

HELIOS

Helios Content Update
Release Date: 6/29/2016

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Hunting Zones

- Revamped the Giant’s Cave hunting field zone to an area where characters of Lv100 or over are able to hunt.
 - Able to move by using gate keeper from the Town of Aden, and the details are as follows.

Area	Recommended Level	Type	Note
Upper Level	100 ~ 101	Solo Hunting Field	Some monsters evolve every 5 minutes (visual green pulse) Solo raid boss placement
Lower Level	100 ~ 102	Party Hunting Field	Able to acquire the Giant’s Relic key with low probability by defeating Shaqrime Bathus When entering an arbitrary room by using the key, monster is spawned or Lesser Giant’s Relic is spawned with low probability

- According to the updated character growth section, monster’s combat ability, respawn time, and the amounts of rewards have been adjusted for the monsters located in the following hunting fields.
 - Varka Silenos Barracks
 - Ketra Orc Outpost
 - Dragon Valley
- For a smoother play of Baylor raid, the settings have been changed as follows
 - Shorter Baylor entrance presentation time
- Fixed an issue where characters sometimes fall under the landform at certain areas of the Frozen Valley.
- Fixed an issue where lines that do not belong to the scene are displayed during the battle with Kechi.
- Added Superior Fortress to the Town of Giran.
 - Superior Fortress is divided into field hunting zone and world raid areas, and there is raid boss Ramona inside the field hunting zone.
 - When a character teleports to the Superior field area or Helios raid area, battle ability is reduced due to a seal effect.
- This seal effect can be invalidated by using the consumable items, Giant Stone and Crystal.
 - Only 1 command channel of 70+ members or 120 max are able to teleport to world raid area through Kekropus, and able to play Helios raid.
- Added 3 types of Giant Raid Boss.
 - Giant raid boss appears when HP decreases after Helios raid’s attack is processed for certain level.
 - Raid boss spawned per location is as follows, and Giant’s raid curse Debuff is applied to the characters that have a 5-level Crack or more with each raid boss.
 - Spawn maintained period of enhanced boss is 24 hours, and the Scout monster of Superior appears near each spawn location once raid boss is defeated during the maintained period.
 - Scout monsters of Superior appear continuously for 24 hours, and the original monster that has been placed in that area will appear after 24 hours.

Name	Level	Appearing Locations
Enhanced Harnak's Wraith	92	Harnak Underground Ruins 3 rd floor
Enhanced Core	97	Cruma Tower B1 (floor)
Enhanced Mimir	102	Giant's Cave

- Fixed the issue with the passageway in Gainak that leads to Underground Gainak being inaccessible.
- Fixed the issue with teleporting to an abnormal zone when leaving Underground Gainak through the Gatekeeper.
- Increased the efficiency of Pre-Awakening Quests (Level 1-85)
 - Players can reach Level 85 by completing tutorials and linked quests.
 - Quest XP rewards have increased, while XP gained from hunting has decreased.
- To prevent confusion while carrying out the main quest, notifications (scrolls) for certain quests are not displayed before the Awakening (3rd Liberation).
 - The notifications are displayed normally after completing the Awakening (3rd Liberation).
- Class transfer (Liberation) quests and some other quests now give Paulina's Equipment set that can be used for leveling.
- Changed the way equipment that is needed for leveling is issued. Proofs and Steel Door Coins are no longer given.
 - Affected items are "Proof of Courage", "Proof of Justice", and "Steel Door Coins".
 - Proofs and Steel Door Coins in the inventory can still be used the same way as before the update.
- Items used to be given as rewards for Level 1 - 85 quests are now rewarded for Level 85+ quests.
- Players can now additionally obtain "Paulina's Equipment Set" once they complete the Awakening or 3rd Liberation.
 - "Paulina's Equipment Set" is made up of weapons, armor, and accessories, and the set expires after 30 days of use.
- Added a new quest "Ten Days of Adventures" for Level 85 or higher characters.
 - The quest is a daily quest and can be obtained from "Tulesir" in the Town of Aden.
 - It can be undertaken up to 10 times, and an additional reward is given after the tenth completion.
- Improved the quests "The Minstrel's Song" and "The Hero's Journey".
 - Changed the training steps so that players can intuitively know which hunting ground is suitable for their level.
 - When players reach Levels 85 / 88 / 90 / 93 / 95 / 97, they can click the tutorial question mark to start each quest.
- Hunting grounds for Level 85 or higher have been changed as shown below.

Hunting Ground	Changes
Bloody Swampland & Altar of Evil	Monster rewards - EXP/SP increased by 10%

Fairy Settlement (Kimerian's Forest)	Monster levels - Decreased by 1 level
Isle of Souls	Monster rewards - EXP/SP increased by 50%
Seal of Shilen	Monster rewards - EXP/SP increased by 50%

- Added new daily quests and improved existing quests for Level 85 or higher hunting grounds.

Type	Quest	Level	Description
Improved	Duty of the Survivor	85	The quest zone has expanded from Bloody Swampland to Altar of Evil, and the quest steps and rewards have improved.
New	To Calm the Flood	88	A quest that can be obtained from a Fairy Citizen NPC and carried out in Fairy Settlement (Southern/Northern forest).
New	Dreaming of Peace	90	A quest that can be obtained from Nerupa and carried out in Fairy Settlement (Kimerian's Forest).
Improved	Uncover the Secret	93	A quest carried out on the Isle of Souls. Its quest zone has expanded, and the quest steps and rewards have improved.
Improved	Kicking Out Unwelcome Guests	95	A quest carried out in the Seal of Shilen. The quest steps and rewards have improved.

- Added a new quest "Dimensional Crack - 30 Day Search Order" for Level 95 - 99 characters.
 - Players can move to the Dimensional Crack Lobby through "Ruine" in the Town of Aden.
 - The quest can be started through "Belo" or "Defenders" in the Dimensional Crack Lobby.
 - A daily quest for assisting character growth, which can be carried out up to 30 times.
 - Players can gain additional rewards through the quest "Exploring the Dimensional – Sealing the Dimension", which can be carried out in tandem with the daily quest.
- Modified Pavel Ruins and Archaic Laboratory.
 - Changed both areas to party-type hunting grounds for Level 85 or higher characters.
 - Farming areas where XP rewards are poor, but item rewards are good.
- Fixed the issue with Kelbim sometimes attacking the PC while the animation is playing during Mystic Tavern - Kelbim quest.
- Fixed the issue with World Info - Raid Boss tab displaying the info of the deleted raid boss "Tiberias".
- Fixed the issue with incorrect names shown for the defenders deployed in the Dimensional Crack.
- Fixed the issue with teleport not working depending on the character location inside the Giant's Relic Chamber in the lower level of Giant's Cave.
- Changed the restrictions on Superior Fortress as shown below.
 - Lifted the restrictions on Restart, My Teleport, Class Change, Summoning, Belief of the Exalted
- Players can now move to Superior without having to undertake the quest "Superion Appears".
- Fixed the issue with not being able to enter the Mystic Tavern instanced dungeon after talking with Lailly in Underground Gainak.

- Fixed the issue with “Fury Kerberos Leger” in the Garden of Spirits hunting ground sometimes moving to characters far away from it.
- Fixed the issue with the character teleporting to an abnormal zone when the character enters Superion Fortress from the rear.
- Fixed the issue with players being able to use inner zone teleport functions in the outer zone of the Garden of Spirits.
- Added new raid boss monsters.
 - Eight types of Lv. 101 raid bosses appear on the Isle of Prayer.
 - Eight types of Lv. 103 raid bosses appear around the Garden of Spirits and Atelia Fortress.
- Revised the Raid Battle Rules as follows.
 - The Berserk skill of raid bosses can now be used 15 minutes after a battle starts, and has become more powerful.
 - When a raid boss is reset (not attacked for 10 minutes), its HP is restored to 100%.
 - Some raid boss skills now inflict increasingly less damage as the number of targets receiving damage increases.
 - Command channel first looting rights are given for raid bosses cleared by command channels.
 - If the level difference between characters in a command channel is 10 or greater, the lower level character does not gain XP/SP/RP.
 - Changed the raid points given by some raid bosses in accordance with the revised Raid Battle Rules.
- Lowered the combat capacities of Lv. 100 or higher party-type monsters.
- Defeating raid boss monsters under level 85 no longer gives Life Crystals.
 - Life Crystals can be used in the same way as before Adventure Guild Member NPC.
 - Adventurer Marks/Life Crystals will be deleted.
- The Secret Gate at the Garden of Eva is now always open.
- Adventurer Guild Manager NPC will no longer appear.
- Added the hunting ground “Dimensional Rift” to aid the leveling of Level 100 or higher characters.
 - Players can move to Dimensional Rift through “Ruine” in the Town of Aden.
 - Dimensional Rift can be entered from Level 100.
 - Added two quests for Dimensional Rift.

Quest	Level	Description	Type	Starting Point NPC
100-Day Subjugation Operation	100 or higher	Dimension Researcher Rias is looking for a team of explorers who can help her investigate a Dimensional Rift that appeared in the sealed Catacomb of the Witch.	Daily	Lias [Dimensional Rift]
Makkum in the Dimension	100 or higher	Only those who have sufficient Dimension Residues may reach the depth of the Dimensional Rift where the Makkum is likely to be.	One-off	Lias [Dimensional Rift]

- The 100-Day Subjugation Operation is a daily quest for assisting character leveling, which can be carried out up to 100 times.
- After carrying out 100-Day Subjugation Operation 100 times, players can gain additional rewards through the one-off quest “Makkum in the Dimension”.

- Changed the conditions for obtaining and removing looting rights for field raid bosses as shown below.
 - Looting rights are given when at least 14 members of a command channel are near the field raid boss.
 - If the members are not attacked for a minute after the first time the looting rights are given, the rights are removed.
 - When looting rights are given or removed, players are now notified with a message on screen.
- Changed Desert Quarry from a small-party hunting ground to a solo-type hunting ground.
 - All previously deployed monsters have been replaced with new monsters.
 - Players have a chance of recovering some Mana each time they defeat a monster that spawns in Desert Quarry.
- Changed the settings of some monsters deployed in Beleth’s Magic Circle.
 - Blow Archer no longer summons minions.
 - Disorder Warrior no long summons Disorder Avatars.
 - Decay Hannibal no longer uses Cancel Target skill.
 - Decay Hannibal, Ailith Hunter, Klein Soldier, and Disorder Warrior no longer attacks preemptively.
 - Amos Soldiers, Amos Officers, and Amos Master no longer assist each other.
- Lowered the combat capacities of some monsters deployed in the Embryo Command Post.
- Lowered the combat capacities of some monsters deployed in Ashen Shadow instance.
- Deleted the links for “Trade equipment” and “View the lord and tax information” options from Mion who appears in Atelia Fortress.
- Fixed the issue with not being able to clear the epic dungeon “Mystic Tavern - Tauti” sometimes because the boss monster “Seal Archangel” does not die.

Faction System

- A total of 6 factions have been added, and completing a faction quest can increase each faction point grade.
 - Detailed information and faction points per faction can be checked through faction menu of the full menu.
 - Faction points are applied per character.
- Existing quests have been removed in accordance with the addition of the faction system, and for the quests with modified contents, proceeding contents have been reset and relevant quest items have been removed.

Faction	Quest	Required Level	Faction Level	Description
Blackbird Clan	Retrieving the Chaos Fragment	99+	Basic: None Intermediate: 1+ Advanced: 2+	Divided mission process according to Faction Level, and improved rewards.
	Operation:	99+	2+	Able to start when Blackbird Clan Faction Level 2+.

	Rescue			
	Commando Rescue	99+	Basic: 2+ Intermediate: 3+	Quest than can be carried out in Hellbound, and able to start through Sporcha NPC after completing 'Operation: Rescue' quest.
	Vestige of the Magic Power	99+	Basic: None Intermediate: 1 + Advanced: 2+	Divided mission process according to Faction Level, and improved rewards.
	Kefensis' Illusion	99+	4+	Able to start when Blackbird Clan Faction Level 4+.
	Disparaging the Phantoms	99+	Basic: 4+ Intermediate: 5+	Quest than can be carried out in Hellbound, and able to start through Sporcha NPC.
	Trials before the Battle	99+	6+	Quest that can be carried out in Hellbound, and able to start through Leona Blackbird NPC when Faction Level 6+.
	A Sick Ambition	99+	6+	Able to start when Blackbird Clan Faction Level 6+, aftering completing Trial for the Battle quest.
Mother Tree Guardian	Disappeared Race, New Fairy	100+	Basic: None Intermediate: 1+ Advanced: 3+	Divided mission process according to Faction Level, and improved rewards.
	Elven Botany	100+	2+	Quest that can be carried out in Enchanted Valley, and able to start through Celestiel NPC.
	Contamination Containment	100+	Basic: 2+ Intermediate: 4+ Advanced: 5+	Quest that can be carried out in Enchanted Valley, and able to start through Irene NPC after completing Elven Botany quest.
	The Mother Tree Revival Project	100+	6+	Quest that can be carried out in Enchanted Valley, and able to start through Irene NPC.
Giant Tracker Unit	Shinedust Extraction	100+	Basic: None Intermediate: 1+	Divided Faction Level 2+ mission process according to Faction Level, and improved rewards.

			Advanced: 3+	
	Captive Demons	100+	Basic: 1+ Intermediate: 3+	Quest that can be carried out in Giant's Cave, and able to start through Sthor NPC.
	Kamael Disarray	100+	2+	Quest that can be carried out in Giant's Cave, and able to start through Krenaht NPC. Need to accept and complete quest Giant's Evolution in order to complete this quest.
	Giant's Evolution	100+	2+	Quest that can be carried out in Giant's Cave, and able to start through Retbach NPC.
	Giant Evolution Control	100+	Basic: 2+ Intermediate: 5+	Quest that can be carried out in Giant's Cave, and able to start through Krenaht NPC after completing Kamael Disarray quest.
	Giant of the Restoration Room	100+	Basic: 0+ Intermediate: 1+ Advanced : 3+	Divided mission process according to Faction Level, and improved rewards.
	Giant's Treasure	100+	Basic: 2+ Intermediate: 4+	Quest that can be carried out in Giant's Cave, and able to start through Krenaht NPC. Must be in a party to get Giant's Relic Keys to drop.
	To Weaken the Giants	100+	6+	Quest that can be carried out in Giant's Cave, and able to start through Krenaht NPC.
Unworldly Visitors	Obtaining Ferin's Trust	100+	Basic: None Intermediate: 1+ Advanced: 2+	Divided mission process according to Faction Level, and improved rewards. Must kill Helios to get Enhanced Mimir to spawn.
	The Lost Garden of Spirits	100+	1+	Able to start when Unworldly Visitors Faction Level 1+.
	Unbelievable Sight	100+	2+	Able to start when Unworldly Visitors Faction Level 2+.
	Memories of the Wind	100+	Basic: 2+ Intermediate: 3+	Quest that can be carried out in Garden of Spirits, and able to start through Master Cyphona NPC when Unworldly Visitors Faction Level 2+.

	Energy of Sadness and Anger	100+	4+	Able to start when Unworldly Visitors Faction Level 4+.
	Sayha's Energy	100+	Basic: 4+ Intermediate: 5+	Quest that can be carried out in Garden of Spirits, and able to start through Magister Belas NPC when Unworldly Visitors Faction Level 4+.
	Trials For Adaptation	100+	6+	Quest that can be carried out in Garden of Spirits, and able to start through Ferin NPC when Unworldly Visitors Faction Level 6+.
	Put the Queen of Spirits to Sleep	100+	6+	Quest that can be carried out in Garden of Spirits, and able to start through Ferin NPC when Unworldly Visitors Faction Level 6+.
Kingdom Royal Guards	Plans to Repair the Stronghold	101+	Basic: None Intermediate: 1+ Advanced: 3+ Super Advanced: 6+	Divided mission process according to Faction Level, and improved rewards.
	Bloody Battle - Seizing Supplies	101+	2+	Quest that can be completed in Atelia Fortress, and able to start through Elikia NPC when Kingdom Royalty Guard Faction Level 2+.
	Sabotage the Embryo Supplies	101+	Basic: 2+ Intermediate: 5+ Advanced: 8+	Quest that can be completed in Atelia Fortress, and able to start through Logart Van Dyke NPC after completing Bloody Battle - Seizing Supplies quest.
	Bloody Battle - Rescue the Smiths	101+	3+	Quest that can be completed in Atelia Fortress, and able to start through Hurak NPC after completing Bloody Battle - Seizing Supplies quest and when Kingdom Royal Guards Faction Level 3+.
	Building up Strength	101+	Basic: 3+ Intermediate: 7+ Advanced: 9+	Quest that can be completed in Atelia Fortress, and able to start through Dinford NPC after completing Bloody Battle - Rescuing the Smiths quest.

	Bloody Battle - Meeting the Commander	101+	4+	Quest that can be completed in Atelia Fortress, and able to start through Hurak NPC after completing Bloody Battle - Rescuing the Smiths quest and when Kingdom Royal Guard Faction Level 4+.
	To Seize the Fortress	101+	10+	Quest that can be completed in Atelia Fortress, and able to start through Logart Van Dyke NPC when Kingdom Royal Guard Faction Level 10+.

- Following benefits are applied according to the faction level.

Faction	Faction Level	Benefits
Blackbird Clan	2+	When defeating Blow Archers and Decay Hannibals, Dark Wizard of Magic Circle is spawned (at a chance), and the Magic Circle's level up point is greatly increased when defeated.
	4+	When defeating Bend Beetle, Desert Wendigos, Kanzaroths, and Kandiloths, Scorpion King is spawned with certain probability, and all party members' thirst level is increased when defeated.
Mother Tree Guardian	2+	Able to use east and west sides of Celestiel's Teleport.
	4+	Able to use teleport device of each Stronghold.
Giant Tracker Unit	2+	Able to use the 4 th zone teleport function in the Giant's Cave entrance 1 st zone.
	3+	Able to use Kamael's Stronghold teleport function.
	4+	Giant's Relic Room key drop probability increases.
	5+	Able to teleport to the Giant's Relic Room entrance.
Unworldly Visitors	2+	Able to use east and west sides of Belas' teleport.
	4+	Able to use Eubina & Rotoeh's teleport function.
Kingdom Royal Guard	3+	Able to use stronghold teleport device.
	6+	Able to use teleport device of each Stronghold.

- Added Faction Talismans.
 - Able to exchange new Talisman items through relevant NPC, and able to upgrade up to Lv10 max.

Relevant NPC	Item Name	Effect
Sporcha	Blackbird Clan Talisman Lv1~10	Lv.10 Stats: Dmg from Demons -10%, P. Atk on Demons 5%, P. Atk +3%
Celestiel	Mother Tree Guardian Talisman Lv1~10	Lv10 Stats: Dmg from Plants -10%, P. Atk on Plants +5%, M. Atk +3%
Krenaht	Giant Tracker Unit Talisman Lv1~10	Lv.10 Stats: Dmg From Giants -10%, P. Atk on Giants +5%, P. Critical Dmg +3%
Cyphona	Unworldly Visitors Talisman	Lv.10 Stats: Dmg from Spirits -10%, P. Atk on Spirits +5%, M.

	Lv1~10	Crit Dmg +3%
Dinford	Kingdom Royal Guard Talisman Lv1~10	Lv.10 Stats: Dmg from Embryo -10%, P. Atk on Embryo +5%, P./M. Def +3%

- Added the following new Mount spellbooks.
 - Able to obtain as a reward by completing a given faction quest when Faction Level has reached certain level.
 - Able to obtain new riding skill by using this Mount spellbook, and able to use skill that relocates you to a stronghold when riding on a mount.

Faction	Item Name	Effect
Blackbird Clan	Spellbook – Hell Hound	Obtain Hell Hound mount skill.
Mother Tree Guardian	Spellbook - Pegasus	Obtain Pegasus mount skill.
Unworldly Visitors	Spellbook – Wing Hound	Obtain Wing Hound mount skill.
Giant Tracker Unit	Spellbook - Griffin	Obtain Griffin mount skill.
Kingdom Royal Guard	Spellbook – War Horse	Obtain War Horse mount skill.

- Fixed the issue with the monster “Scorpion King” not appearing when a character whose Blackbird Clan faction level is level 4 or higher defeats “Desert Wendigo”.
- Fixed the issue with quest objectives updating for only 1 party member when characters who have ongoing Power quests of different difficulties form a party to carry out certain quests. The affected quests are as the following.
 - Vestige of the Magic Power
 - Obtaining Ferin's Trust
 - Disparaging the Phantoms
 - Memories of the Wind
 - Sayha's Energy
 - Giant of the Restoration Room
 - Plans to Repair the Stronghold

Fishing System

- The Fishing system will be expanded to include new items and rewards.
 - Speak with Santiago, located in Heine town to receive Fishing Guide quests, upgrade the Master's Fishing Rod and exchange for Chili Stew and Cream Stew.
- Fishing items can be exchanged with Fishing Guild Members or sold to stores like before.
- Added a new Faction “Fishing Guild”.
 - Players can check the details of each Faction and the Faction Level through the “Force” tab in the System Menu.
 - Added two quests for the Fishing Guild.

Faction	Quest	Required Level	Faction Level	Description	Type	Starting Point NPC
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Fishing Guild	To Revive the Fishing Guild	85 or higher	Basic: None Intermediate: 3+	The newly appointed leader of the Fishing Guild, Santiago, wants to revive the Fishing Guild and urges all guild members to look for new fishermen.	Daily	Fishing Guild Member in each town
	The Fisherman's Other Hobby	85 or higher	4+	The newly appointed leader of the Fishing Guild, Santiago, said a real fisherman ought to have a hobby or two other than fishing.	Daily	Santiago [Heine]

- The following benefits are given for different Faction levels.

Faction	Faction Level	Benefits
Fishing Guild	1+	Quest Unlocked: To Revive the Fishing Guild(Basic Reward)
	2+	Fishing Items Upgrade: Master Fishing Rod - Stage 1 Crafting
	3+	Quest Unlocked: To Revive the Fishing Guild (Intermediate Reward) Fishing Items Upgrade: Master Fishing Rod - Stage 2 Crafting
	4+	Quest Unlocked: Quest - The Fisherman's Other Hobby Fishing Items Upgrade: Master Fishing Rod - Stage 3 Crafting Able to trade for Chili and Cream Stew
	5+	Fishing Items Upgrade: Master Fishing Rod - Stage 4 Crafting
	6+	Fishing Items Upgrade: Master Fishing Rod - Stage 5 Crafting

- Added a new fishing rod for the Fishing Guild.
 - Players can craft a new fishing rod through Fishing Guild Leader Santiago, which can be upgraded up to Stage 5.
 - Crafting the fishing rod requires a Sturdy Fishing Rod and Santiago's Reel pieces.

Item	Upgrade items	Upgrade Failure	Fishing Bonus Effect
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Master Fishing Rod Stage 1	x1 Sturdy Fishing Rod x10 Santiago's Reel Fragment	Returns - x1 Sturdy Fishing Rod	Fishing Time improved by 10 Seconds
Master Fishing Rod Stage 2	x1 Master Fishing Rod Stage 1 x1 Sturdy Fishing Rod x20 Santiago's Reel Fragment	Returns - x1 Master Fishing Rod Stage 1	Fishing Time improved by 15 Seconds
Master Fishing Rod Stage 3	x1 Master Fishing Rod Stage 2 x1 Sturdy Fishing Rod x30 Santiago's Reel Fragment	Returns - x1 Master Fishing Rod Stage 2	Fishing Time improved by 20 Seconds
Master Fishing Rod Stage 4	x1 Master Fishing Rod Stage 3 x1 Sturdy Fishing Rod x40 Santiago's Reel Fragment	Returns - x1 Master Fishing Rod Stage 3	Fishing Time improved by 25 Seconds
Master Fishing Rod Stage 5	x1 Master Fishing Rod Stage 4 x1 Sturdy Fishing Rod x50 Santiago's Reel Fragment	Returns - x1 Master Fishing Rod Stage 4	Fishing Time improved by 30 Seconds

- All fishing items that are no longer supplies will be deleted during the update.

Deleted Items				
Small Green Mackerel	Green Mackerel	Large Green Mackerel	Whale	Fishing Rod (Novice)
Small Blue Mackerel	Blue Mackerel	Large Blue Mackerel	Corroded Normal Bait	Fishing Rod (Experienced)
Small Flatfish	Flatfish	Large Flatfish	Prize-winning Bait	Fishing Rod (Expert)
Small Rockfish	Rockfish	Large Rockfish	Luminous Bait	Fishing Rod (Hero)
Small Salmon	Salmon	Large Salmon	Luminous Prize-winning Bait	Fish Bone
Small Marlin	Marlin	Large Marlin	Normal Fishing Shot	Fish Scale
Small Tuna	Tuna	Large Tuna		Fish Oil

Small Killifish	Killifish	Large Killifish		Fish Fin
Small Minnow	Minnow	Large Minnow		Fish Jewel
Small Goldfish	Goldfish	Large Goldfish		Whale Blubber
Small Eel	Eel	Large Eel		
Small Catfish	Catfish	Large Catfish		
Small Carp	Carp	Large Carp		

- Added new baits as shown below

Item	Supplier
Bait Bait - R99	Fishing Guild Member

- By using the new bait to fish, players can catch the following fish and obtain rewards, gaining more XP and SP than before in the process.

Item Name	Rewards
Ugly Fish	-
Nimble Fish	-
Strong Fish	-
Blue-colored Box (Bait)	50x Fishing Shot (Chance for Sturdy Fishing Rod)
Red-colored Box (Bait – R99)	Chance for one of the following: 50x Fishing Shot 1x Maphr’s Luck Potion 1x Rainbow Springs Clan Hall War Decree 1x Sturdy Fishing Rod

- New fish can be exchanged for various rewards through a Fishing Guild Member. With the revamping of the Fishing system, the following items that are no longer used have been deleted.
- Other fishing items can be exchanged with Fishing Guild Members or sold to stores like before.

Deleted Items				
Small Green	Green	Large Green	Whale	Fishing Rod (Novice)

Mackerel	Mackerel	Mackerel		
Small Blue Mackerel	Blue Mackerel	Large Blue Mackerel	Corroded Normal Bait	Fishing Rod (Experienced)
Small Flatfish	Flatfish	Large Flatfish	Prize-winning Bait	Fishing Rod (Expert)
Small Rockfish	Rockfish	Large Rockfish	Luminous Bait	Fishing Rod (Hero)
Small Salmon	Salmon	Large Salmon	Luminous Prize-winning Bait	Fish Bone
Small Marlin	Marlin	Large Marlin	Normal Fishing Shot	Fish Scale
Small Tuna	Tuna	Large Tuna		Fish Oil
Small Killifish	Killifish	Large Killifish		Fish Fin
Small Minnow	Minnow	Large Minnow		Fish Jewel
Small Goldfish	Goldfish	Large Goldfish		Whale Blubber
Small Eel	Eel	Large Eel		
Small Catfish	Catfish	Large Catfish		
Small Carp	Carp	Large Carp		

- Changed the weight of Fishing Shots from [3] to [1].
- Players can now fish at the canal in the Town of Aden.
- Fishing Guild Members now give the following items in exchange.

Required Item	Exchangeable Item
20,000~30,000 Nimble Fish	Cat Fighter Appearance Stone (Ertheia Only) Boxing Glove Appearance Stone (Ertheia Only) Warm Bear Paws Appearance Stone Wedding Bouquet Appearance Stone Cupid's Arrow Appearance Stone Pig Lollipop Appearance Stone
15 Ugly Fish	Transformation Scroll: Tow Transformation Scroll: Lady Tow Transformation Scroll: Angry tow Transformation Scroll: Sleepy Tow Transformation Scroll: Pig Transformation Scroll: Rabbit Transformation Scroll: Queen Ant Transformation Scroll: Orfen Transformation Scroll: Anakim

- Deleted Appearance Stone and Hair Accessory Exchange menu from Fishing Guild Members and added them to Appearance Items Exchange menu.
- Added information about the fishing time reduction function in the tooltip for “Master Fishing Rod”.
- Added information about the fishing time in the tooltips for all “bait” items.

Clan

- Added public application method to the clan entry system.
 - When set to Public, a clan application is immediately approved and the character is added to the clan.
 - When set to Approve, members are added to the waiting list the same as before and can be individually invited by current clan members.
 - Previously registered clan entries can be changed to public application. (Note that this will clear the current clan entry waiting list).
- When Melee Mobile Warrior and Melee Attack Type Wizard are searched up on the waiting list of the clan entry system, the feature did not normally work, but this issue has been fixed.
- Able to upgrade Academy Circlet through an Academy Guide, Acateo, in the Town of Gludio.
 - Able to upgrade only when subscribed to a Lv 80~85 academy.
 - Changed so that Academy Circlet can be received only once.

Item Name	Effect
Academy Circlet – Growth (30-day)	Acquired EXP increases by 10% when hunting, STR/DEX/CON/INT/WIT/MEN/LUC/CHA +1, 30-day

- Come to Me quest reward has been improved.
 - Adjusted the clan fame that is provided as reward to 500, and able to obtain new dye.

Item Name	Effect
Academy Dye of STR <Str+1>	Receives STR +1 effect when equipped.
Academy Dye of DEX <Dex+1>	Receives DEX +1 effect when equipped.
Academy Dye of CON <Con+1>	Receives CON +1 effect when equipped.
Academy Dye of MEN <Men+1>	Receives MEN +1 effect when equipped.
Academy Dye of INT <Int+1>	Receives INT +1 effect when equipped.
Academy Dye of WIT <Wit+1>	Receives WIT +1 effect when equipped.

- Added a Faction feature in clan halls, fortresses, and castles to place faction support NPCs which provide additional buffs, items, and a daily clan faction hunting quest.
 - After taking possession of a Clan Hall / Castle / Fortress, you will find the new 'Manage Expert' option added to the main Clan Hall / Castle / Fortress Manager.
 - First you will need to summon an Envoy, but please consider that you may only summon 1 Envoy every 7 days. So co-ordinate within the clan for which Faction area will be preferred.
- Envoy NPCs:
 - Only 1 Medal can be earned per day per character. Therefore clan members will be required to routinely complete the quest and deposit their Medal into the clan warehouse. Regular participation allows the clan leader to purchase Expert NPCs each week.

Envoy NPC	Clan Quest	Required Level	Quest Reward	Duration
Blackbird Clan Envoy Deborah	Request from the Blackbird Clan	Lv. 99 and Above	1x Blackbird Clan Medal	7 Days
Giant Trackers Envoy Lamnues	Request from the Giant Trackers	Lv. 100 and Above	1x Giant Trackers Medal	7 Days
Mother Tree Guardians Envoy Marianne	Request from the Mother Tree Guardians	Lv. 100 and Above	1x Mother Tree Guardians Medal	7 Days
Unworldly Visitors Envoy Qyuis	Request from the Unworldly Visitors	Lv. 100 and Above	1x Unworldly Visitors Medal	7 Days
Kingdom's Royal Guard Envoy	Request from the Kingdom's Royal Guard	Lv. 101 and Above	1x Kingdom's Royal Guard Medal	7 Days

- Expert NPCs:
 - Depending on the number of expert slots, you can hire 1 or 2 Faction Experts which come in two categories, either Support Magic(Enchanters & Sculptures) or Item Production(Merchants & Chefs)
- Enchanters:

Faction	Level	Hiring Fee	Duration	Effect Provided	Service Fee
Giant Trackers - Enchanter	1	30,000,000 Adena	7 Days	1 Hour Lv. 1 Buffs Set	100,000 Adena
		x140 Giant Trackers Medal			
	2	60,000,000 Adena	7 Days	1 Hour Lv. 2 Buffs Set	100,000 Adena
		x280 Giant Tracker Medal			
Mother Tree Guardians - Enchanter	1	30,000,000 Adena	7 Days	1 Hour Lv. 1 Buffs Set	100,000 Adena
		x140 Mother Tree Guardians Medal			
	2	60,000,000 Adena	7 Days	1 Hour Lv. 2 Buffs Set	100,000 Adena
		x280 Mother Tree Guardians Medal			
Unworldly Visitors - Enchanter	1	30,000,000 Adena	7 Days	1 Hour Lv. 1 Buffs Set	100,000 Adena
		x140 Unworldly Visitors Medal			
	2	60,000,000 Adena	7 Days	1 Hour Lv. 2 Buffs Set	100,000 Adena
		x280 Unworldly Visitors Medal			

Kingdom's Royal Guard - Enchanter	1	30,000,000 Adena	7 Days	1 Hour Lv. 1 Buffs Set	100,000 Adena
		x140 Kingdom's Royal Guard Medal			
	2	60,000,000 Adena	7 Days	1 Hour Lv. 2 Buffs Set	100,000 Adena
		x280 Kingdom's Royal Guard Medal			

- Sculptures:

Faction	Level	Hiring Fee	Duration	Effect Provided	Service Fee
Blackbird Clan - Berserker Sculpture	1	30,000,000 Adena	7 Days	[Blessing of the Blackbird Clan Lv 1]	200,000 Adena
		x140 Blackbird Clan Medal		For 1 hour P. Atk +2%, M. Atk +3% Dark Defense +30	
	2	60,000,000 Adena	7 Days	[Blessing of the Blackbird Clan Lv 2]	200,000 Adena
		x280 Blackbird Clan Medal		For 1 hour P. Atk +3%, M. Atk +5% Dark Defense +50	

Giant Trackers - Berserker Sculpture	1	30,000,000 Adena	7 Days	[Blessing of the Giant Trackers Lv 1]	200,000 Adena
		x140 Giant Trackers Medal		For 1 hour P. Atk +2%, M. Atk +3% Earth Defense +30	
	2	60,000,000 Adena	7 Days	[Blessing of the Giant Trackers Lv 2]	200,000 Adena
		x280 Giant Trackers Medal		For 1 hour P. Atk +3%, M. Atk +5% Earth Defense +50	
Unworldly Visitors - Berserker Sculpture	1	30,000,000 Adena	7 Days	[Blessing of the Unworldly Visitors Lv 1]	200,000 Adena
		x140 Unworldly Visitors Medal		For 1 hour P. Atk +2%, M. Atk +3% Wind Defense +30	
	2	60,000,000 Adena	7 Days	[Blessing of the Unworldly Visitors Lv 2]	200,000 Adena

		x280 Unworldly Visitors Medal		For 1 hour P. Atk +3%, M. Atk +5% Wind Defense +50	
Mother Tree Guardians - Guardian Sculpture	1	30,000,000 Adena	7 Days	[Grace of the Mother Tree Guardians Lv 1]	200,000 Adena
		x140 Mother Tree Guardians Medal		For 1 hour P. Def +3%, M. Def +3% Water Defense +30	
Mother Tree Guardians - Guardian Sculpture	2	60,000,000 Adena	7 Days	[Grace of the Mother Tree Guardians Lv 2]	200,000 Adena
		x280 Mother Tree Guardians Medal		For 1 hour P. Def +5%, M. Def +5% Water Defense +50	
Kingdom's Royal Guard - Guardian Sculpture	1	30,000,000 Adena	7 Days	[Grace of the Kingdom's Royal Guard Lv 1]	200,000 Adena

		x140 Kingdom's Royal Guard Medal		For 1 hour P. Def +3%, M. Def +3% Holy Defense +30	
	2	60,000,000 Adena	7 Days	[Grace of the Kingdom's Royal Guard Lv 2]	200,000 Ad
		x280 Kingdom's Royal Guard Medal		For 1 hour P. Def +5%, M. Def +5% Holy Defense +50	

- Merchants:
 - Merchant NPCs sell various goods which slightly vary in quality depending on the Clan Hall, Fortress, and Castle.
 - Merchant NPCs cannot be hired for Provisional Clan Halls.

Faction	Level	Hiring Fee	Duration	Item Sales
Blackbird Clan - Merchant	1	30,000,000 Adena x140 Blackbird Clan Medal	7 Days	Reputation / PK Scrolls (Grade Varies) Scrolls of Escape (Different Hunting Zones)
	2	60,000,000 Adena x280 Blackbird Clan Medal	7 Days	Reputation / PK Scrolls (Grade Varies) Scrolls of Escape (Different Hunting Zones) Holy Stone (+60) / Dark Stone (+60) Lucky Enchant Stones (Grade Varies) Scroll: Enchant Armor / Weapon (Grade Varies)

Giant Trackers - Merchant	1	30,000,000 Adena x140 Giant Trackers Medal	7 Days	Giant's Energy Scrolls of Escape (Different Hunting Zones)
	2	60,000,000 Adena x280 Giant Trackers Medal	7 Days	Giant's Energy Scrolls of Escape (Different Hunting Zones) Earth Stone (+60) / Wind Stone (+60) Lucky Enchant Stones (Grade Varies) Scroll: Enchant Armor / Weapon (Grade Varies)
Mother Tree Guardians - Merchant	1	30,000,000 Adena x140 Mother Tree Guardians Medal	7 Days	Elcyum Powder Scrolls of Escape (Different Hunting Zones)
Mother Tree Guardians - Merchant	2	60,000,000 Adena x280 Mother Tree Guardians Medal	7 Days	Elcyum Powder Scrolls of Escape (Different Hunting Zones) Fire Stone (+60) / Water Stone (+60) Lucky Enchant Stones (Grade Varies) Scroll: Enchant Armor / Weapon (Grade Varies)

- Chefs:
 - Chef NPCs sell various goods which slightly vary in quality depending on the Clan Hall, Fortress and Castle.
 - Chilli or Cream Fish Stew can be exchanged with the Aromatic Spice or Spicy Seasoning.
 - Unworldly Visitors Chefs specialize in Magic-type Fish Stew and Kingdom's Royal Guard Chefs specialize in Fighter-type Fish Stews
 - Chef NPCs cannot be hired for Provisional Clan Halls.

Faction	Level	Hiring Fee	Duration	Store Type	Item Sales
Unworldly Visitors - Chef	1	30,000,000 Adena x140 Unworldly Visitors Medal	7 Days	General Items	Aromatic Spice Wind Walk / Haste / Magic Haste / Healing Potions Facelifting Potion Dye Potion Hairstyle Potion Mysterious Potion Life/Mind/CP Elixir Recipes (Grade Varies)
	2	60,000,000 Adena x280 Unworldly Visitors Medal		Fish Stews	Fish Chilli Stew WIT / INT / MEN Fish Cream Stew WIT / INT / MEN
Kingdom's Royal Guard - Chef	1	30,000,000 Adena x140 Kingdom's Royal Guard Medal	7 Days	General Items	Spicy Seasoning Wind Walk / Haste / Magic Haste / Healing Potions Facelifting Potion Dye Potion Hairstyle Potion Mysterious Potion Life/Mind/CP Elixir Recipes (Grade Varies)

	2	60,000,000 Adena x280 Kingdom's Royal Guard Medal		Fish Stews	Fish Chilli Stew DEX / STR / CON Fish Cream Stew DEX / STR / CON
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- Faction NPC Slots:
 - Auctionable Clan Halls = 1 Envoy Slot and 1 Expert Slot
 - Provisional Clan Halls = 1 Envoy Slot and 1 Expert Slot
 - Contestable Clan Halls = 1 Envoy Slot and 2 Expert Slots
 - Fortresses = 1 Envoy Slot and 2 Expert Slots
 - Castles = 1 Envoy Slot and 2 Expert Slots
- Faction hunting area daily quest available from Envoy, can be placed for free.
- Faction Expert or Ornament can be placed with quest reward and an extra fee.
- Residence related features have been changed according to the addition of new placement feature as follow.
 - Backup magic menu has been deleted.
 - Changed the item production period to 7 days, and decreased fee.
- Some teleport available locations of residence have been added or removed.
- Increased usage fee for HP recovery, MP recovery, EXP recovery, decorative facility, and teleport feature.
- Certain functions of all residences (castles, fortresses, contestable clan halls, auctionable clan halls) except provisional clan halls will be reset.
 - The functions to be reset are shown below. Please note that no refund will be given for the Adena spent on activating these functions.
 - Teleportation
 - HP Recovery
 - MP Recovery
 - XP Recovery
 - Decorations
 - Buffs
 - Item Production
- Fixed the issue with the Clan Info window not closing automatically after editing the details of a clan registered on the Clan Registration System.
- Fixed the issue with the tooltip not loading when the mouse is placed over the Clan list in the Clan Registration System.

Skills

- New class skills have been added as follows.

Class	Skill Name	Effects	Level Acquired
Feoh Archmage	Chain Blaze	Attack the target and the enemies near the target with additional M. Atk power. At this time, damage is applied after increasing in order. Requires Rune Stone x4 to learn.	Lv100
Wynn Arcana Lord	Surrender to Elemental	Attack the target with additional M. Atk power, and decrease all attribute defense ability. Requires Rune Stone x4 to learn.	Lv99
Wynn Elemental Master	Freezing Invoke	Attack the target and the enemies near the target with additional M. Atk power, and decrease Def. and M. Resistance. Requires Rune Stone x4 to learn.	Lv99
Wynn Spectral Master	Curse Exposure	Attack the target with additional M. Atk power, and decrease defense power for vital spot attack. Requires Rune Stone x4 to learn.	Lv99

- Skill effects of each class have been changed as follows.

Class	Skill Name	Description	
Sigel Phoenix Knight	Paladin's Aura	Before change	P. Def +25%, Receiving Heal +25%, Receiving Critical Damage decreases by 25%. Additionally, party member's P. Def +20%, Receiving Heal +20%, and Receiving Critical Damage decreases by 20%. Knight Aura effect cannot be applied with other effects' aura.
		After change	P. Def and M. Resistance +25%, Receiving Heal +25%, and Receiving Critical Damage decreases by 25%. Additionally, party member's P. Def and M. Resistance +20%, Receiving Heal +20%, Receiving Critical Damage decreases by 20%. Knight Aura effect cannot be applied with other effects' aura.
	Phoenix Spirit	Before change	Player's P/M. Def +2%, P/M. Def of all party members increase by 2% for 10 seconds with 30% probability when attacked. [Based on Lv1 skill level]
		After change	Player's P/M. Def +6%, P/M. Def of all party members increase by 6% for 10 seconds with 30% probability when attacked. [Based on Lv1 skill level]
Sigel Eva's Templar	Sentinel's Aura	Before change	Magic Resistance +25%, Attribute Defense +50, De-buff Resistance +25%. Additionally, party member's Magic Resistance +20%, Attribute Defense +40, De-buff Resistance +20%. Knight Aura effect cannot be applied with other effects' aura.
		After	P/M. Resistance +25%, Attribute Defense +50, De-buff Resistance

		change	+25%. Additionally, party member's P/M. Resistance +20%, Attribute Defense +40, De-buff Resistance +20%. Knight Aura effect cannot be applied with other effects' aura.
	Eva's Presence	Before change	Player's P/M. Def +2%, P/M. Def of all party members increase by 1%, receiving heal amount +1% for 10 seconds with 30% probability when attacked. [Based on Lv1 skill level]
		After change	Player's P/M. Def +6%, P/M. Def of all party members increase by 6% for 10 seconds with 30% probability when attacked. [Based on Lv1 skill level] (Resistance attribute increase is added starting from skill level 5)
Sigel Shillien Templar	Shilen's Presence	Before change	Player's P/M. Def +2%, P/M. Def of all party members increase by 2% for 10 seconds with 30% probability when attacked. [Based on Lv1 skill level]
		After change	Player's P/M. Def +2%, P/M. Def of all party members increase by 2% for 10 seconds with 30% probability when attacked. [Based on Lv1 skill level] (Attack attribute increase is added starting from skill level 5)
Feoh Archmage	Wizard Spirit	Before change	Cooldown delay 300 seconds
Feoh Soultaker		After change	Cooldown delay 180 seconds
Feoh Mystic Muse	Superior Wizardry	Before change	-
Feoh Storm Screamer		After change	'Arcane Power' skill is deleted when this skill is acquired
Feoh Soul Hound			
Wynn Arcana Lord	Invoke	Before change	Cooldown delay 15 seconds
Wynn Elemental Master		After change	Cooldown delay 10 seconds

Wynn Spectral Master			
Feoh Soul Hound	Superior Wizardry	Before change	M. Critical probability increases by 5% and PVP damage +5%. [Based on Lv1 skill level]
		After change	M. Atk +5%, M. Critical probability +5%, and PVP damage +10%. [Based on Lv1 skill level]
	Physical Soul Barrier	Before change	Player's P. Def increases by 5000 for 20 seconds. [Based on Lv1 skill level]
		After change	Player's P. Def increases by 100%, bow/crossbow resistance +25% for 20 seconds, and receiving critical damage decreases by 25%. [Based on Lv1 skill level]
Feoh Mystic Muse	Superior Wizardry	Before change	Magic skill cooldown time decreases by 5%. [Based on Lv1 skill level]
		After change	Player's M. Atk increases by 5%, maximum MP, MP recovery speed +5%, and magic skill cooldown time decreases by 10%. [Based on Lv1 skill level]

- Passive skill levels of each class have been extended as follows.

Name/Description	Category	Class	Level Acquired
Phoenix Spirit	Passive	Sigel Phoenix Knight	85
Player's P/M. Def increases by 6%, and P/M. Def of all party members increases by 6% for 10 seconds with 30% probability when attacked.			
Spirit of Revenge	Passive	Sigel Hell Knight	85
Player's P/M. Atk increases by 2%, and P/M. Atk of all party members increases by 2% for 10 seconds with 30% probability when attacked.			
Eva's Presence	Passive	Sigel Eva's Templar	85
Player's P/M. Def increases by 6%, and P/M. Def of all party members increases by 6% for 10 seconds with 30% probability when attacked. Attribute Resistance +30 Self/Party.			
Shilen's Presence	Passive	Sigel Shillien Templar	85
Player's P/M. Def increases by 2%, and P/M. Def of all party members increases by 2% for 10 seconds with 30% probability when attacked. Attack Attribute +20 Party.			

Superior Wizardry (Feoh Archmage)	Passive	Feoh Archmage	85
Player's M. Atk increases by 6%, Max MP, MP recovery speed +5%, and Debuff Resistance +10%.			
Superior Wizardry (Feoh Soultaker)	Passive	Foul Soultaker	85
Player's M. Atk increases by 5%, and Max MP, MP recovery speed +5%.			
Superior Wizardry (Feoh Mystic Muse)	Passive	Feoh Mystic Muse	85
Player's M. Atk increases by 5%, Max MP, MP recovery speed +5%, and M. Skill cooldown time decreases by 10%.			
Superior Wizardry (Feoh Storm Screamer)	Passive	Feoh Storm Screamer	85
M. Atk increases by 10%.			
Superior Wizardry (Feoh Soul Hound)	Passive	Feoh Soul Hound	85
Player's M. Atk increases by 5%, M. Crit probability +5%, and PVP damage +10%.			

- Some skills have been improved as below for class characteristic enhancement and balance adjustment.
 - Sigel Knight class

Skill Name	Modification
Superior Shield Mastery	Shield Def. +400%, Bow Res. +20%
Focus Shield	P. Def + 1160, Shield Def +2320, Shield Def +50%
Last Patience	Increased Shield Defense

- Feoh Wizard class

Skill Name	Modification
Wizard Spirit	M.Atk/Def/M.Def increased
	M. Critical/MP Consumption reduced 60% > 50%
	Added Lv3 skill (acquire Lv101)
	Removed "Chance to deal magic damage to attacker" effect
Unleash Hell	Changed from mass skill to Debuff skill
	Speed Reduction effect 40% > 80%
	Debuff maintained period increased to 10 seconds
	Fear effect deleted
Death Mass Unleash Hell	Changed from mass skill to Debuff skill

	Speed Reduction effect 20% > 60%
	Debuff maintained period increased
	Fear effect deleted
Mass Hell Binding	Changed from channeling skill to normal skill
	Changed mass maintained period to 5 seconds
	Deleted per-second damage effect
Elemental Spike	Debuff maintained period increased to 7 seconds

- Wynn Summoner class

Skill Name	Modification
Superior Summon Mastery	Changed anger activation condition
	When using any of the 4 Mark Type skills, Link of Loyalty skill is applied
Dimensional Binding	Changed from channeling skill to normal skill
	Changed mass maintained period (shorter hold duration, shorter cast time)

- Eviscerator

Skill Name	Modification
Inside Position	Buff maintained period increased to 15 seconds
Reverse Weight	Casting time slightly decreased
Warped Space	Visual effect removed
Air Light	Lv5 Atk. effect increased
	Lv6, 7 skills are added (Lv103/105 acquired)

- Improved an issue where skill effect is used differently from its intention.

Skill Name	Modification
Switch Places	Changed so that it can only be used against enemy related target
Shadow Fake Death	Consumption MP increased, Maintaining cost decreased 200 MP to use, 100 MP/second to maintain

- Fixed an issue where Air Light skill's Atk. Damage is excessively high.
- Fixed the issue with world chatting points increasing temporarily when a character learned "Dignity of the Exalted" changes their main/dual class.
- Fixed the glitch of the tooltip for "Brilliant Recharge" Level 5 displaying incorrectly.
- Fixed the issue with Wynn Summoner's "Ultimate Transfer Pain" skill effects not applying to the next servitor after the first servitor is killed.
- Fixed the bug of skill effects from the following items not applying when the target is immune to debuffs.

Items	Skill
Lindvior Weapons (Top-grade)	Lindvior's Breath
Valakas Weapons (Top-grade)	Valakas' Breath
Antharas Weapons (Top-grade)	Antharas' Breath

- Fixed the issue with the shadow weapon's "PvE Damage Increase" effect not transferring to the servitor while using "Sharing Equipment" skill.
- Added a new skill for Tyrr Maestro class.

Skill	Acquired Level	Skill Effects
Summon Burning Mechanic Golem	99	Summons a burning mechanic golem to fight with you.

- Changed the following skills for each class.

Class	Skill	Changes
Tyrr Warrior Class Common	Superior Heavy Armor Mastery	Added: Critical Damage received -35%
	Mega Strike	Cooldown changed from 7 sec to 5 sec
	Power Bomber	Cooldown changed from 30 sec to 15 sec
	Infinity Strike	Added: Ignores 30% of enemy's P. Def. MP consumption -50% Cooldown changed from 30 sec to 15 sec
	Sonic Star	Added: Ignores 30% of enemy's P. Def. MP consumption -50%
	Power Revival	Added: MP/CP recovery +50%
Tyrr Duelist	Triple Sonic Slash	Cooldown changed from 10 sec to 7 sec
	Maximum Force Mastery	Increased skill level Maximum Vigor increased to 20

	Master of Combat	Increased skill level Added: P. Def./M. Def. +11% (at max level) Deleted: Received P. Critical/M. Critical Damage reduction
Tyrr Grand Khavatari	Maximum Force Mastery	Increased skill level Maximum Vigor increased to 20
Wynn Summoner Class Common	Mass Servitor Blessing	Duration changed from 3 sec to 5 sec
		Cooldown changed from 900 sec to 600 sec
Wynn Arcana Lord	Greater Servitor Haste	Increased skill level Added: P. Atk. +10%, P. Accuracy +6, Max HP +15% (at max level)
	Arcana's Call	Summoner - P. Atk., P. Def., M. Atk., M. Def. +20% Servitor - P. Atk. +20%, P. Accuracy +23, Knock Back & Knock Down success rate +60%, debuff immunity
Wynn Elemental Master	Servitor Death Whisper	Increased skill level Added: P. Atk. +10%, P. Accuracy +6, Max HP +15% (at max level)
	Elemental's Call	Summoner - P. Atk., P. Def., M. Atk., M. Def. +20% Servitor - P. Atk. +20%, Atk. Spd. +10%, skill cooldown -60%, debuff immunity
Wynn Spectral Master	Greater Servitor Might	Increased skill level Added: P. Atk. +10%, P. Accuracy +6, Max HP +15% (at max level)
	Spectral's Call	Summoner - P. Atk., P. Def., M. Atk., M. Def. +20% Servitor - P. Atk. +20%, P. Critical Damage +20%, debuff immunity
Iss Enchanter Class Common	Assault Rush	Duration changed from 1 sec to 3 sec Cooldown changed from 10 sec to 7 sec
Iss Sword Muse	Song of Archery	Cooldown changed from 600 sec to 300 sec
	Song of Thief	Cooldown changed from 600 sec to 300 sec
	Song of Wisdom	Changed to M. Atk. +15%, M. Skill Power +15% Cooldown changed from 600 sec to 300 sec
Iss Spectral Dancer	Sage's Dance	Cooldown changed from 600 sec to 300 sec

	Dance of Assault	Changed to P. Atk. +15%, P. Skill Power +15% Cooldown changed from 600 sec to 300 sec
Iss Dominator	Seal of Restriction	Added: Restrain Physical/Magic Skills
Feoh Archmage	Elemental Mass Burst	Casting time changed from 6 sec to 2 sec
Feoh Mystic Muse	Elemental Speed Burst	Casting time changed from 6 sec to 2 sec
Storm Screamer	Elemental Power Burst	Casting time changed from 6 sec to 2 sec
Othell Rogue Class Common	Shadow Flash	Changed to PvP only skill Added: No hide, no removal Duration changed from 4 sec to 10 sec Casting range changed from 600 to 900 Deleted: Cancel target, Stun
	Shadow Hide	Added: Speed -50 Deleted: HP recovery bonus
	Angel of Death	Added: P. Skill Power +15%, defends against debuffs 7 times, P. Accuracy +8 (at max level) Deleted: Speed & Debuff Resistance boosts Deleted: Skill Evasion boost Deleted: Crippling Poison trigger effect
	Final Ultimate Evasion	M. Def. changed from 20% to 100% P. Evasion changed from 75 to 40 P. Skill Evasion changed from 60% to 50% Deleted: M. Evasion (at max level)
Yul Archer Class Common	Camouflage	Cooldown changed from 120 sec to 300 sec Speed changed from -30% to -100
	Final Ultimate Escape	M. Def. changed from 20% to 100% P. Evasion changed from 90 to 40 P. Skill Evasion changed from 95% to 50% Buff Cancellation Resistance changed from 95% to 90% Deleted: M. Evasion (at max level)
Yul Sagittarius	Survival Instinct	Changed to P. Atk. +20%, P. Skill Power +15%, Atk. Spd. +15%, P. Def. +20%, M. Def. +20%
Yul Moon Light Sentinel	Hunting Instinct	Changed to P. Atk. +10%, P. Skill Power +15%, P. Skill Critical Rate +15%, P. Skill Critical Damage +15%

Yul Ghost Sentinel	Counter Instinct	Changed to P. Atk. +10%, P. Skill Power +15%, P. Skill Critical Damage +25%
Yul Trickster	Bloody Instinct	Changed to P. Atk. +10%, P. Skill Power +15%, PvP Damage +15%
Sayha's Seer	Wind Blend	Added: P. Def./M. Def. +50% Deleted: Damage reduction Hide cooldown changed from 3 sec to 5 sec Hide duration changed from 7 sec to 5 sec Speed changed from +100 to +14 (at max level)
	Deceptive Blink	Speed changed from +100 to +50
	Air Rush	Casting range changed from 900 to 600
	Threatening Wind	Casting range changed from 900 to 600
	Compelling Wind	Casting range changed from 900 to 600

- Changed the corpse duration of the following servitors to 10 sec.

Class	Servitor
Sigel Hell Knight	Blood Panther
Feoh Soultaker	Cursed Man
	Reanimated Man
Wynn Arcana Lord	Wynn Kai the Cat
	Wynn Feline King
	Wynn Feline Queen
	Commando Cat
	Witch Cat
Wynn Elemental Master	Wynn Merrow
	Wynn Magnus
	Wynn Seraphim
	Unicorn Lancer
	Unicorn Cherub
Wynn Spectral Master	Wynn Nightshade

	Wynn Spectral Lord
	Wynn Soulless
	Wynn Dark Crusader

- Changed the combat abilities of the following servitors.

Servitor	Changes
Blood Panther	Increased P. Def., P. Atk., Atk. Spd., P. Critical Rate
Wynn Feline King	Increased P. Def
Wynn Feline Queen	
Commando Cat	
Witch Cat	
Wynn Magnus	
Wynn Seraphim	
Unicorn Lancer	
Unicorn Cherub	

- The trigger rate of the following skills is now dependent on the level difference.

Skill
Transform
Mass Giant Root
Petrify
Giant Root
Mass Transform

- Reassigned the skill window category of some skills to match the skill type.
- Fixed the issue with the incorrect duration displaying when “Provoke” skill is enchanted.
- Reflecting a magic skill now deals a damage of up to 1.5 times M. Def. only.

Items

- Added new accessories as follows.
 - Ring of the Beginning accessory can be obtained through the Helios boss battle.
 - Able to upgrade to Ring of Authority, Ruler's Ring of Authority, Ring of the Truth, Ring of the Truth Seeker through NPC 'Rafforty'.
 - Use Source of the Emperor as an ingredient for accessory upgrade.

Item Name	Effect
Ring of the Beginning	MP+42, Shock/Paralysis/Knock Back attack probability & resistance increase by 15%, Add 5% damage to the giant race, P./M. critical damage increases by 15%, P. Atk./M. Atk. increases by 3%
Ring of Authority	MP+43, Shock/Paralysis/Knock Back attack probability & resistance increase by 25%, Add 5% damage to the giant race, P. critical damage increases by 15%, P. Atk. increases by 4%
Ruler's Ring of Authority	MP+46, Shock/Paralysis/Knock Back attack probability & resistance increase by 30%, Add 5% damage to the giant race, P. critical damage increases by 20%, P. Atk. increases by 5%, LUC +2, CHA +2, Paralysis is activated for 3 seconds when single attack skill is used
Ring of the Truth	MP+43, Shock/Paralysis/Knock Back attack probability & resistance increase by 25%, Add 5% damage to the giant race, M. critical damage increases by 15%, M. Atk. increases by 4%
Ring of the Truth Seeker	MP+46, Shock/Paralysis/Knock Back attack probability & resistance increase by 30%, Add 5% damage to the giant race, M. critical damage increases by 20%, M. Atk. increases by 5%, LUC +2, CHA +2, Knock Down is activated for 3 seconds when single magic skill is used

- Added 5 types of new accessories with limited enhancement.
 - Able to obtain through the ghosts of the new bosses, Helios, Ramona, Enhanced Mimir, Enhanced Core, and Enhanced Harnak's Wraith.
 - Enchant, refinement, crystallization are unavailable, and able to exchange with Source of the Emperor through NPC Rafforty.

Item Name	Effect
Ramona's Fancy Earrings	MP+64, Add 5% damage to the giant race, Vampiric rage increases by 5%
Helios' Majestic Earring	MP+64, Add 5% damage to the giant race, Vampiric rage increases by 5%
Harnak's Deformed Necklace	MP+79, Add 5% damage to the giant race, Skill cooldown time decreases by 10%
Mimir's Worn Ring	MP+42, Add 5% damage to the giant race, P. Critical Damage increases by

	15%
Forgotten Ring of the Core	MP+39, Add 5% damage to the giant race, M. Critical Damage increases by 15%

- Improved the +8 enhancement effect of the R-grade robe set.

Enhancement	Effect
R-grade robe set +8 enhanced	Dagger/Dual Dagger/Bows/Crossbows resistance 10% increase effect is added, Magic cancelation probability decrease effect deleted

- Fixed the issue with the tooltip not showing the activated set effects when “Vesper Breastplate”, “Vesper Leather Breastplate”, and “Vesper Tunic” are equipped.
- Fixed the issue with the tooltips for the following items displaying incorrectly.
 - Blessed Paulina's Specter Shooter Box (30-day)
 - Blessed Paulina's Specter Dual Dagger Box (30-day)
 - Blessed Paulina's Specter Caster Box (30-day)
- Blessed Paulina's Specter Retriber Box (30-day)
- Changed the soul crystal options of “Mystic Soul Crystal” to the following.

Options	Before Update	After Update
Sigel	Max HP +15%	Max HP +15% PvP/PvE Received Damage -5%
Tyrr	Attack +5%	Attack +5% PvP/PvE Damage +2%
Feoh	M. Atk. +5%	M. Atk. +5% PvP/PvE Damage +2%

- Fixed the issue with the [Start] button not activating when enchanting items.
- Fixed the issue with the loading effect for Soulshots or Spiritshots not displaying while transformed into a “Spirit of Naviarope”.
- Fixed the issue with the tooltips containing repeated words for the following items.
 - Special Fire Resistance Ring
 - Special Holy Resistance Ring
 - Special Dark Resistance Ring
 - Special Wind Resistance Ring
- Added enchantment effects to R-grade or higher set armor
 - Higher stage enchantments include effects of lower stage enchantments.

Enchant Stage	Armor	Effect	Effect Display
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+9	Heavy Armor Light Armor Robe	Fixed Damage Resistance +10% Reflect Damage Resistance +10%	Same as +8 enchantment
+10	Heavy Armor Light Armor Robe	P. Def. +10% CHA/LUC +1	Blue effects

- Improved the option effects of “Shadow Retriber”.
 - Magical effect as well as increases to P. Atk., Atk. Spd., and P. Critical Damage are added.
- Added “Not distributed anymore.” message to the tooltips of the following items that are no longer provided.

Item Name
Adventurer's Mark - Loyalty
Adventurer's Mark - Pledge
Adventurer's Mark - Sincerity
Adventurer's Mark - Spirit
Seal of Loyalty
Seal of Pledge
Seal of Sincerity
Seal of Spirit

- Fixed the issue with the drop animation for “Beleth’s Ring” not playing.
- Fixed the issue with “Beleth’s Ring” giving a different max MP increase from the information in the tooltip when equipped.
- Added A-grade weapons/armor to the Luxury Shop’s weapon/armor sale list.

Type	Item			
Weapon	Tallum Blade	Halberd	Elemental Sword	Dasparion's Staff
	Bloody Orchid	Blood Tornado	Carnage Bow	Meteor Shower
	Keshanberk*Keshanberk	Infernal Master	Spiritual Eye	Destroyer Hammer
	White Lightning	Divine Pain	Doomchanter	Damascus*Damascus
	Sirra's Blade	Sword of Ipos	Barakiel's Axe	Behemoth' Tuning Fork
	Naga Storm	Tiphon's Spear	Shyeed's Bow	Sobekk's Hurricane

	Themis' Tongue	Cabrio's Hand	Daimon Crystal	Tallum Blade*Damascus
	Éclair Bijou	Durendal	Screaming Vengeance	-
Armor	Leather Armor of Nightmare	Robe of Nightmare	Armor of Nightmare	Helm of Nightmare
	Sealed Gauntlets of Nightmare	Sealed Boots of Nightmare	Majestic Plate Armor	Majestic Circlet
	Majestic Leather Armor	Majestic Robe	Sealed Majestic Gauntlets	Sealed Majestic Boots
	Apella Plate Armor	Apella Doublet	Apella Brigandine	Apella Gauntlets
	Apella Leather Gloves	Apella Silk Gloves	Apella Solleret	Apella Boots
	Apella Sandals	-	-	-

- Fixed the issue with the Critical Stun soul crystal enhancement option not applying to certain weapons.
- Fixed the issue with “Attribute Change Crystal - R99-grade” not changing the attributes of “Shadow Shaper”.
- Fixed the issue with “Weapon Attribute Change Crystal - R-grade” not changing the attributes of Shadow weapons.

Quests

- According to the updated leveling section of the characters below Lv85, the settings of some quests have been adjusted as follows.
 - Added 4 types of new quest to guide the Pre-Awakening content (below Lv85).

Quest Name	Level Acquired	Description	Category	Starting NPC
Let's Go Fishing	70 or over	On a good day to fish, let's go fishing!	One-time	Fishing Guild Members
Wasteland Queen	40 ~ 47	Captain Bathis of the Town of Gludio asks to kill the Queen Ant, which is the most dangerous being in the wastelands.	One-time	Town of Gludio Captain Bathis
Witch of Spores	52 ~ 69	Captain Mouen of the Town of Oren asks to kill Orfen, which can possibly break the seal surrounding the Sea of Spores.	One-time	Town of Oren Captain Mouen
The Immortal Pirate King	83 ~ 90	Captain Jeronin of the Town of Giran asks to kill the immortal Zaken, who can be a threat to the Town of Giran at anytime.	One-time	Town of Giran Captain Jeronin

- Added 4 types of one-time quests:

Quest Name	Level Acquired	Description	Category	Starting NPC
Queen Navari's Letter: Varka Silenos Barracks	76 ~ 80	Queen sends a letter to suggest meeting the High Priest Gregory of the Goddard Einhasad Temple.	One-time	Automatically acquired once the level is reached
The Dark Secret of Varka Silenos	76 ~ 80	Giant's Minion Hansen suggests an idea that dark curtain of the event related to the Ancient Evil that occurs in the Varka Silenos Barracks led to the Dimensional Rift.	One-time	Varka Silenos Barracks Giant's Minion Hansen
Assassination of the Varka Silenos Commander	76 ~ 80	Giant's Minion Hansen is looking for Ertheia that will defeat Varka Silenos' Commander Mos in order to find the traces of Kampf, a clone of Sakum.	One-time	Varka Silenos Barracks Giant's Minion Hansen
Assassination of the Varka Silenos Chief	76 ~ 80	Giant's Minion Hansen is looking for Ertheia that will defeat Varka Silenos' Chief Horus in order to find Kampf's whereabouts once again.	One-time	Varka Silenos Barracks Giant's Minion Hansen

- Added 4 types of one-time quests:

Quest Name	Level Acquired	Description	Category	Starting NPC
Queen Navari's Letter, Ketra Orc Outpost	76 ~ 80	Queen sends a letter to suggest meeting the High Priest Gregory of the Goddard Einhasad's Temple.	One-time	Automatically achieved once the level is reached
The Dark Secret of the Ketra Orcs	76 ~ 80	Giant's Minion Lugonnes suggests an idea that Dark Curtain of the event related to the Ancient Evil that occurs in the Ketra Orc Outpost led to the Dimensional Rift.	One-time	Ketra Orc Outpost Giant's Minion Lugonnes
The Assassination of the Ketra Orc Commander	76 ~ 80	Giant's Minion Lugonnes is looking for Ertheia that will defeat Ketra Orc's Commander Tayr in order to find the traces of Belos, a clone of Sakum.	One-time	Ketra Orc Outpost Giant's Minion Lugonnes
The Assassination of the Ketra Orc Chief	76 ~ 80	Giant's Minion Lugonnes is looking for Ertheia that will defeat Ketra Orc's Chief Braki in order to find Belos' whereabouts once again.	One-time	Ketra Orc Outpost Giant's Minion Lugonnes

- Added 3 types of one-time quest that can be played by all races except for Ertheia in the Dragon Valley area.

Quest Name	Level	Description	Category	Starting
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	Acquired			NPC
Kekropus' Letter, The Dragon's Transition	81 ~ 84	Kekropus sends a letter that suggests meeting Captain Jerornin of the Town of Giran.	One-time	Captain Jeronin
Odd Happenings and Dragon Valley	81 ~ 84	Changes have been occurring continuously in the Dragon Valley, which experienced an unusual event due to Dimensional Rift. Namo claims that they need to investigate if the power of Ancient Evil was involved.	One-time	Dragon Valley Namo
Uncovering the Conspiracy	81 ~ 84	Namo claims that everyone should expose the conspiracy related to the unusual event that occurred in the Dragon Valley.	One-time	Dragon Valley Namo

- Added 1 type of one-time quest that all races can play in the Dragon Valley area.

Quest Name	Level Acquired	Description	Category	Starting NPC
Hatchling Research	81 ~ 84	Researcher Stena is looking for an adventurer who can help the Hatchling research.	One-time	Dragon Valley Researcher Stena

- Among the quests related to the existing hunting field, mission contents of some quests have been changed or deleted.

Quest with Fixed Content	Deleted Quest
Assisting the Golden Ram Army	Banishing Evil
An Ominous Request	Terror of Town
A Daunting Task	The Truth Concealed in Beauty
Weakening the Varka Silenos Forces	Maintaining the Field Business
Weakening the Ketra Orc Forces	Partaking in the Purification Campaign
The Quiet Killer	The Seal of Punishment: Den of Evil
A Suspicious Ingredient	Chasing Varangka
Awaiting the Voice of the Gods	The Seal of Punishment: Sel Mahum Training Grounds
The Role of a Watcher	Chasing Keltron
Nowhere to Turn	The Seal of Punishment: Plains of the Lizardmen

The Guardian Giant	Chasing Loygen
A Weakened Barrier	The Seal of Punishment: The Fields
Ingredients to Enforcements	Chasing Meccadan
Kekropus' Letter: A Clue Completed	Control Device of the Giants
Kekropus' Letter: A Suspicious Badge	Exploration of the Giants' Cave – Part 1
Kekropus' Letter: Decoding the Badge	Exploration of the Giants' Cave – Part 2
Kekropus' Letter: A Hidden Meaning	Kekropus' Letter: Tracking the Evil
Kekropus' Letter: The Swamp of Screams	Kekropus' Letter: Regarding a Seal
Kekropus' Letter: The Forest of the Dead	Kekropus' Letter: The Seal of Punishment
Kekropus' Letter: With Courage	Kekropus' Letter: The Origins of a Rumor
Kekropus' Letter: With Wisdom	
Kekropus' Letter: Kampf's Whereabouts	
Kekropus' Letter: Belos' Whereabouts	
Letters from the Queen: Orc Barracks	
Letters from the Queen: Cruma Tower – 1	
Letters from the Queen: Cruma Tower – 2	
Letters from the Queen: Sea of Spores	
Letters from the Queen: Forsaken Plains	
Letters from the Queen: Fields of Massacre	
Letters from the Queen: Swamp of Screams	
Letters from the Queen: Forest of the Dead	
Letters from the Queen: Wall of Argos	
Letters from the Queen: Dragon Valley	

- According to the changes in the Giants' Cave hunting field settings, the existing quests have been deleted and new quests have been added.

Quest Name	Level Acquired	Description	Category	Starting NPC
For True Independence	100 and over	In order to prevent the extinction of earth race due to the resurrection of the giants, Kamael who was born from the giants came forward. Elder of Kamael, Kekropus, claims that they need to gather power in order to free themselves from the giants.	One-time	Hierarch Kekropus
Kamael Disarray	100 and over	Kekropus advises that Kamael's faction is divided, and that all races will be in danger as a result. In order to prevent this, they need to find the spy. (Need to accept and complete Quest Giant's Evolution in order to complete this quest).	One-time	Krenaht
Giants' Evolution	100 and over	Giant's Minion Retbach wants to hear about the process of the giants' revival and their evolution to regain their original appearance.	One-time	Retbach
Energy Supply Cutoff Plan	100 and over	In order to prevent the giants from evolving, Kekropus asks to defeat Halisha's Confidant that is used as an energy necessary for evolution.	One-time	Krenaht
Thwarting Mimir's Plan	100 and over	In order to stop the giants, Kekropus asks to defeat the Great Philosopher Mimir.	One-time	Krenaht
Shinedust Extraction	100 and over	In order to prevent the evolution of the giants, Schumadriba and Sthor in the Giants' Cave claims that they need to collect Shinedust.	Daily	Schumadriba or Sthor
Giants of the Restoration Room	100 and over	Schumadriba asks to prevent the giants from increasing by defeating the giants who completed the restoration work in the lower level of Giants' Cave.	Daily	Schumadriba

- Fixed an issue where the Ceremony of Chaos schedule is incorrectly informed within the quests (Mysterious Suggestion - 1, Mysterious Suggestion - 2).
- Fixed an issue where a quest is not processed occasionally when Viper is defeated during the Kefensis' Illusion.
- Fixed an issue where a quest is not completed when a quest item is acquired by defeating a certain monster during the Retrieving the Chaos Fragment quest.
- Changed so that 'World chat +10' effect that is obtained as a reward when completing the Exalted, One Who Faces the Limit quest is applied when acquiring the Dignity of the Exalted skills.
- Added 4 types of Superior Fortress related one-time quest and 1 type of daily quest.

Quest Name	Acquired Level	Description	Type	Starting NPC
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Superion Appears	102+	Kekropus worries whether the thing that moves the Superion Fortress is something related to the ancient giant empire.	One-time	Town of Giran Hierarch Kekropus
Secret Teleport	102+ Giant Tracker Unit Faction Level 3+	Kekropus talks about an existence of secret path to Queen Ramona who controls Superion.	One-time	Town of Giran Hierarch Kekropus
Queen Ramona, Controller of the Vessel	102+	Kekropus asks whether it is possible to take away the power to control Superion if Queen Ramona, who controls Superion, is defeated.	One-time	Town of Giran Hierarch Kekropus
Own the Earth and the Heavens	102+	Kekropus says that we will soon become the master of heaven and earth after defeating Helios.	One-time	Town of Giran Hierarch Kekropus
The Superion Giants, Daily Quest	102+	Histi says that we need to check the difference of the giant of Superion and the giant that was restored from the Giant's Cave in order to root out the fight against them.	One-time	Superion Fortress Histi

- Added 500,000 SP as an Awakening (3rd liberation) quest reward.
- Song of Minstrel – Fixed an issue where Tulesir's location is incorrectly informed during Quest 6.
- Fixed an issue where some quests' rewards do not match with the actual rewards.
 - Request of the Seeker
 - Obligations of the Seeker
 - A Foreign Land
 - The Test for Survival
 - Queen Navari's Letter: Varka Silenos Barracks
 - Queen Navari's Letter, Ketra Orc Outpost
- Kekropus' Letter, The Dragon's Transition
- Fixed an issue where the number of Shining Mysterious Fragment collected is incorrectly informed in the journal of the In Search of the Grail quest.
- Fixed a typo in the dialogue of Wasteland Queen quest NPC.
- Revised "Shinedust Extraction" quest so that at the quest completion reporting step, players cannot continue the "Kamael Disarray" quest.
- Added detailed guides on requirements for accepting "Shinedust Extraction" quest.
- Revised "Thwarting Mimir's Plan" quest so that defeating "Mimir" updates the society member quest information.
- The quest item of the "Giant's Evolution" quest is now given to one member of the party.
- Some quests will either be revised or deleted altogether.

- Any progress made in the quest and associated quest items will be deleted for the following quests.

Revised Quests	Deleted Quests
<p>Make a Pair of Dress Shoes In Search of Cloth Find Glittering Jewelry Make a Sewing Kit Make Formal Wear Brothers Bound in Chains A Special Order Audience with the Land Dragon Into the Flames Scroll: Antharas Call Refined Dragon Blood Scroll: Valakas Call Land Dragon Conqueror Fire Dragon Destroyer Dragon Trophy - Antharas Dragon Trophy - Valakas Jewel of Antharas Jewel of Valakas The Soul of a Sword A New Craft Temper a Rusting Blade A Hand at Fishing Seven Signs, Mysterious Girl Suspicious Badge Giant's Alphabet The Guardian Giant Kartia's Seed Embryo in the Swamp of Screams Embryo in the Forest of the Dead In Search of the Eye of Argos Daimon the White-eyed In Search of the Grail In Search of an Ancient Giant A Weakened Barrier Ingredients to Enforcements Traces of an Ambush The Broken Device Resident Problem Solver A Mercenary Helper Save the Souls Investigate the Forest</p>	<p>Tired of Waiting Dragon Tooth Red-eyed Invaders Status of the Beacon Tower The Ocean of Distant Stars Ominous News Lizardmen's Conspiracy Coins of Magic Supplier of Reagents Let's Become a Royal Member! Kail's Magic Coin For a Sleepless Deadman Wedding March Birthday Party Song Another Legacy of Cruma Tower Shadow Helper A Dark Twilight A Broken Dream An Aged Ex-Adventurer Legacy of Cruma Tower Power of Darkness Blood Offering Into the Chaos* The Quiet Killer A Suspicious Ingredient Awaiting the Voice of the Gods Defeat Varka Silenos Defeat the Ketra Orcs Rebellion of Monsters Be Prepared for Anything Influx of Machines Pavel's Last Research Pavel the Giant Resurrection of an Old Manager I Must Be a Genius The Hero's Journey: Bloody Swampland The Hero's Journey: Seed of Annihilation The Hero's Journey: Harnak Underground Ruins The Hero's Journey: Kartia's Labyrinth The Hero's Journey: Fairy Settlement The Hero's Journey: Prison of Darkness</p>

<p>The Eye that Defied the Gods Crossing Fate The Minstrel's Song, Part 1 The Minstrel's Song, Part 2 The Minstrel's Song, Part 3 The Minstrel's Song, Part 4 The Minstrel's Song, Part 5 The Minstrel's Song, Part 6</p>	<p>The Hero's Journey: Fortuna The Hero's Journey: Isle of Souls The Hero's Journey: Nornil's Cave The Hero's Journey: Seal of Shilen The Hero's Journey: Orbis Temple The Hero's Journey: Guillotine Fortress The Hero's Journey: Pagan Temple The Hero's Journey: Cemetary The Hero's Journey: Blazing Swamp</p>
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- Changed the level requirement for the following quests to Level 85.

Quest List	Old Level	New Level
Make a Pair of Dress Shoes	60+	85+
Make a Sewing Kit	60+	85+
A Special Order	40+	85+
The Call of Antharas	83+	85+
Land Dragon Conqueror	83+	85+
Dragon Trophy - Valakas	84+	85+
Soul Frost Sword	40+	85+
In Search of Cloth	60+	85+
Make Formal Wear	60+	85+
Audience with the Land Dragon	50~64	85+
Refined Dragon Blood	83+	85+
Fire Dragon Destroyer	83+	85+
Jewel of Antharas	84+	85+
A New Craft	40+	85+
Find Glittering Jewelry	60+	85+
Brothers Bound in Chains	61+	85+
Into the Flames	60+	85+
The Call of Valakas	83+	85+
Dragon Trophy - Antharas	84+	85+
Jewel of Valakas	84+	85+
Temper a Rusting Blade	46~52	85+

- Fixed the issue with not being able to finish some daily quests when the items collected for the quests exceed the maximum amount.
 - Duty of the Survivor
 - Uncover the Secret
 - To Calm the Flood
- Fixed the issue with incorrect amount of rewards given for the quests “Strange Things Afoot in the Valley” and “Reconnaissance at Dragon Valley”.

- Fixed the issue with the monsters “Blood Queen”, “Cave Keeper”, and “Cave Maiden” not spawning in Watcher’s Tomb.
- Fixed the issue with the location of the Eye of Argos displaying incorrectly during the quest “Crossing Fate”.
- Fixed the issue with the Spirit Fragment being deletable during the quest “Exploring the Dimension – 30-Day Search Order”.
- Any progress made in the quest and associated quest items will be deleted for the following quests.

Revised Quests
Retrieving the Fragment of Chaos
Operation: Rescue
Vestige of Magic
Kefensis' Hallucination
A Sick Ambition
Obtaining Ferin's Trust
The Lost Garden of Spirits
Unbelievable Sight
Energy of Sadness and Anger
Put the Queen of Spirits to Sleep
Disappeared Race, New Fairy
Shinedust Extraction
Giant of the Restoration Room
Kamael Disarray
Giant's Evoution
Plans to Repair the Stronghold
Begin the Bloody Battle - Supply Raid
Begin the Bloody Battle - Rescue the
Blacksmiths
Begin the Bloody Battle - Encounter with the
Commander

- Changed “Superion Appears” into a prerequisite quest for the following quests.
 - Secret Teleport
 - Queen Ramona, Controller of the Vessel
 - Own the Earth and the Heavens
 - The Superion Giants
- Characters are now moved to in front of Ferris when accepting the quest Day of Destiny: Dwarves
- Fixed the issue with some quests not completing properly.
 - Embryo in the Swamp of Screams
- Fixed the issue with players receiving a Dye of CON when they choose a Dye of STR as the reward for completing the quest “Come to Me”.
- Fixed the issue with the NPC giving incorrect information on the quest requirement level when the player is unable to undertake the quest “A Draught for the Cold”.

- Fixed the issue with “Devil’s Treasure, Tauti” sometimes not completing even after the instanced dungeon “Mystic Tavern - Tauti” is cleared.
- Fixed the issue with the quest information for “Sayha’s Energy” not updating after “Fury Kiku” is defeated.
- Players can now accept the “Exploring the Dimension - 30-day Search Order” quest when their characters have less than 30 “Crack Residues”.
- Fixed the issue with incorrect number of crystals shown as rewards for the quest “Split Destiny”.
- Fixed the issue with the quest “Shinedust Extraction” at high difficulty sometimes being completed before the target amount is collected.
- Fixed the issue with some quests not completing properly.
 - Time to Recover
- Some quests will either be revised or deleted altogether during the update.

Deleted or Revised Quests
Great Pirate Zaken's Treasure
Leona Blackbird's Treasure
Queen Beora's Legacy
The Gladiator's Treasure
High Priest's Treasure
Turek Orc's Treasure
Filling the Energy of Destruction

- Added 17 new field raid requests.
 - The requests can be purchased with raid points from Black Cat in Hunter’s Village.
 - The following field raid hunting quests can be carried out by using the requests purchased.

Quest	Level	Target Monsters	Type
Hunter Guild Request - Altar of Evil	85 ~ 93	Bloody Earth Dragon Gagia, Demon Fardune, Demon Harsia, Demon Bedukel, Bloody Witch Rumilla, Shilen's Priest Sasia	Daily
Hunter Guild Request - Gludio Territory	85 ~ 93	Monster Laum, Monster Minotaur, Monster Sarga, Monster Hogliff, Monster Artarot, Monster Centaur	Daily
Hunter Guild Request - Turek Orc Campsite	87 ~ 97	Amden Orc Turahot, Amden Orc Turation, Amden Orc Turamathia, Amden Orc Turabait, Nerva Orc Nermion, Nerva Orc Nergatt	Daily

Hunter Guild Request - Elven Forest	88 ~ 98	Harp's Clone, Isadora's Clone, Maliss' Clone, Embryo Garron, Embryo Nigel, Embryo Dabos	Daily
Hunter Guild Request - Fairy Settlement	88 ~ 98	Ekidna's Statue Tarstan, Ekidna's Statue Abelsnif, Ekidna's Statue Kimesis, Ekidna's Statue Kathargon, Ekidna's Statue Pantasaus, Ekidna's Statue Ixignon	Daily
Hunter Guild Request - Garden of Beasts	89 ~ 99	Enhanced Mahum Radium, Typheron, Timarga, Tycepton, Tiverga, Enhanced Mahum Supercium	Daily
Hunter Guild Request - North of the Town of Giran	92 ~ 102	Zetahl, Tabris, Stelos, Ravolas, Stelo Soma, Dephracor	Daily
Hunter Guild Request - Cruma Marshlands	92 ~ 102	Garamor's Herald Gariott, Varbasion, Varmoni, Varvinos, Varmonia, Varkaron	Daily
Hunter Guild Request - The Fields	92 ~ 102	Evil Magikus, Kerfaus, Milinaus, Sarkaus, Shimeus, Evil Kinigos	Daily
Hunter Guild Request - The Immortal Plateau	93 ~ 103	Megaloprepis, Antharas' Herald Komabor, Skellrus' Herald Iskios, Valakas' Herald Potigia, Lindvior's Herald Numa, Fafurion's Herald Aquarion	Daily
Hunter Guild Request - Isle of Souls	93 ~ 103	Vengeful Eligos, Vengeful Agarez, Vengeful Lerazia, Vengeful Oretross, Vengeful Edaire, Vengeful Agonia	Daily
Hunter Guild Request - Cemetary	93 ~ 103	Dark Messenger Afjak, Dusk Knight Feilnor, Chaos Wizard Amormio, Insolence Knight Lahav, Death Priest Borhunt, Destruction Knight Zeruel	Daily
Hunter Guild Request - Valley of Saints	93 ~ 103	Fallen Angel Tiera, Corrupted Goblier, Corrupted Cherkia, Corrupted Harthemon, Corrupted Sarboth, Fallen Angel Eloule	Daily
Hunter Guild Request - Southern Region, Isle of Prayer	96 ~ 106	Demon Worshipper Dorgon, Demon Worshipper Zarka, Demon Worshipper Kultan, Demon Worshipper Noltan	Daily
Hunter Guild Request - Northern Region, Isle of Prayer	96 ~ 106	Valak, Kurion, Atrum, Levrum	Daily
Hunter Guild Request - Garden of Spirits	98 ~ 108	Wandering Croamis, Wandering Harpe, Wandering Barrana, Wandering Purka	Daily
Hunter Guild Request - Atelia Fortress	98 ~ 108	Berserker Harte, Patrol Captain Poe, Guardian Gastra, Dark Wizard Ruby	Daily

- Fixed the issue with Jeronin's location displaying incorrectly on the map during "The Immortal Pirate King" quest.
- Changed the Training Fishing Rod given after accepting the quest Let's Go Fishing to a one hour item.
- Fixed the issue with two Training Fish caught at once while carrying out the quest Let's Go Fishing.
- Fixed the issue with not being able to undertake "To Revive the Fishing Guild" quest after using "Special Heine Bait".

- Fixed the issue with using Hunter's Guild Request - Gludio Territory sometimes failing to acquire the quest.
- Changed the routes of quests that take place in Talking Island Village.
 - Accordingly, some quests have been revised or deleted as shown below.

Quest	Level	Description	Type	Starting Point NPC
Train Like the Real Thing	1 ~ 20	Shannon tells the rookie adventurer that there is a way to wield a more power.	One-off	Shannon [Talking Island Village]
Searching for New Power	1 ~ 20	Shannon says she will teach the rookie what needs to be learned while solving the incident at the museum at the same time.	One-off	Shannon [Talking Island Village]
Shedding Weight	1 ~ 20	Shannon says there will be times when ones needs to be quick during combat, and urges the rookie to befriend the Warehouse Keeper to prepare.	One-off	Shannon [Talking Island Village]
Commando Supplies	1 ~ 20	Warehouse Keeper Wilford tells the rookie to go see merchants in Talking Island Village, who are in need of help.	One-off	Warehouse Keeper Wilford [Talking Island Village]
To the Ruins of Ye Sagira	7 ~ 20	Masters of various races at the administration office says the former scholar Lakcis must be having trouble searching in the Ruins of Ye Sagira.	One-off	Masters of various races [Talking Island Village]
Obligations of the Seeker	9 ~ 20	Lakcis, a seeker who was once a scholar, is unable to enter the exploration sector with his colleagues.	One-off	Lakcis [Ruins of Ye Sagira]
Obligations of the Seeker	11 ~ 20	Lakcis, a seeker who was once a scholar, is unable to enter the exploration sector with his colleagues.	One-off	Chesha [Ruins of Ye Sagira]
Obligations of the Seeker	13 ~ 20	Celin says she is looking for someone who can help her. Seekers Walter and Dep aren't getting along and are causing problems for the search.	One-off	Celin [Ruins of Ye Sagira]
For the Searchdog King	15 ~ 25	At Exploration Sector 4 in the Ruins of Ye Sagira, Dep asks you to gather tonic for Wang, who has fallen ill.	One-off	Dep [Ruins of Ye Sagira]
Report on the Situation at the Ruins	17 ~ 25	Seeker Nagel apologizes for leaving the area under his care, and says he will make preparations to return to Exploration Sector 2.	One-off	Sebion [Ruins of Ye Sagira]

- Revised some quests to match the changes made to Desert Quarry.

Quest Name	Changes
Retrieving the Fragment of Chaos	Added Desert Quarry monsters to the monsters that need to be eliminated
Facing Sadness	
To the Desert Quarry	Deleted the quest

User Interface

- Changed the icon trade window that is displayed when trading items with NPC.
 - Changed to be displayed in a list format.
 - Able to change to the list format to an icon format through a button.
 - Added item search and filter functions.
 - Changed to indicate the amount of necessary item in possession.
- Changed the notification structure so that 1 or more contents can be overlapped on the tutorial icon ('?').
 - When multiple notifications are overlapped, the number of overlapped notifications is displayed in the top right area of the tutorial icon.
- Changed so that a system message ("Trade Successful") is displayed in the middle of the screen upon a successful item trade with an NPC.
- Changed so that when selecting a mail icon while mailbox is opened, the mailbox is not closed and the detailed history is updated.
- Improved so that the search results are still displayed even if the search term and its spaces are not identically inputted when searching an item.
- Fixed an issue where the amount of ingredient item displayed on the item crafting window and the recipe information window is not updated in real-time.
- Fixed an issue where the inventory jewelry box button does not reset.
- Fixed an issue where the default ability change value is incorrectly displayed with a negative number on the Imprint Dye window when a character's default ability value is 128 or over.
- Changed the initial Client execution to start with full window mode.
 - Converted to a full-window mode when 'maximize' is selected from the title bar's right-click menu.
 - Converted to a full-window mode when 'maximize' button of the window mode top right section is clicked.
 - Changed so that when executing Client in window mode, it starts from the last moved position, and it does not start outside of the screen area.
- Fixed an issue where ability conversion available points are marked as 0 when the SP in possession exceeds 8000 million.
- Fixed an issue where incorrect location is displayed when the Gracia continent tab of the map is selected at the Peaceful Zone.
- Fixed an issue where map's focus is different from the character's location when reopening the map window after closing the map window while it is enlarged.
- Fixed an issue where X button is deleted from the quest notification registration UI.
- Fixed an issue where the first acquired EXP and Adena are not applied after resetting the end report window.

- Fixed the delay in displaying the exchange list when exchanging items with NPCs.
- Fixed the issue with the exchange window closing when exchanging Steel Door Guild Coins with NPCs.
- Fixed the issue with the amount of Fame and other information not displaying when exchanging Fame with NPCs.
- Fixed the issue with items of a lower grade displaying as search results when searching items by grade in auction
- Fixed the issue with not being able to enter a number in the amount input box of the Adena distribution window while accessing Enter Chat Options.
- Fixed the issue with the number of required items owned not updating in the Item Exchange window after exchanging items with NPCs.
- Fixed the issue with the list of selected items resetting in the Item Exchange window after exchanging items with NPCs.
- Fixed the issue with the number of stackable items displaying incorrectly in the Acquired Items Information window of the Play Report window.
- Fixed the issue with Soul Crystal Enhancement Success effects not displaying when the player attempts soul crystal enhancements two or more times in a row on the Weapon Soul Crystal Enhancement popup window.
- Fixed the issue with Alt+H not closing the Soul Crystal window.
- Players can now switch between “Full screen mode/Full Windowed mode/Windowed mode” in Video Options.
- The quest notification window no longer zooms in based on the pointer position.
- Fixed the issue with the character description screen not displaying description for each stat during character creation.
- Changed the position of the Fishing icon.
- Some of the fishing-related system messages are now displayed in the top middle of the screen.
- When “/Find Store” command is used, inactivated store/workshop signs now turn semi-transparent, increasing the legibility of search results.
- Added a UI element that enables players to check their inventory when buying from private or NPC stores.
- Added a function that displays the HP gauge of nearby characters when <Alt + Shift + Q> is entered at Monster Race Track or Dion Arena.
 - The shortcut key can be reassigned by setting “Show/Hide HP Gauge” in the “Preferences - Shortcut” tab.
- Fixed the issue with the weight gauge displaying abnormally when a large number of supplies are added to the purchase list in stores.
- Fixed the issue with the client sometimes closing when “Create Character” is pressed right after creating a character.
- Fixed the issue with clicking “Community” in the Clan window not opening the “Message Board - Clan Link” tab.
- Fixed the issue with the drop-down menu for the waiting list not disappearing after the Clan Entry System window is closed.
- Deleted the part on “Expertise S84” in the help section for “Grade/Expertise”.
- Fixed the issue with not being able to enter numbers directly into the quantity bar when dragging items to buy/sell in private stores.

- The bottom area of the party matching window now displays information of party/party members online.
- Added [Party Matching Records] button on the bottom of the party matching window.
 - Players can use this button in party matching to recruit recent party members or check the names and party leaders of active parties.
 - Reopening the window or clicking the [Refresh] button updates party matching records.
- Added a new action “Previous Target”.
 - The command is “/PreviousTarget”, which selects the last selected target.
- Expanded the range of “/NextTarget” command, enabling the targeting of subjects that are much farther away than before.
- Fixed the Appearance Modify window so that the tooltip for the extraction target displays only the appearance name.
- Fixed the issue with the tooltips for Blessed Paulina’s Light Armor and Robe displaying set effects incorrectly.
- Fixed the issue with the number of slots in the Inventory displaying differently from the actual number of slots when an item that increases the number of inventory slots is equipped or removed.
- Fixed the issue with not being able to modify appearance until reconnecting if the player accesses the Beauty Shop while carrying out appearance modification.
- Fixed the issue with not being able to cancel a selected ability by right-clicking when using Ability Points.
- Fixed typos in the description for the party target setting command in Macro and Preset Help.
- Fixed the issue with the shortcut tooltip not updating instantly when a macro is edited while assigned to a shortcut.
- Fixed the issue with the window that pops up when a character dies not repositioning automatically when the client window is resized.
- Fixed the issue with the commands “/NextTarget” and “/PreviousTarget” not working when a targeted subject uses the Cancel Target skill.
- Fixed the issue with characters returning to their starting position if they open the Private Store window while moving by clicking the mouse.
- Added Repeat Macro function.
 - After assigning a macro to a shortcut, right-clicking the mouse repeats the macro.
 - While the macro is being repeated, performing another action stops the macro.
- Added [Copy All]/[Paste] button.
 - Players can use the button to copy or paste macros.
- Added [Preset] button.
 - Players can assign a frequently used macro set to Preset, and can add to their macros by drag and drop or double-clicking.
- Added a default macro icon to the macro icon list.
 - Default macro icon is displayed at the top of the icon list.
 - When the macro contains a number of skills, the default macro icon changes to the icon of the first skill in the macro. The icon does not change when the macro does not contain a skill.
- Added the character’s current skill icon to the macro icon list.
 - The icons of the active skills currently in the character’s skill window are added automatically, and players can choose the skill icons they want.

- Deleted the skill icon previously provided in the macro icon list.
 - If the macro icon was assigned as the skill icon before the update, it is changed to the default macro icon after the update.
- Deleted the short name input box and details input button.
- Macros made up of chat only can no longer be repeated.
 - When a player is banned from chatting, the remaining time is now displayed as a system message.
- Fixed the issue with shortcut keys sometimes not working when an Accept window pops up.
- Fixed the issue with the order of macros sometimes changing.
- Fixed the issue with the cooldown time for passive skills displaying in the Skill window.

Other Changes

- Changed the Party/Command Channel Leader bonus obtainable distance.
- Fixed an issue where penalty that prevents a mentor from making a contract with different mentee for 1 day is not applied after mentee graduation.
- Fixed an issue where HP/MP/Resurrection EXP recovery feature of the Provisional Clan Hall does not work.
- Fixed an issue where tooltip contents of the buff skill that is used by Judge of Splendor NPC are not displayed.
- Fixed an issue where the ground topography at certain areas of Ruins of Despair hunting field is incorrectly displayed.
- Party/Command Channel leader bonuses can be obtained from most Level 85 or higher raid/boss monsters.
- Increased the chance of obtaining party/command channel leader bonuses and reward values.
- Revised the list of mentor buffs applied to the mentee when the mentor is logged on.
 - Added the skill “Mentor’s Harmony” that gives all of the basic Enchanter buffs.
 - With the improvements to leveling under Level 85, the skill “Mentor’s Guidance” that gave EXP bonus has been deleted.
- Revised the list of mentor buffs that can be given to the mentee.
 - Added “Mentor’s Art of Seduction”.
 - With the addition of “Mentor’s Harmony”, “Mentor’s Knight’s”, “Mentor’s Wizard’s”, and “Mentor’s Warrior’s” skills will be deleted.
- The Mentee Certificate is still given upon Awakening (3rd Liberation).
- Deleted additional “Mentee’s Mark” bonus rewards given according to the level of mentees who joined the academy.
- Players can now receive buffs from “Adventurer’s Guides” deployed in each town until they reach Level 94.
- Fixed the issue with the feet of Katalin, Cyphona and Milia sinking into the ground.
- Nomi the Punch Machine NPC no longer appears in town.
- Fixed the issue with the focus moving to the chat window when changing a shortcut key to Shift + any key while Enter Chat is deactivated.
- Fixed the issue with the HP gauge bars of Deinonychus and Guardian’s Strider pet not displaying.
- Fixed the issue with incorrect system messages displaying when the macro icon is dragged and dropped into the material box of the Combine/Transmute interface.



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