on main class	Steel Doom Plate Armor (B grade). Only for heavy armor users.	1
		Steel Leather Armor of Doom (B grade). Only for light armor users.	1
		Steel Avadon Robe (B grade). Only for robe armor users.	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 57	Reach level 57 on main class	Steel Doom Gloves (Heavy) (B grade). Only for heavy armor users.	1
		Steel Doom Gloves (Light Armor) (B grade). Only for light armor users.	1
		Steel Avadon Gloves (B grade). Only for robe armor users.	1
		Leather Belt (B grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 58	Reach level 58 on main class	Steel Doom Boots (Heavy) (B grade). Only for heavy armor users.	1
		Steel Doom Boots (Light Armor) (B grade). Only for light armor users.	1
		Steel Avadon Boots (B grade). Only for robe armor users.	1
Reach level 59	Reach level 59 on main class	Steel Adamantite Earring (B grade)	1
		Bronze Bracelet (B grade)	1
Reach level 60	Reach level 60 on main class	Steel Adamantite Ring (B grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 61	Reach level 61 on main class	Steel Adamantite Necklace (B grade)	1
		Steel Adamantite Earring (B grade)	1
		Steel Adamantite Ring (B grade)	1

Reach level 62	Reach level 62 on main class	XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 63	Reach level 63 on main class	Weapon Pack (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 64	Reach level 64 on main class	Steel Shield of Nightmare (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 65	Reach level 65 on main class	Steel Helm of Nightmare (A grade). Only for heavy armor users.	1
		Steel Dark Crystal Helmet (A grade). Only for light armor users.	1
		Steel Dark Crystal Helmet (A grade). Only for robe armor users.	1
		Scale Shirt (A grade)	1
Reach level 66	Reach level 66 on main class	Steel Armor of Nightmare (A grade). Only for heavy armor users.	1
		Steel Dark Crystal Leather Armor (A grade). Only for light armor users.	1
		Steel Dark Crystal Leggings (A grade). Only for light armor users.	1
		Steel Dark Crystal Robe (A grade). Only for robe armor users.	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 67	Reach level 67 on main class	Steel Gloves of Nightmare (A grade). Only for heavy armor users.	1
		Steel Dark Crystal Gloves (A grade). Only for light armor users.	1
		Steel Dark Crystal Gloves (A grade). Only for robe armor users.	1
		Iron Belt (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 68	Reach level 68 on main class	Steel Boots of Nightmare (A grade). Only for heavy armor users.	1

		Steel Dark Crystal Boots (A grade). Only for light armor users.	1
		Steel Dark Crystal Boots (A grade). Only for robe armor users.	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 69	Reach level 69 on main class	Steel Phoenix Earring (A grade)	1
		Steel Bracelet (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 70	Reach level 70 on main class	Steel Phoenix Ring (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 71	Reach level 71 on main class	Steel Phoenix Necklace (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 72	Reach level 72 on main class	Steel Phoenix Earring (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 73	Reach level 73 on main class	Steel Phoenix Ring (A grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 74	Reach level 74 on main class	Abundance / 3-day Talisman - Hunter	1
		Abundance / 3-day Talisman - Slaughterer	1
		Abundance / 3-day Talisman - Conquerer	1
		Abundance / 3-day Talisman - Outlaw	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 75	Reach level 75 on main class	XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 76	Reach level 76 on main class	XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 77	Reach level 77 on main class	Weapon Pack (S grade)	1
		Mithril Shirt (S grade)	1

		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 78	Reach level 78 on main class	Steel Imperial Crusader Shield (S grade). Only for heavy armor users.	1
		Steel Arcana Sigil (S grade). Only for robe armor users.	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 79	Reach level 79 on main class	Steel Imperial Crusader Helmet (S grade). Only for heavy armor users.	1
		Steel Imperial Crusader Breastplate (S grade). Only for heavy armor users.	1
		Steel Imperial Crusader Gaiters (S grade). Only for heavy armor users.	1
		Steel Draconic Leather Helmet (S grade). Only for light armor users.	1
		Steel Draconic Leather Armor (S grade). Only for light armor users.	1
		Steel Major Arcana Circlet (S grade). Only for robe armor users.	1
		Steel Major Arcana Robe (S grade). Only for robe armor users.	1
		Mithril Belt (S grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 80	Reach level 80 on main class	Steel Imperial Crusader Gauntlets (S grade). Only for heavy armor users.	1
		Steel Imperial Crusader Boots (S grade). Only for heavy armor users.	1
		Steel Draconic Leather Gloves (S grade). Only for light armor users.	1
		Steel Draconic Leather Boots (S grade). Only for light armor users.	1
		Steel Major Arcana Gloves (S grade). Only for robe armor users.	1
		Steel Major Arcana Boots (S grade). Only for robe armor users.	1

		Mithril Bracelet (S grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 81	Reach level 81 on main class	Dynasty Weapon Pack (S grade)	1
		Steel Tateossian Earring (S grade)	1
		Steel Tateossian Ring (S grade)	1
		Steel Tateossian Necklace (S grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 82	Reach level 82 on main class	Steel Dynasty Shield (S grade)	1
		Steel Dynasty Sigil (S grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 83	Reach level 83 on main class	Steel Dynasty Helmet (S grade). Only for heavy armor users.	1
		Steel Dynasty Breastplate (S grade). Only for heavy armor users.	1
		Steel Dynasty Gaiters (S grade). Only for heavy armor users.	1
		Steel Dynasty Gauntlets (S grade). Only for heavy armor users.	1
		Steel Dynasty Boots (S grade). Only for heavy armor users.	1
		Steel Dynasty Leather Helmet (S grade). Only for light armor users.	1
		Steel Dynasty Leather Armor (S grade). Only for light armor users.	1
		Steel Dynasty Leather Leggings (S grade). Only for light armor users.	1
		Steel Dynasty Leather Gloves (S grade). Only for light armor users.	1
		Steel Dynasty Leather Boots (S grade). Only for light armor users.	1

		Steel Dynasty Circlet (S grade). Only for robe armor users.	1
		Steel Dynasty Tunic (S grade). Only for robe armor users.	1
		Steel Dynasty Stockings (S grade). Only for robe armor users.	1
		Steel Dynasty Gloves (S grade). Only for robe armor users.	1
		Steel Dynasty Shoes (S grade). Only for robe armor users.	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 84	Reach level 84 on main class	Steel Dynasty Earing (S grade)	1
		Steel Dynasty Ring (S grade)	1
		Steel Dynasty Necklace (S grade)	1
		XP Rune I (Lv. 1-85) 100% Pack (1-hour)	1
Reach level 84 (dual class)	Reach level 84 on dual class	XP Rune I (Lv. 1-85) 100% Pack (1-hour)	10

DAILY REWARD SYSTEM

1. A Daily reward system has been added for Lv. 85 and above players.
 - Daily Coin and Daily Mission Reward Chests can be earned for participation in game activities:

Quest	Condition	Reward	Quantity
Weekend Game	For playing at weekends	Daily Coin	4
		Daily Mission Reward Chest	1
Gaming Month	For playing more than once a month	Daily Coin	15
		Daily Mission Reward Chest	1
Questomania	For 2 consequently completed quests.	Daily Coin	1
		Daily Mission Reward Chest	1
The Olympian	For taking part in 3 or more Olympiads	Daily Coin	4
		Daily Mission Reward Chest	3
Siege Hero	For taking part in a siege (for clan members only)	Daily Coin	50
		Daily Mission Reward Chest	15
17 versus one!	For three and more daily participations in Ceremony of Chaos	Daily Coin	2
		Daily Mission Reward Chest	1
The Boss Killer	For three and more daily instance visits	Daily Coin	1
		Daily Mission Reward Chest	1
Fisher	For three and more fishing attempts	Daily Coin	1
		Daily Mission Reward Chest	1

Redeem Daily Coin for special rewards at the High Priest Franco NPC in Talking Island Village:

-

Item	Description	Price
Blessed Scroll of Resurrection	Magic scroll that resurrects a dead character and restores his or her XP completely	10 Daily Coins
Blessed Scroll of Escape	Magical scroll that relocates you to the nearest village	4 Daily Coins
Top-grade Spirt Stone	It's an ingredient to augment weapons, and can be used by characters Lv. 99 and above	80 Daily Coins
Maphr's Wind Scroll	Vitality consumption + 200% and XP/SP acquisition + 200% while hunting. Remains after death. Duration is 30 sec. Cooldown is 1 min. Only usable when 1 or more Vitality slot is full. Cannot be used in the Olympiad.	20 Daily Coins
Vitality Maintaining Potion	Retains Vitality for 10 min. Cooldown is 30min. Vitality item with limited usage	200 Daily Coins
Kaliel's Energy Box	Box containing Kaliel's Energy that prevents Seed Talismans from weakening when they fail to be enchanted. Double-click to receive one of the following: Kaliel's Energy - Annihilation/Hellfire/Desire.	1000 Daily Coins
Sealed Talisman - Longing	Can be used at level 85 or above. Double-click to acquire the Talisman - Longing. The acquired Talisman - Longing cannot be exchanged, dropped or sold in a private store.	50000 Daily Coins
Scroll of Blessing: Weapon (R-grade)	There is a big chance that the Blacksmith of Mammon will exchange for you standard Requiem or Apocalypse equipment for Blessed equipment	440 Daily Coins + 2 Scroll: Enchant Weapon (R grade)
Scroll of Blessing: Weapon (R95-grade)	There is a big chance that the Blacksmith of Mammon will exchange for you standard Specter equipment for Blessed equipment	2960 Daily Coins + 13 Scroll: Enchant Weapon (R grade)
Scroll of Blessing: Weapon (R99-grade)	There is a big chance that the Blacksmith of Mammon will exchange for you standard Amaranthine equipment for Blessed equipment	3480 Daily Coins + 24 Scroll: Enchant Weapon (R grade)
Scroll of Blessing: Armor (R-grade)	There is a big chance that the Blacksmith of Mammon will exchange for you standard Immortal or Hell equipment for Blessed equipment	185 Daily Coins + 1 Scroll: Enchant Armor (R grade)

Scroll of Blessing: Armor (R95-grade)	There is a big chance that the Blacksmith of Mammon will exchange for you standard Seraph equipment for Blessed equipment	1000 Daily Coins + 18 Scroll: Enchant Armor (R grade)
Scroll of Blessing: Armor (R99-grade)	There is a big chance that the Blacksmith of Mammon will exchange for you standard Eternal equipment for Blessed equipment	1500 Daily Coins + 28 Scroll: Enchant Armor (R grade)

- When you open a Daily Mission Reward Chest you will receive one of the following items(randomly):

-

Item
Blessed Scroll of Resurrection
Blessed Scroll of Escape
Maphr's Wind Scroll
Scroll of Blessing: Weapon (R-grade)(5%)
Scroll of Blessing: Weapon (R95-grade)(5%)
Scroll of Blessing: Weapon (R99-grade)(5%)
Scroll of Blessing: Armor (R-grade)(5%)
Scroll of Blessing: Armor (R95-grade)(5%)
Scroll of Blessing: Armor (R99-grade)(5%)
Scroll: Enchant Weapon (R-grade)
Scroll: Enchant Armor (R-grade)
Blessed Scroll: Enchant Weapon (R-grade)
Blessed Scroll: Enchant Armor (R-grade)
10 Daily Coin
Gemstone: R grade
Crystal: R grade

HUNTING ZONES

UNDERGROUND GAINAK

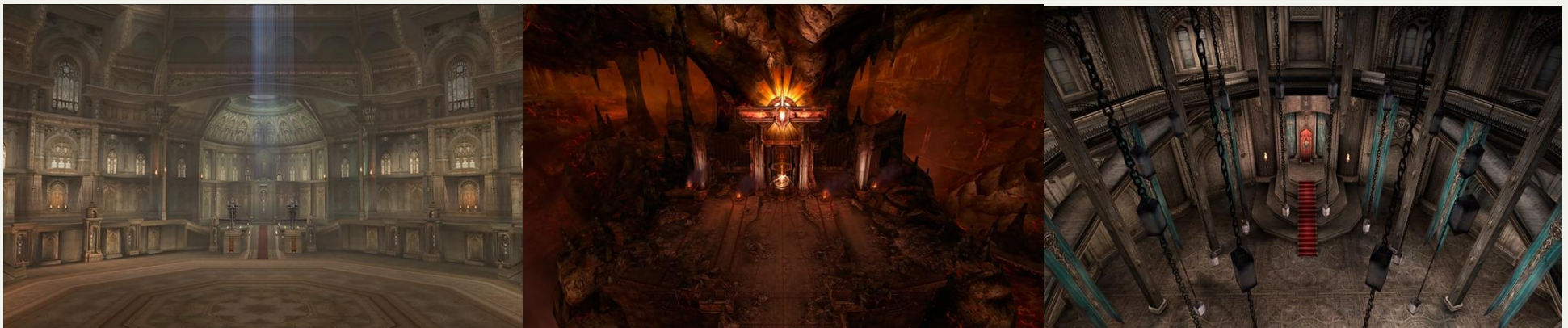
1. Added Underground Gainak.



- A region under the rule of the Schutgart Castle, it can be accessed by using the gatekeeper in Gainak or via an underground corridor next to it.

MYSTIC TAVERN

1. Added Mystic Tavern.



- Mystic Tavern is located inside Underground Gainak.
- One of three new instanced dungeons can be entered from Mystic Tavern, and the table below describes the types of dungeons available and how to enter them.

Settings	Description
Dungeon Types	Mystic Tavern - Freya, Mystic Tavern - Tauti, and Mystic Tavern - Kelbim Consists of three dungeons that are selected randomly upon entry.
Entry Requirement	A party made up of 5 to 7 players who are Level 99+ can enter the dungeon.
Means of Entry	After the party leader calls an attendant by using a Summoning Orb placed on the table inside of Mystic Tavern, every party member must sit on chairs to enter automatically (Target a chair and enter /Sit command to sit on the chair).
Schedule	New instanced dungeons remain open for 60 minutes and the refresh setting is shared. Each instance resets at 6:30 AM every Wednesday and Saturday.

2. Mystic Soul Crystal Fragments and Mystic Armor Pieces drop from the following Mystic Tavern monsters:

Monster
Frost Glacier Golem
Seal Angel
Typhoon
Domithan
Duran
Ice Knight

Ifrit
Arimanes

3. Mystic Soul Crystal Fragments can be exchanged at the Mystic Tavern for a Mystic Soul Crystal.

4. Mystic Armor Pieces can be exchanged at the Mystic Tavern for rare appearance stones:

Item
Tauti Armor Appearance Stones – Heavy Armor
Kelbim Armor Appearance Stones – Light Armor
Freya Armor Appearance Stones – Robe



5. Fixed the issue where a PC's abnormal condition sustains and the PC is left inside the Instance Dungeon even after the Mystic Tavern Instance Dungeon was cleared.

6. Fixed the issue where the Altar Guard Archer spawned in the Mystic Tavern - and the Kelbim Instance Dungeon was incorrectly located.

7. Changed part of Mystic Tavern - Kelbim instanced dungeon as follows.

- While fighting Typhoon, luring Tycoon out of the room now resets the battle.

- Moving to the area where the last boss appears now closes the door.

8. NPC Riley now regularly gives information on how to reenter Mystic Tavern instanced dungeons.

EMBRYO COMMAND POST

1. Added instanced dungeon Embryo Command Post, which is based on stopping the training of troops in Atelia Fortress.



- The Command Post is located near the bridge on the 3rd Floor of Atelia Fortress, and defeating Burnstein who appears on Atelia Fortress 3rd Floor summons the Command Post Entry NPC Devianne.
 - The Entry NPC Devianne disappears when Burnstein reappears.
 - Only a single party made up of at least five Level 100+ characters may enter the Command Post.
 - The instanced dungeon remains open for 60 minutes and resets at 6:30 AM daily.
 - The instanced dungeon has three floors and the 2nd Floor has been designed to spawn different monsters according to the classes of the entering party.
 - Defeat Geork, the mid-boss of the instanced dungeon's 2nd Floor, to obtain Emergency Whistle - Aden Vanguard, an item needed to defeat Burnstein, the final boss on the 3rd Floor.
 - Emergency Whistle - Aden Vanguard is only effective during the Burnstein raid.
 - When used, a member of the Aden Vanguard appears to help with the raid before disappearing.
2. Increased the casting time of Slay X, a skill used by the Command Post's final boss Burnstein, and reduced its trigger rate and area of effect.

ATELIA FORTRESS CHANGES

1. Deployed boss monsters on each level of Atelia Fortress hunting zone as shown below:

Location	Boss Name	Respawn Time	Features
1 st floor	Embryo Quartermaster Hummel	3 hours	When the boss is defeated, Supply Blockade debuff is applied to monsters on the 1st Floor.
2 nd floor	Embryo Chief Craftsman Geork	3 hours	When the boss is defeated, Poor Equipment debuff is applied to monsters on the 2nd Floor.
3 rd floor	Embryo Commander Burnstein	6 hours	When the boss is defeated, Indiscipline debuff is applied to monsters on the 3rd and 4th Floor.

2. When a floor boss is defeated, the debuff applied to monsters on that floor reduces their HP by 15%.

3. When the boss respawns, debuff effects on monsters are removed.

4. When Burnstein appears, Fortress Spies appear across the Atelia Fortress hunting zone, but they will vanish when Burnstein is dead.

5. Each Fortress Spy calls for reinforcements upon seeing the player, but eliminating the spy before the request is completed prevents the arrival of reinforcements.

6. With the deployment of boss monsters, the destination reached when using Atelia Fortress Stronghold III Teleport Device has been changed.

7. Changed the Atelia Activation state used on players when an Atelia Fortress Guardian Captain, Elite Captain, Archon, or High Priest is killed as shown below.

- Before: Increases the target's Atk. Spd. and Casting Spd., and reduces their P. Def. and M. Def.

- After: Increases the target's Atk. Spd. and Casting Spd., and reduces their P. Atk. and M. Atk.
- 8. Fixed the issue of Atelia Fortress base constantly being in the occupied state. The base now enters the occupied state when the defenders that appear while the base is in a non-occupied state are defeated.
- 9. Shortened the casting time and increased the range of Dark Fire and Chaos Fire, the spells used by wizard type monsters in Atelia Fortress.
- 10. Changed the monster spawns in some areas of Atelia Hunting Zone.
- 11. Changed Atelia Activation to a debuff skill and renamed it to Atelia Addiction.
 - The duration of skill effects by abnormal states for each stage has been changed to 15 seconds.
- 12. Changed the order of skills used by some Wizard type monsters in Atelia Fortress.

OTHER HUNTING ZONE CHANGES

1. The Hellbound Hunting Zone (Beleth's Magic Circle, Desert Quarry, Phantasmal Ridge) and village settings are changed as follows:
 - No Summoning setting: Deleted.
 - Unable to Save My Teleport setting: Deleted.
 - No Restart setting: Deleted.
 - No Class Change setting: Deleted.
 - Note that this change does not apply to the Beleth Raid area.
2. XP and SP can now be obtained by eliminating Clone Jabberwok and Doom Shrieker, monsters placed in the Hellbound - Mirage Hill.
3. Monsters placed in the Guillotine Fortress are added with the danger area attack resistance.
4. Fixed the issue of Fury Kerberos Liger sometimes moving to characters far from it.
5. Fixed the issue of players sometimes ending up on top of the fountain when exiting from the Kartia's Labyrinth instanced dungeon.
6. Increased the number of Spicula Larvae that appear in Nornil's Cave from 6 to 12.

7. Improved the settings and the rewards of hunting zones as shown below:

Zone	Recommended Type	Recommended Level	Changes
The Pagan Temple	Solo	97-99	XP & SP rewards increased, HP of Anteroom monsters increased
Cemetery	Solo	97-99	XP & SP rewards increased, Level of some monsters adjusted
Blazing Swamp	Solo	97-99	XP & SP rewards increased
Raider's Crossroads	Party	97-99	XP & SP rewards increased, Level and resistance of some monsters changed
Beleth's Magic Circle	Solo	99+	XP & SP rewards increased

8. Changed the attribute of Dartanion and Transformed: Dartanion from Wind to Earth.

9. Adjusted the difficulty of some hunting zones:

Zone	Change
Nightmare Kamaloka	<p>Increased the level of monsters from 99 to 100.</p> <p>Greatly reduced the HP on all monsters.</p> <p>Adjusted the balance and rewards of monsters with increased levels.</p>
Crystal Caverns	<p>Increased the level of monsters in the Crystal Caverns from 97 - 98 to 98 - 99.</p> <p>Changed the minimum party size to 5 players.</p> <p>Increased the chance of an Enchant Type boss.</p> <p>HP and defense of the Water Cannons spawning in the Emerald Square has been increased.</p> <p>Combat abilities of Spirit Protectors and three other monsters spawning in the Steam Corridor have been increased.</p> <p>After the boss is defeated, there is a 24-hour cooldown and the Crystal Caverns instanced dungeon will reset at 6:30 am the following day.</p> <p>Using an Entrance Pass: Crystal Caverns removes the cooldown and allows two more entries to the instanced dungeons.</p> <p>Adjusted the balance and rewards of monsters with increased levels.</p>
Baylor	<p>Increased the level of Baylor from 98 to 99.</p> <p>Adjusted the balance and rewards of monsters with increased levels.</p>
Kartia's Labyrinth	<p>Increased the level of monsters to be 2 - 3 levels higher than the entry level.</p> <p>Level 85 boss Zellaka in Kartia's Labyrinth now has Zellaka's Seismic Wave with a knock back effect instead of Zellaka's Roar with a fear effect.</p> <p>Party Labyrinth has been reduced from 7 to 5 waves, and Solo Labyrinth from 7 to 3 waves.</p> <p>Adjusted the balance and rewards of monsters with increased levels.</p>

Ashen Shadow Revolutionaries	<p>Level requirement for entering the instanced dungeon has been changed to Level 99.</p> <p>Shadow weapon crafting materials, Spy NPC's Adena drop, and the reward of the related daily quest have been adjusted according to the change in level requirement.</p>
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10. Removed the entry requirement for Hellbound.

- Characters below Level 99 can now enter Hellbound through a warp gate placed in Heine.
- Visitation Scroll: Hellbound is no longer sold and any Visitation Scroll: Hellbound that players have can be sold at NPC stores.
- Changed the entry requirement for the Raid Zone: Beleth in Hellbound so that Level 95+ may enter.

11. Added Spear Resistance, Dangerous Area Attack Resistance, and Instant Kill Resistance to monsters spawning in the Phantasmal Ridge. Accordingly, increased the level and rewards of some monsters.

12. Fixed the issue of Fury Kerberos Leger in the Garden of Spirits hunting zone sometimes moving to characters far away from it.

13. The Adventure Guildsman who appeared when an instanced dungeon is cleared no longer appears.

- Adventurer's Marks and Seals given by the NPC can be exchanged by the PC Manager Adventure Guildsman in each town.

14. Lucky Pigs will no longer appear in the World.

15. Reset information of instanced dungeons of Mystic Tavern and Crystal Caverns, previously divided into three types, have been combined into Mystic Tavern and Crystal Caverns.

- Reset information of instanced dungeons are now displayed in the combined name regardless of the instance type.

16. Fixed the issue of the Guard NPC not spawning after rescuing the prisoners in Kartia's Labyrinth (solo) instanced dungeon.

17. Fixed the issue where characters were in areas that allow access to Underground Gainak but sometimes could not teleport.

18. Characters who turn into Accursed Mutation at the Orbis Temple can now use the [Spread Abnormality] skill on characters other than themselves only.

19. Fixed the issue of grocer in Town of Gludio sometimes appearing in abnormal locations.

CLAN

CLAN REWARD SYSTEM

1. Clan rewards system has been added.
 - Can be found in the clan window by pressing the reward bag icon under clan level.
2. Clan rewards are divided into Hunting and Login rewards.
 - Clan Login Bonus grants access to Clan Teamwork Buff:

Effect	Description
Clan Teamwork Stage 1	XP/SP +8%, Vitality Consumption Speed -3% for 3 Hours
Clan Teamwork Stage 2	XP/SP +16%, Vitality Consumption Speed -3%, PvE Damage +2% for 3 Hours
Clan Teamwork Stage 3	XP/SP +24%, Vitality Consumption Speed -5%, PvE Damage +5% for 3 Hours
Clan Teamwork Stage 4	XP/SP +35%, Vitality Consumption Speed -5%, PvE Damage +8%, Received Raid Boss damage -8% for 3 Hours

- Hunting Bonus grants access to following rewards:

Stage	Reward	Description
Hunting Bonus Stage 1	Supply Box <i>Standard</i>	You can obtain a Daily Coin. If you are lucky, you may obtain a Special Supply Box
Hunting Bonus Stage 2	Supply Box <i>Mid-grade</i>	You can obtain a Daily Coin. If you are lucky, you may obtain a Special Supply Box
Hunting Bonus Stage 3	Supply Box <i>High-grade</i>	You can obtain a Daily Coin. If you are lucky, you may obtain a Special Supply Box
Hunting Bonus Stage 4	Supply Box <i>Top-grade</i>	You can obtain a Daily Coin. If you are lucky, you may obtain a Special Supply Box

- When you open a Supply Box *Standard*/*Mid-grade*/*High-grade*/*Top-grade* you will receive one of the following items(randomly):

Supply Box <i>Standard</i>	Supply Box <i>Mid-grade</i>	Supply Box <i>High-grade</i>	Supply Box <i>Top-grade</i>
Blessed Scroll of Resurrection	Blessed Scroll of Resurrection	Blessed Scroll of Resurrection	Blessed Scroll of Resurrection
Blessed Scroll of Escape	Blessed Scroll of Escape	Blessed Scroll of Escape	Blessed Scroll of Escape
Top-grade Spirt Stone	Top-grade Spirt Stone	Top-grade Spirt Stone	Top-grade Spirt Stone

Maphr's Wind Scroll	Maphr's Wind Scroll	Maphr's Wind Scroll	Maphr's Wind Scroll
Vitality Maintaining Potion	Vitality Maintaining Potion	Vitality Maintaining Potion	Vitality Maintaining Potion
Kaliel's Energy Box	Kaliel's Energy Box	Kaliel's Energy Box	Kaliel's Energy Box
Sealed Talisman - Longing	Sealed Talisman - Longing	Sealed Talisman - Longing	Sealed Talisman - Longing
Scroll of Blessing: Weapon (R-grade) (50%)	Scroll of Blessing: Weapon (R-grade) (50%)	Scroll of Blessing: Weapon (R-grade) (50%)	Scroll of Blessing: Weapon (R-grade) (50%)
Scroll of Blessing: Weapon (R95-grade) (50%)	Scroll of Blessing: Weapon (R95-grade) (50%)	Scroll of Blessing: Weapon (R95-grade) (50%)	Scroll of Blessing: Weapon (R95-grade) (50%)
Scroll of Blessing: Weapon (R99-grade) (50%)	Scroll of Blessing: Weapon (R99-grade) (50%)	Scroll of Blessing: Weapon (R99-grade) (50%)	Scroll of Blessing: Weapon (R99-grade) (50%)
Scroll of Blessing: Armor (R-grade) (50%)	Scroll of Blessing: Armor (R-grade) (50%)	Scroll of Blessing: Armor (R-grade) (50%)	Scroll of Blessing: Armor (R-grade) (50%)
Scroll of Blessing: Armor (R95-grade) (50%)	Scroll of Blessing: Armor (R95-grade) (50%)	Scroll of Blessing: Armor (R95-grade) (50%)	Scroll of Blessing: Armor (R95-grade) (50%)
Scroll of Blessing: Armor (R99-grade) (50%)	Scroll of Blessing: Armor (R99-grade) (50%)	Scroll of Blessing: Armor (R99-grade) (50%)	Scroll of Blessing: Armor (R99-grade) (50%)




- The clan rewards for logging in and hunting are reset every day at 6:30 AM Server time.
- Once you reach the goal for each stage, an icon for the next day's reward will be activated, and you can see the details by hovering over the icon.
- You must reach the login and hunting goals to receive the rewards for the next day.
- Once the reward is activated, click on the [Receive Reward] button to retrieve your reward.
- Click on [Refresh] to check your progress towards the goal.
- The hunting bonus increases depending on the XP acquired from monster hunting.
- You must be logged in for 30 minutes for the Clan's attendance bonus to increase.
- The activities of all clan members, including the Academy, will be applied to the clan rewards.
- New clan members can only contribute and receive rewards after the rewards reset once at 6:30 am, depending on when they join.

CLASSES AND SKILLS




NEW SKILLS

- Added the following new skills for the Iss Enchanter class:

	Skill	Type	Description	Class	Acquired Level
	Blessing Barrier	Passive	Creates a barrier that has a chance to absorb damage when attacked.	Iss Enchanter (common)	99
	Song of Wisdom	Active	Increases the M. Atk. of all party members by 30% for 30 seconds.	Iss Sword Muse	101
	Dance of Assault	Active	Increases the physical skill damage of all party members by 30% for 30 seconds.	Iss Spectral Dancer	101

2. Added the following new passive skill for the classes Tyr Maestro, Iss Sword Muse, and Iss Dominator:

	Skill	Description(1 st level of skill)	Class	Acquired Level
	Superior Shield Mastery	Increases Parry Rate by 50% and Shield Defense by 40%	Tyr Maestro, Iss Sword Muse, Iss Dominator	85

NEW SKILL ENCHANTMENT ROUTES

1. Added new skill enchantment routes as shown below:

Skill Enchantment Routes	Details
Adjust	Increases the stats of certain effects.
Relax	Recovers MP for a period of time.
Recovery Melody	Increases MP recovery bonus for a period of time.

NEW ABNORMAL STATE

1. Added a new abnormal state Dangerous Area.
2. Dangerous Area is a skill effect that creates continuous mez effect in a selected area.
3. Skills classified to have Dangerous Area effect are as follows.
 - Shadow Snare, Poison Zone, and Summon Death Gate
4. Skills added with Dangerous Area resistance are as follows
 - Arcane Protection, Eminent Trait Resistance, Eye of the Storm, Sayha's Blessing, Eminent Trait Resistance, Air Light, Steel Mind.
5. Items imbued with Dangerous Area resistance are as follows:
 - Lindvior's Earring, Earth Wyrn Heart Ring
6. Added Dangerous Area resistance to some monsters.

SKILL CHANGES

1. Added skill enchantment routes to the following class skills:

Class	Skill	Enchant Route
Sigel Phoenix Knight	Paladin's Aura	Adjust op. 1 (defence)
		Adjust op. 2 (critical attack)
Sigel Hell Knight	Avenger's Aura	Adjust op. 1 (attack)
		Adjust op. 2 (attack reducing)
Sigel Eva's Templar	Sentinel's Aura	Adjust op. 1 (magic)
		Adjust op. 2 (attribute)
Sigel Shilien Templar	Templar's Aura	Adjust op. 1 (attack)
		Adjust op. 2 (speed)
Aeore Healer(common)	Sustain	Power
		Recovery Melody
	Balance Heal	Power
		Recovery Melody
	Dissolve	Shield
		Magic Shield
Iss Enchanter(common)	Quick Escape	Shield
		Magic Shield
		Wind Walk
	Disperse	Shield

	Polymorph	Magic Shield
		Major
		Relax
		Penalty
Wynn Summoner (common)	Servitor Balance Life	Shield
		Magic Shield

2. Expanded the skill level of Servitor Balance Life to Level 2 in order to allow Level 97+ Wynn Summoner classes to learn it.

3. Changed Wynn Summoner class skills as shown below.





Skill	Description
Mass Servitor Blessing	Added debuff immunity
Summon Barrier	Changed to invincibility that is not removed when attacking
	Usage requirement deleted
	Duration reduced
	Debuff removal effect added
Servitor Major Heal	Casting time reduced
	Cooldown reduced
	MP consumption increased
Summon Death Gate	Higher chance of successful Hold
	Hold cooldown reduced
	Hold duration reduced
	Death Gate Servitor immortality setting added
	Death Gate Servitor's HP gauge no longer displayed

Mark of Fire	Speed decreased and Fear effect added
	Cooldown increased
Dimensional Binding	Target's P. Def. / M. Def. reduced

4. Adjusted the passive skill effects to strengthen the defense of the Iss Enchanter class as shown below:

Skill	Changes	Before Update	After Update
Superior Heavy Armor Mastery	Higher P. Def. Boost increase Critical Damage reduced	Increases Max HP and P. Def. when heavy armor is equipped.	Increases Max HP and P. Def. and also reduces the critical damage received when heavy armor is equipped.
Superior Light Armor Mastery	Higher P. Def. Boost increase Atk. Spd./Speed increased	Increases Max HP and P. Def. when light armor is equipped.	Increases Max HP and P. Def. as well as Atk. Spd. and Speed when light armor is equipped.

5. The effects of the dual class verification skills are changed as follows:

	Skill	Before Renewal	After Renewal
	Dual - Specialized for P. Atk.	P. Atk. is increased by 9% and P. Def. and M. Def. are decreased by 9%	P. Atk. is increased by 9% and P. Def. and M. Def. is decreased by 6%
	Dual - Specialized for M. Atk.	M. Atk. is increased by 13%, and P. Def. and M. Def. are decreased by 9%	M. Atk. is increased by 13%, and P. Def. and M. Def. are decreased by 6%
	Dual - Light of Protection	When hit, there is a chance that P. Def. and M. Def. will increase by 27%	When hit, there is a chance that P. Def. and M. Def. will increase by 40%
	Dual - Light of Blessing	When hit, there is a chance that HP will be restored by 5,000	When hit, there is a chance that HP will be restored by 10,000

6. All previously learned dual certification skill will be reset
 - you can learn them again with help of NPC Drandum(Talking Island)
7. Added Action Prohibition effect to Transform and Mass Transform skills.
8. Changed the graphic effects of Wind Hiding, a skill triggered when Sayha's Seer class skill Wind Blend is used.
9. Mass Warrior Bane and Mass Mage Bane are now deleted when Feoh Soultaker class players learn Ignore Divinity.
10. Players can no longer move to siege area in battle using the Belief of the Exalted skill.
11. Spoil Success graphic effects are now displayed more clearly when Effect Quality is set as Low in Graphic Options.
12. The stat increases of skills and designated elemental stat increase effects now apply only when the equipment (weapon, accessory, armor etc.) bestowed with elemental attributes is equipped.
13. Changed Shadow Fake Death and Fake Death skills so that the following actions are disabled while the skills are in use.
 - Use of items and skills
 - Duel challenge
 - Couple actions

ABILITY POINTS

1. The amount of SP needed to convert into Ability Points has been reduced:
 - 1 ~ 4 Points: 200,000,000 SP per Ability Point
 - 5 ~ 8 Points: 400,000,000 SP per Ability Point
 - 9 ~ 12 Points: 600,000,000 SP per Ability Point
 - 13 ~ 16 Points: 800,000,000 SP per Ability Point

BUG FIXES

1. Fixed the glitch of characters being displayed as knocked down when they have reflected the Knock Down abnormal state.
2. Fixed the issue where the Recovery skill tooltip was incorrectly displayed.
3. Fixed the issue where the skill effect in the skill tooltip of the Drum Melody Lv. 4 was incorrectly instructed.
4. Fixed the issue where the skill effect in the passive skill tooltip of the Lindvior's Earring item was incorrectly instructed.
5. Fixed the issue of Winged Spear skill's stun effect ignoring Stun resistance.
6. Fixed the issue of sword shaped graphic effects not displaying when some dance skills are used.
7. Fixed the issue of Soulshot not being used as the first normal attack after using Tyrant class skill Burning Fist.

8. Fixed the issue of players getting knocked down while resisting the following skills.

- Air Rush
- Storm Rage
- Distant Kick
- Pressure Punch

9. Fixed the issue of transformation not applying correctly when a character under both buff and debuff type transformation effects deletes the buffs.

- Appearance transformation effects due to debuffs are now applied correctly after deleting the buffs.

10. Fixed the skill tooltip that described the effects incorrectly when the Avenger's Aura skill is upgraded via Adjust Op.2 route.

11. Fixed the issue of the Mark of Trick skill effects not applying to raid bosses.

12. Fixed the issue of Shadow Fake Death or Fake Death skill being used again after either of the skills are used and deactivated while a toggle or aura skill is activated.

13. Fixed an issue during skill enchanting where the description displayed is not the effects after enchanting but the currently applied effects.





14. Fixed an issue during skill enchanting where the skill tooltip does not display any details after enchanting a specific skill by +1.














15. Fixed the issue of the tooltip for Fate of the Exalted being displayed incorrectly.



ITEM CHANGES

- Adjusted the P. Atk. and M. Atk. of Tauti weapons, Kelbim weapons, and Shadow weapons as shown below:

	Weapon	Before Update		After Update	
		P. Atk.	M. Atk.	P. Atk.	M. Atk.
	Tauti's One-handed Axe	638	278	698	303
	Tauti's Axe	776	278	849	303
	Tauti's Dual Axe	776	278	849	303
	Kelbim Dagger	647	322	707	352

	Kelbim Dual Dagger	740	322	809	352
	Kelbim Bow	1457	322	1592	352
	Kelbim Crossbow	1312	322	1434	352
	Shadow Shaper	575	286	629	312
	Shadow Cutter	658	286	719	312
	Shadow Slasher	800	286	875	312
	Shadow Fighter	800	286	875	312
	Shadow Stormer	658	286	719	312
	Shadow Thrower	1295	286	1415	312
	Shadow Shooter	1166	286	1274	312
	Shadow Buster	526	382	575	417
	Shadow Retributer	640	420	700	458
	Shadow Dual Sword	800	286	875	312

2. Treasure Chests and Hero's Treasure Chests have been updated with new rewards.

- Requirements for exchanging materials for treasure chests have changed.
- Existing Treasure Chests will still remain in the game and will not be updated.

3. It is no longer possible to bestow PVP effects on A - S80-grade items.

- PVP effects can be removed from existing items.

4. It is no longer possible to unbind D - S80-grade items.

- As these items can no longer be unbound, associated unbind scrolls have been changed to corroded items and may be sold in shops.

Before Update:	After Update:
Unbind Scroll (D-grade)	Corroded Unbind Scroll (D-grade)
Unbind Scroll (C-grade)	Corroded Unbind Scroll (C-grade)
Unbind Scroll (B-grade)	Corroded Unbind Scroll (B-grade)
Unbind Scroll (A-grade)	Corroded Unbind Scroll (A-grade)
Unbind Scroll (S-grade)	Corroded Unbind Scroll (S-grade)
Unbind Scroll (S80-grade)	Corroded Unbind Scroll (S80-grade)

5. It is no longer possible to change B - S84-grade weapons to Rare equipment.

- Neolithic Crystals that were used for changing weapons into Rare equipment have been removed.

	Related Item
	Neolithic Crystal (B-grade)
	Neolithic Crystal (A-grade)
	Neolithic Crystal (S-grade)
	Neolithic Crystal (S80-grade)
	Neolithic Crystal (S84-grade)

6. Removed Soul Crystals as items that can be obtained from Orbis Reward Boxes:

	Related Item
	High-grade Orbis Reward Box
	Quality Orbis Reward Box
	Top Quality Orbis Reward Box

7. Changed the items that can be obtained from Ruler's Consideration items and Mysterious Boxes.

- Among the items that can be obtained, Soul Crystal Fragment has been replaced by Scroll: Enchant Weapon (R-grade).

8. Added instructions on how to use Glimmers obtained in Fairy Settlement to the tooltip.

9. Changed the name of Top-grade Life Stone Pack to Top-grade Augment Stone Treasure Chest.

10. The Scroll of Escape item which can be obtained from the Scroll of Escape Pack: Village (Event) item is no longer available for exchange/transaction/sale.

11. The brightness of graphic effects displayed during Soulshot attacks has been dimmed.

12. The Fortune Pocket item is no longer available for use in the chaotic state.

- The related guide message is added to the item tooltip.

BUG FIXES

1. Fixed the issue of Soulshot sound being played when Spiritshot is used after equipping Sapphire.

2. Fixed the issue of incorrect graphic effects being displayed when Talisman - Infinity is equipped.

3. Fixed the issue of character's idle animation playing too quickly when Shiny Platform is used while under Speed increasing buff.

4. Fixed the glitch of the tooltip for Screaming Vengeance - Concentration {PvP} being displayed incorrectly.

5. Fixed the issue of Vitality decreasing upon reconnecting after using a Vitality Recharge item in the Dimension server.

6. Fixed the issue where users could not exchange the Supply Orders - Event Item through the Warehouse Chief NPC. It now can be exchanged for the Item Set Pack.

7. Fixed the issue where the applicable level of the Summon Scroll: Bratty Angma item was incorrectly instructed.

8. Fixed the issue where the enchanting effect was displayed in the tooltip of the Fish Stew item.

9. Fixed the issue where some of the pack-type items were unavailable even when the inventory has empty slots.

10. Fixed the issue where the effect of the enchant graphics of the Bloody Amaranthine Dualsword and the Amaranthine Shooter was displayed smaller than before.

11. Fixed the issue where the tooltip for the Uniform Hat Appearance Stone was incorrectly displayed.

12. Fixed the issue where no graphic effects or effect sounds were displayed or generated when the Fortune Pocket - Stage 3 or the Fortune Pocket - Stage 5 is used.

13. Fixed the issue where no Spiritshot (No-grade) loading effect of a no-grade item as follows was displayed.

- Shadow Item: Voodoo Doll

- Shadow Item: Crucifix of Blessing

14. Fixed the issue where no Critical Stun Soul Crystal effect was activated.

Fixed the issue of the enchant effects of some daggers displaying as long swords.

15. Fixed the issue of graphic effects due to equipped talismans disappearing when the character dies.

16. Fixed the issue of enchanting and augmentation graphic effects not displaying when following items are used to change weapon appearance.

- Love Potion

- Low-grade Love Potion

- Mid-grade Love Potion

- High-grade Love Potion

17. Fixed the issue of bangs poking through the tiara when Ertheia characters wear certain tiaras. Affected items are as follows:

- Replica Tiara

- Exalted Tiara

Fixed the visual glitch of the shoulder parts of Blue Wolf Breastplate displaying abnormally when the armor is worn by Human Female Warriors in the minimum frame graphic option.

18. Fixed the issue of sound not playing when Talisman - Insanity is equipped.

19. Fixed the issue of sound not playing when Happy Birthday Potion is used.

20. Fixed the issue of the enchant effect graphics of Bloody Amaranthine Dualsword and Amaranthine Shooter displaying smaller than before.

21. Fixed the issue of sound not playing when Scroll of Escape: Blackbird Campsite is used.

QUEST



NEW QUESTS

1. Added four new quests related to Atelia Fortress and the Command Post:

Quest	Lv.	Description	Type	NPC	Reward
Command Post Raid	100+	Devianne asked you to visit Embryo Command Post on the 3rd floor of Atelia Fortress, rescue all prisoners and destroy insidious plan of Burnstein. Your target is Embryo Commander Burnstein.	Daily	[Atelia Fortress] Devianne	3.954.960.000 Exp 9.491.880 SP Aden Vanguard Supply Box x1

Begin the Bloody Battle - Supply Raid	101+	Elikia instructs you to meet Blackbird Clan Member Glenkinchie on the 1st Floor of Atelia Fortress and stop the expansion of the Embryo.	Daily	[Blackbird Campsite] Elikia	7.262.301.690 Exp 17.429.400 SP
Begin the Bloody Battle - Rescue the Blacksmiths	101+	Hurak asks for the rescue of blacksmiths who have been captured by the Embryo.	Daily	[Atelia Fortress] Hurak	7.262.301.690 Exp 17.429.400 SP
Begin the Bloody Battle - Encounter with the Commander	101+	Hurak requests that you vanquish Commander Burnstein, who has appeared on the 3rd Floor of Atelia Fortress.	Onetime	[Atelia Fortress] Hurak	7.262.301.690 Exp 17.429.400 SP Rune Stone x1 Scroll of Escape: Blackbird Campsite x1

2. Added a one-off quest related to Mystic Tavern

Quest	Lv.	Description	NPC	Reward
Opening Event, Please Visit Our Tavern	99+	Tavern Keeper Settlen spreads word about his newly opened tavern in Underground Gainak where everyone can have a good meal and listen legends.	[Underground Gainak] Tavern Keeper Settlen	Scroll of Escape: Mystic Tavern x5

3. Added three daily quests related to new instanced dungeons:

- The newly added quests are acquired automatically according to the new instanced dungeon the character enters, and if not acquired automatically, they can be received from the NPC that appears in each instanced dungeon.

Quest	Lv.	Description	Acquiring	Reward
Devil's Treasure, Tauti	99+	Archaeologist Deton is looking for people who will aid him in excavating a legendary axe.	Mystic Tavern - Tauti After entering the instanced zone Auto Accept	6.362.541.900 Exp 15.270.101 SP 1.186.000 adena
The One Who Defies the Dragonclaw	99+	Mollie is gathering men for a guerilla force to recapture Schuttgart from the Dragonclaw Clan, led by Kelbim, which has taken over the Schuttgart Castle.	Mystic Tavern - Kelbim After entering the instanced zone Auto Accept	6.362.541.900 Exp 15.270.101 SP 1.186.000 adena
Pitiful Melissa	99+	Sage Sayan is seeking adventurers who can gather ice shards to help cure Princess Melissa.	Mystic Tavern - Freya After entering the instanced zone Auto Accept	6.362.541.900 Exp 15.270.101 SP 1.186.000 adena

3. Added a daily quest related to Nightmare Kamaloka:

Quest	Lv.	Description	NPC	Reward
Block the Exit	99+	Aden has offered a bounty to adventurers who are willing to eradicate the monsters in Nightmare Kamaloka.	[Town of Aden] Captain Kurtiz	Kurtiz's Treasure Chest x1

4. Added a daily quest related to Hellbound - Phantasmal Ridge:

Quest	Lv.	Description	NPC	Reward
Vestige of Magic	99+	Leona asks adventurers to gather High-grade Chaos Fragments found in the Phantasmal Ridge and foil Beleth's plot.	[Refugee Cavern] Leona Blackbird	Exp: depends on gathered quest items SP: depends on gathered quest items High-grade Leona's Reward Box: depends on gathered quest items

QUEST CHANGES

- 1. Adjusted the rewards of some quests for characters under Level 85.
- 2. Information about Pailaka's quests removed from tutorial.
- 3. Adjusted the rewards of some one-off quests under Level 85:

Quest Name
Pailaka - Injured Dragon
Elokian Hunter's Proof
Won't You Join Us?
In Search of the Nest
Success/Failure of Business
I'm the Only One You Can Trust
Winds of Change
Wonders of Caring
In This Quiet Place
Hot Spring Water

4. The following repeatable quests will be changed to daily quests:

Quest Name
The One Who Ends Silence
Gather the Flames
Rise and Fall of the Elroki Tribe
A Powerful Primeval Creature
Influx of Machines
Defeat the Elrokian Raiders
Ghosts of Batur

5. Changed the way some quests affected by hunting zone improvements are carried out, and adjusted the amount of rewards and items given:

Quest Name	Changes
Triol's Movement	The way the quest is carried out, quest item drop rate, amount of rewards and reward items adjusted
The Fallen King's Men	
Waiting for Pa'agrio	
An Impending Threat	Amount of rewards

6. Triol's Movement quest no longer gives Pagan Blood.

- As Pagan Blood is no longer given, NPC Theomorg has been removed.
- Pagan Blood in inventory may be exchanged for different items through NPC Razen.

7. Changed the required level for parts of Raider's Crossroads quests from Level 99 to Level 97:

Quest Name
An Impending Threat
Operation Roaring Flame

8. Added Maximum Required Level to some quests below Level 85:

Quest Name	Required Level
The One Who Ends Silence	82 ~ 85
1000 years, the End of Lamentation	48 ~ 55
For a Sleepless Deadman	60 ~ 67
Shrieks of Ghosts	59 ~ 71
Let's Become a Royal Member!	55 ~ 65
The Finest Food	71 ~ 78
Attack Sailren!	77 ~ 85
Rise and Fall of the Eloki Tribe	75 ~ 85
Ghosts of Batur	80 ~ 85
Influx of Machines	70 ~ 80
Defeat the Elokian Raiders!	75 ~ 85

9. Removed the additional quest stage that is carried out after handing in the quest items during the quest 1000 years, the End of Lamentation.

10. Removed the following quests and associated quest items:

Quest Name
Legacy of Insolence
The Finest Ingredients - Part 1
The Finest Ingredients - Part 2
Guardian of the Skies
Cursed Life
Proof of Existence
A Trap for Revenge

11. Increased the rewards of some quests:

- Kefensis' Hallucination
- Breaking through the Emerald Square.
- Challenge, Steam Corridor.
- In the Coral Garden.
- Obtaining Ferin's Trust
- Plans to Repair the Stronghold
- Black Atelia Research
- Command Post Raid
- Einhasad's Order
- Eva's Blessing
- Maphr's Salvation
- The Way of the Giant's Pawn
- Sayha's Scheme
- In Search of the Cause
- The Lost Garden of Spirits
- Unbelievable Sight
- Energy of Sadness and Anger
- Put the Queen of Spirits to Sleep
- Looking for the Blackbird Clan Member
- The Reason For Not Being Able to Get Out
- Blackbird's Name Value
- Time to Recover
- Deep Inside Atelia Fortress
- Begin the Bloody Battle - Supply Raid
- Begin the Bloody Battle - Rescue the Blacksmiths
- Begin the Bloody Battle - Encounter with the Commander

12. Changed the quests Audience with the Land Dragon and Into the Flames to onetime quests.

13. Increased the quest item drop rates for following quests:

Quest Name
The Fallen King's Men
Triol's Movement
Waiting for Pa'agrio

14. Updated the Soul Crystal tutorial quest The Soul of a Sword in line with the update of the Soul Crystal system.

- Starting level has been lowered to 40 and the rewards list has changed.

- Characters who have already completed the previous Soul Crystal tutorial quest can attempt the quest again.

BUG FIXES

1. Fixed the incorrect display of the zone name in the town on Talking Island that can be visited during the quest Red Thread of Fate and its coordinates given by /Location command.

2. Fixed the issue of the quest Waiting for Pa'agrio sometimes not progressing to the next stage when the player repeatedly obtains Magma Ore.

3. Fixed the issue where the quest info of Begin the Bloody Battle - Encounter with the Commander sometimes did not update after defeating Burnstein, a field monster in Atelia Fortress.

4. Fixed the issue of the rescued blacksmith NPC's voiced dialog not playing automatically during Begin the Bloody Battle quest.

5. Fixed the issue of the completion icon displaying incorrectly to the Quest NPC when the four Utilize the Darkness quests are accepted.

- Utilize the Darkness - Seed of Destruction

- Utilize the Darkness - Seed of Infinity

- Utilize the Darkness - Seed of Annihilation

- Utilize the Darkness - Seed of Hellfire

6. Fixed the issue of incorrect quest rewards being given for collecting at least 500 Soul Stone Dust during Utilize the Darkness - Seed of Annihilation quest.

7. Fixed the issue of NPC displaying unnecessary messages during the quest Seven Flowers.

8. Fixed the issue of the quest stage change sound effect being heard when a character who gained ability points logs in during the quest Exalted, One Who Faces the Limit.

9. Fixed the issue of players sometimes being unable to collect at least 300 Nymph Stamens during the quest Disappeared Race, New Fairy.

10. Fixed the issue in the quest Audience with the Land Dragon where clicking Ask about the Abyss Jewel button during a dialog with Warehouse Chief Moke does not return any response.
11. After defeating the Abyss Jewel and Jewel Guardian spawning in Gludio's Northwestern Shore, take the quest item to Moke to proceed to the next stage of the quest.
12. Fixed the issue in the quest A Clan's Fame where defeating the Plague Golem does not drop the quest item.
 - Hestia, Guardian Deity of the Hot Springs, and Demon's Agent Falston allow progress in the quest.
13. Fixed the issue where the Starting Point NPC of the Command Post Raid quest is displayed in an incorrect location on the map.
14. Fixed the issue where after accepting the quest Kekropus' Letter: The Origins of a Rumor, talking to Gosta did not update the quest information in the Quest window.
15. Fixed the issue where the Dragon Claws Defier quest couldn't progress even after Kelbim was eliminated.
16. Fixed the issue where the Pitiful Melissa quest could not progress even after Freya was eliminated.

MISCELLANEOUS CHANGES



CEREMONY OF CHAOS

1. The armor appearance change effect is added to prevent users from distinguishing allies from enemies based on the equipped armor inside the Ceremony of Chaos.

- While inside the Ceremony of Chaos arena, the armor's appearance changes to that of the Blue Dynasty Armor.



2. Fixed the issue of Rage and Rage Aura's debuffs not applying to other challengers in the Ceremony of Chaos.

FORTRESS

1. Removed level restriction from acquiring fortress supplies.

CASTLES AND CLAN HALLS

1. Fixed the issue of wrong information being given when Chamberlains and Clan Hall Managers have low MP and are unable to give buffs.
2. Fixed the issue of some castles and Clan Halls (Auction) giving an outdated teleport list and levels of Enchanted Valley hunting zone.

PETS AND SERVITORS

1. Fixed the issue of the Strider of Dusk's level decreasing to 54 when a Level 55 Strider of Dusk with 0.00% XP is summoned.

CHARACTER

1. Changed wielding poses for Two-handed Swords.
 - Idle, running, and walking poses for Human Male Warriors wielding Two-handed Swords have been changed.
 - Idle pose for Human Female Warriors and Orc Male Warriors wielding Two-handed Swords have been changed.

Before



After





FISHING

1. The following areas now display a shark shaped fishing dock icon on the map.
 - Iris Lake, Narsell Lake with Coliseum, Giran Harbor, Near Plains of the Lizardmen, Water Near Town of Gludio, Neutral Zone, Heine, Fellmere Lake, Bridge Near Town of Giran
2. Enabled fishing in the peace zone Giran Harbor.

ALCHEMY

1. Added two types of Conversion skills in Alchemy.

- When acquired, these skills allow the crafting of following items:

	Item	Description
	Top-grade Love Potion - Party	Increases the P. Atk., M. Atk., Atk. Spd., and Casting Spd. of party members for 15 seconds, and changes the appearance of your weapon.
	Flash Grenade	Fires a grenade that lights up hidden targets around you.

RARE ITEMS AUCTION (ITEM BROKER)

1. List of Item Broker's goods completely renewed.

Item Name
Antharas' Earring
Valakas's Necklace
Baium's Ring
Zaken's Earring
Queen Ant's Ring
Orfen's Earring
Ring of Core
Freya's Necklace
Bottle of Freya's Soul

Bottle of Antharas's Soul
Bottle of Valakas's Soul
Bottle of Queen Ant's Soul
Bottle of Orfen's Soul
Bottle of Frintezza's Soul
Bottle of Baium Soul
Baium's Soul Ring
Queen Ant's Soul Ring
Frintezza's Soul Necklace
Orfen's Soul Earring
Lilith's Soul Necklace
Earth Wyrms Heart Ring
Blessed Antharas' Earring
Blessed Valakas's Necklace
Tauti's Ring
Kelbim Dagger
Kelbim Dual Dagger
Kelbim Bow
Kelbim Crossbow
Shadow Shaper
Shadow Cutter

Shadow Slasher
Shadow Fighter
Shadow Stormer
Shadow Thrower
Shadow Shooter
Shadow Buster
Shadow Retributer
Shadow Dual Sword
Stage 16 Venir's Talisman
Talisman - Seven Signs
Talisman - Insanity
Destruction Scroll: Enchant Weapon (R-grade)
Destruction Scroll: Enchant Armor (R-grade)
+8 Shiny Elemental T-shirt Pack
+8 Reflect Attack T-shirt Pack
+8 Reflect Magic T-shirt Pack
+7 Bloody Helios Chest
Two Jewels Chest lv. 4

2. Minimal bid is set to 100.000.000 adena.
3. All shadow weapons in improved state, it is possible to exchange and sell them.
4. All chest contents have 100% chance to get items.

STEEL DOOR SYSTEM

1. Wind of Bard buff (100% XP/SP for 1-hour) is given automatically after completing a Steel Door quest. Cannot be stacked with Maphr's Wind Scroll or Freya's Frozen Scroll.
2. A Scroll of Escape for any Steel Door Quest hunting zone can now be purchased for 50 Steel Door Coins at the Adventurers' Guide NPC or any Steel Door Quest NPC.
3. The Steel Door Equipment exchange is temporarily disabled.

AUTOMATIC SOULSHOT AND SPIRITSHOT SYSTEM

1. Soulshot UI has been added to the skillbar.
 - It is only visible when soulshots/spiritshots are in your inventory.
2. By default, shots are automatically enabled to auto cast:
 - Autocast can be disabled with right click.
 - Shots are automatically selected depending on the weapon grade.
 - Shots can still be added to skillbar for existing macro support.
 - Pet Shots are hidden until pet or servitor is summoned.
 - Shots are deactivated upon entry into Ceremony of Chaos and Olympiad.
3. Different Shot Selection
 - Separate UI added to select different types of shots (Mysterious, Normal, Blessed etc).
 - Can be found by left-clicking on the automatic soulshot or spiritshot icon.

INTERFACE

1. Moving the mouse pointer over character status (STR, INT, DEX, WIT, CON, MEN, LUC, CHA) in Character Creation Screen, Character Info window, and Dye window now displays relevant information.
2. Skill tooltips now display the skill's cooldown time and casting time.
3. The following interfaces now display the unit price of each item.
 - Shop Sell/Buy
 - Private Shop Sell/Buy/Sell All
4. Moving the mouse pointer over an item now displays the full tooltip in the following interfaces.
 - Items that can be registered in the Auction House

- Shop Sell/Buy/Buy Again
 - Private Shop Sell/Buy/Sell All
5. Added a Play Report window.
- Clicking the Restart or Quit Game button pops up the Play Report window.
 - This interface displays the information on XP, Adena, and items obtained during the gameplay.
 - Information on XP, Adena, and items can be reset by clicking the Reset button.

OTHER CHANGES

1. NPCs Adventurer's Helper and Gnome extend their buffs up to 90 level.
2. Traveling between the Wharf of Gludio Airships and Town of Gludio now consumes 18.000 Adena.
3. Added warning in the tooltip for Party Duel Challenge action.
4. Players can no longer register more than the allowed number of stackable items in private shops.
5. Lottery System has been removed from the game.
6. NPCs Daichir and Chicherin now live in Shuttgart
7. Fixed the issue of World Info - Hunting Zone Tab displaying information of areas that are not hunting zones.
8. Fixed the glitch of the jump action stopping when a character uses a Sayune while in autorun (Numlock).
9. Fixed the issue of the Chat window sometimes moving to the bottom of the screen.
10. Fixed the issue of the Radar Map sometimes disappearing.
11. Fixed the issue of irrelevant messages sometimes showing above the Altar of Evil in the Map window.
12. Fixed the issue of White Weasel not using its healing skills.
13. Fixed the glitch of the ground terrain near the entrance of Stakato Nest not displaying correctly.
14. Fixed the issue of Agathions not being able to follow when the character is traveling quickly.
15. Fixed the issue of some NPC animations looking awkward in the parade held on the Fantasy Isle.
16. Players can now use the Dismount context menu while riding transformation mounts.
17. Fixed the issue of characters becoming immobilized when a specific toggle skill and Sayune are used at the same time.
18. Fixed the issue of the cooldown time not displaying on the Macro icon when %c command is used in a Macro and then deleted.
19. Fixed the issue of the pets Strider and Hatchling not being able to use their skills.
20. Fixed the glitch of in-game font size changing according to the Windows display size settings.

- 21. Fixed the glitch of the Sayune effect sometimes not displaying at the destination after using Sayune.
- 22. Fixed the issue of the Outer Castle Gate of the Fortress of the Dead sometimes not opening after all monsters in front of the gate have been defeated.
- 23. Fixed the issue where items are not acquired normally when Fame is used to exchange for items.
- 24. Fixed the issue of bangs not disappearing when Elf Female characters wear a hair accessory while equipping a cloak.
- 25. Fixed the issue of the pop-up window to teleport to the nearest village not activating when characters die at specific terrains in Atelia Fortress.
- 26. Fixed the issue of the casting effects for imprinting skills displaying after casting has ended.