

Lineage II – Grand Crusade Patch Notes



Quests

Deleted Quests

The following quests will be removed.

- Dragon Trophy - Antharas
- Dragon Trophy - Valalkas
- Tapping the Power Within
- Altar of Blood that Awakens Destruction

Quest Changes

The chance of Commando appearing during the Commando Rescue quest has increased.

SP rewards have been removed from the following quests:

- Incarnation of Gluttony Kalios, Solo
- Incarnation of Gluttony Kalios, Party
- Trials before the Battle
- The One Who Ends Silence
- Trials for Adaptation

The SP reward for the Dimensional Warp quest has been changed to an XP reward.

You can accept the Fisherman's Other Hobby quest from the Fishing Guild in every town now.

Bug Fixes

- Fixed an issue where Andy the Patrol would deliver the incorrect message during the Reason One Cannot Wait quest.
- Fixed an issue where the quest items for Free Spirit were not properly explained.
- The Shinedust Extraction quest can now be progressed even after the Lesser Giant's warrior created from the Shine Stone of the Minion during the Kamael's Disarray quest is killed.
- Fixed an issue where the Special Requests from the Adventure Guild quest sometimes could not be properly completed.
- Fixed an issue where the quest rewards for Law Enforcement were different from other races' third class transfer quest rewards.
- Fixed an issue where the Sabotage the Embryo Supplies quest sometimes could not be completed.
- Fixed an issue where the Refinement of Hunter Guild Members quest could not be completed even after killing the target monsters.

- Fixed an issue where the Old Enemy, Embryo quest could not be completed even after killing the target monsters.
- Fixed an issue where the To Seize the Fortress quest could not be progressed if the last one to strike is not in the party during the quest.
- Fixed an issue where the Mother Tree Revival Project quest sometimes could not be completed even after killing all target monsters.
- Fixed an issue where a party member who were far away from the Sabotage the Embryo Supplies quest could obtain the Embryo Supplies.

Exalted Quests

New exalted quests chains have been added, available for character that have completed previous exalted quests and have reached at least level 103.

Quest	Level	Start NPC	Objective	Reward
[Main 4] Exalted. Reaching Another Level	103	[Heine] Eva's Knight Lionel Hunter	Reach level 104, complete the 4 sub-quests.	Spellbook: Dignity of the Exalted Lv. 4
[Sub 4-1] Against the New Enemy	103	[Hellbound] Commander Captain Sporcha	Collect 10,000 quest items from Hellbound or Giant's Cave	4500 Faction Points
[Sub 4-2] For Reputation	103	[Giant's Cave] Giant Tracker Leader Krenaht	Level 6 Blackbird Clan Faction and Level 6 Giant Trackers Faction	Spellbook: Vitality of the Exalted Lv. 1
[Sub 4-3] Leader's Grace	103	[Heine] Fishing Guild Leader Santiago	50 Special Fish Stew 80 Gemstone R-Grade	Elcyum Crystal
[Sub 4-4] Break though Crisis	103	[Hunter's Village] Hunter Guild Leader Arcturus	Complete 10 Hunter's Guild Monster Diagrams	
[Main 5] Exalted, Guide to Power	104	[Heine] Eva's Knight Lionel Hunter	Reach level 105, complete the 4 sub-quests.	Spellbook: Dignity of the Exalted Lv. 5
[Sub 5-1] The last one Standing	104	[Blackbird Campsite] Master Cyphona	Collect 10,000 quest items from Enchanted Valley, Garden of Spirits or Atelia Fortress.	4500 Faction Points
[Sub 5-2] For the Pride	104	[Blackbird Campsite] Quartermaster Dinford	Obtain 2 of the 3 objectives. Level 6 Mother Tree Guardian's Faction Level 6 Unworldly Visitors Faction Level 6 Kingdom's Royal Guard Faction	Spellbook: Vitality of the Exalted Lv. 2

[Sub 5-3] Victory Collection	104	[Mysic Tavern] Owner Settlen	Obtain 4 Story Books from Mystic Tavern	
[Sub 5-4] Immortal Honor	104	[Keucereus Alliance Base] Admiral Keucereus	Defeat Camille	

Faction Quests

9 new Lv. 85+ Daily quests have been added for the Hunter Guild, available from Arcturus in Hunter's Village

Quests	Faction Level	Description
Basic Training of Hunter Guild Members	Low-grade: None Mid-grade: Grade 4 or higher	Learn the basic training before taking on real missions from Hunter Guild.
Basic Training of Hunter Guild Members	1st Level	As a member of the Hunter Guild, you must slay giant monsters that throw the continent into chaos.
How to Cover Shilen's Eyes	1st Level	Hunter Guild requires you to cover Shilen's eyes so that she cannot attempt to attack Aden again.
Fight with Giants	1st Level	The Hunter Guild is worried that giants are gaining power and requested you to eliminate their leader so that they cannot unite.
Intense Fight against Dragons	2nd Level	The most important job of a Hunter Guild Members is to battle the dragon, the eternal adversary of the continent.
Defeat the Lords of Seeds	2nd Level	The Hunter Guild requested you to eliminate the Lords of Seeds appointed by Shilen so that they cannot grow their power.

Path to Finding the Past	3rd Level	The Hunter Guild asked you to investigate the past of the giant monsters in Aden and find out how they came to be.
Beleth's Ambition	3rd Level	The Hunter Guild asked you to hinder Beleth's plan before he attempts to put the continent in danger again.
Embryo, the Archenemy	4th Level	The Hunter Guild thinks Embryo is the biggest threat while Shilen loses her power and asked you to defeat Embryo Apostle and Captain.

Some older exalted quests have been changed to decrease the difficulty.

- Facing Sadness
 - The probability of receiving quest items has increased.
 - Raider's Crossroad hunting area has been removed from the quest.
- For Glory
 - Mark of Battle can be exchanged for Proof of battle at the Black Marketeer of Mammon
 - 50 Marks of Battle → 1 Proof of Battle
- For Honor
 - Mark of Battle can be exchanged for Proof of battle at the Black Marketeer of Mammon
 - 50 Marks of Battle → 1 Proof of Battle
- Confronting the Greatest Danger
 - 3 Mark of Advance can be claimed each raid now.
- For Victory
 - The number of Proof of Valor received has been doubled
 - Normal Sieges (Small Castles) 1 → 2
 - Dimensional Sieges (Small Castles) 2 → 4
 - Normal Sieges (Large Castles) 2 → 4
 - Dimensional Sieges (Large Castles) 4 → 8

Faction System

The Faction UI has been improved.

- A new detailed info window will be displayed in the faction Menu.
- When a Faction Level increases, an on-screen notification is displayed.

A new faction, Hunters Guild, has been added.

- Players can check the details of each creature and Faction Points through the "Monster" tab in the System Menu.
- Additional rewards can be earned by hunting certain Raid Monsters with the new Hunter Guild Requests, which can be purchased from NPC Grey in the Town of Aden with Raid Points.
- If the Faction Level of Hunter Guild reaches grade 2, a new Rare Accessories Spirit Stone, Advanced Aria's Bracelet and Hunter's Amulet can be purchased.

An item called Hunter's Amulet has been added.

- When the Hunter Guild Faction Level is 2 or higher, a Hunter's Amulet can be purchased with Raid Points at the NPC Black Cat in Hunter's Village or NPC Grey in the Town of Aden
- The Hunter's Amulet adds a new exchange option when upgrading Faction Talismans. When upgrading the Faction talisman using the new option, the Talisman level is retained instead of decreasing. The Hunter's Amulet is consumed when the upgrade fails.

The following changes have been made to improve the Blackbird Clan Faction quests:

- Trials before the Battle
 - Additional monsters have been added to spawn Dark Wizards of the Magic Circle in the Beleth's Magic Circle. Bizuard or a Mutated Fly
 - Additional monsters have been added to spawn Scorpion Kings in the Phantasmal Ridge. Koraza or a Jabberwok.

Hunting Grounds

Keucereus Alliance Base Defense

Defense Battle for the Keucereus Alliance Base has been added.

- The battle is available once every two weeks.
- The battle can start randomly on Wed/Thu/Fri 21:00~23:00 Server time.
- A Messenger NPC spawns in Aden & Gludio 24 hours before the battle begins.
- General teleport to the Alliance Base is now available from the Gludio Gatekeeper.
- During the battle, only Lv. 95+ characters can teleport.
- The battle is available for 2 Hours.
- If the timer expires before clearing stage 5, the battle will fail.

Battle Information

- Teleport from Gludio Gatekeeper
- Automatically receive missions when entering the battle zone
- The Battle is divided into 5 Stages
 - Stages 1 ~ 4: Defeat the Embryo Forces
 - The battle advances to the next stage once the gauge is filled to 1000 Points.
 - Stage 5: Defeat the Embryo Top Commander
- Missions are divided to 3 categories depending on your class and level
 - **Lv. 100** and above Attackers: Hunt Down the embryo forces
 - **Lv. 100** and above Defenders: Rescue Prisoners and help the attackers
 - **Lv. 95 ~ 99** Support: Assist the defender NPCs and resupply the cannons.
- Success of the battle is determined by defeating the Raid at stage 5 before the time runs out.
- NPC Erda spawns at the end of a victorious defense. Speak to her to enter Messiah Castle with a large group.
- Failure to defend the base prevents access to Gracia hunting zones for 1-week.

Requirements

- Any awakened Class
- Lv. 95 and above

Rewards

- **For Stages 1~4**
 - Attackers/Defenders can earn 2 'High-grade Keucereus Defense Supply Box' each stage
 - Support can earn 2 'Low-grade Keucereus Defense Supply Box' each stage
- **Stage 5**

- Attackers/Defenders can earn 1 'High-grade Keucereus Defense Success Reward Box'
- Support can earn 1 'Low-grade Keucereus Defense Success Reward Box'

List of items from Boxes:

- **High-grade Keucereus Defense Supply Box (1)** random item from the list
 - Gemstone (R-Grade)
 - Giant's Energy
 - Venir's Talisman Stage 2
 - Scroll: Enchant Armor (R-Grade)
 - Scroll: Enchant Weapon (R-Grade)
 - Superior Giant's Codex Chapter 1
 - Superior Giant's Codex - Discipline Chapter 1
 - Superior Giant's Codex - Mastery Chapter 1
 - Top-grade Spirit Stone
- **High-grade Keucereus Defense Success Reward Box (1)** random item from the list
 - Scroll: Enchant Armor (R-Grade)
 - Scroll: Enchant Weapon (R-Grade)
 - Blessed Scroll: Enchant Armor (R-Grade)
 - Blessed Scroll: Enchant Weapon (R-Grade)
 - Venir's Talisman Stage 4
 - Superior Giant's Codex Chapter 1
 - Superior Giant's Codex - Discipline Chapter 1
 - Superior Giant's Codex - Mastery Chapter 1
 - Top-grade Spirit Stone
- **Low-grade Keucereus Defense Supply Box (1)** random item from the list
 - Gemstone (R-Grade)
 - Giant's Energy
 - Venir's Talisman Stage 1
 - Scroll: Enchant Armor (R-Grade)
 - Scroll: Enchant Weapon (R-Grade)
 - Superior Giant's Codex
 - Superior Giant's Codex - Discipline
 - Superior Giant's Codex - Mastery
 - High-grade Spirit Stone
- **Low-grade Keucereus Defense Success Reward Box (1)** random item from the list
 - Scroll: Enchant Armor (R-Grade)
 - Scroll: Enchant Weapon (R-Grade)
 - Blessed Scroll: Enchant Armor (R-Grade)
 - Blessed Scroll: Enchant Weapon (R-Grade)
 - Venir's Talisman Stage 3
 - Superior Giant's Codex
 - Superior Giant's Codex - Discipline
 - Superior Giant's Codex - Mastery
 - Top-grade Spirit Stone

Messiah Citadel

The Messiah Citadel hunting ground has been added.

- The Messiah Citadel is available after success of the Keucereus Defense Battle and can be accessed for 1-week.
- The Messiah Citadel consists of the outer castle and the inner castle and you can go there through NPC Erda.

Requirements

- Messiah Citadel Outer
 - Lv. 100 or Above
 - 14 ~ 35 Party members
- Messiah Citadel Inner
 - Lv. 102 or Above
 - 14 ~ 35 Party members

Hunting Zone Improvements

The XP reward from field hunting grounds for level 85 or higher has been increased.

- Bloody Swampland
- Altar of Evil
- Harnak Underground Ruins
- Fairy Settlement
- Isle of Souls (Nornil's Cave)
- Seal of Shilen
- Dimensional Ga
- Cemetery
- Blazing Swamp
- Pagan Temple
- Orbis Temple
- Raider's Crossroads
- Land of Chaos
- Dimensional Barrier
- Beleth's Magic Circle
- Desert Quarry
- Phantasmal Ridge
- Dimensional Rift
- Enchanted Valley
- Garden of Spirits
- Giant's Cave
- Atelia Fortress
- Superior Fortress

The penalty for the level difference between PC and monsters has been improved.

- The XP penalty is applied when defeating monsters that are 6 levels lower than PCs'.
- No XP is granted when defeating monsters that are 11 levels or more lower than PC's, just like before.
- However, the item drop penalty remains the same.

The colors for level differences between PCs and monsters has been changed

- Red: +11

- Orange: +10 to +6
- Yellow: +5 to +3
- White: +2 to -2
- Green: -3 to -5
- Light Blue: -6 to -10
- Blue: -11

Raid Changes

- Now, only one command channel can enter the Antharas and Valakas raid area.
- Now, only one command channel can enter the Helios Raid area.
- Damage Reflect Resistance has been added to some raid monsters.
- The maximum level allowed to enter the Upper Daytime Zaken, Freya and Freya Epic instanced dungeons has been changed to Lv. 90.
- The additional rewards given for killing Zaken quickly have been removed.

Other Changes

- Hermuncus' Minion NPCs no longer spawn in towns.
- Teleport to Gracia continent has been removed from Nobless Teleport.
- The airship from Gludio Airship Wharf to Keucereus Alliance Base is no longer available.
- Sayune Jump between Gludio Airship Wharf and Keucereus Alliance Base is no longer available.
- When you escape from an Isle of Souls area, you are now returned to the Isle of Souls Harbor.
 - Chaotic characters are returned to the Kamael Village.
- When escaping from the inside Orbis Temple, you will be returned to the Ancient City Arcan.
- You can move to the Blackbird Campsite through the teleport device in the Dark Elf Village.
- Defeating monsters in the Dimensional Rift and Desert Quarry recovers MP of all party members for a certain chance now.
 - Mana Recovery Herbs are no longer dropped when defeating the monsters.
- Tainted Dimensional Treasure Chests no longer spawn in these instanced dungeons anymore.
 - Kartia's Labyrinth (Lv 95)
 - Crystal Caverns (Emerald Square)
 - Crystal Caverns (Steam Corridor)
 - Crystal Caverns (Coral Garden)
 - Crystal Caverns (Baylor)
 - Prison of Darkness (Epic)
- SP Scrolls cannot be obtained with the skill Plunder at the Hellbound hunting ground anymore.
 - Cowing now can be spoiled for Sealed Demonic Tome
- The combat stats of monsters Lv. 100 and above have been changed.
 - Monster attack and defense attributes stats have been increase from between 200-400 to between 300-500.
 - This change makes attack/defense attribute stats more useful to upgrade
 - Monster's regular attack and defense has also been adjusted so that overall with this change monsters do slightly less damage than before but will receive about the same damage.

Bug Fixes

- Fixed an issue where Kelbim would attack the character while the animation was played during the Mystic Tavern - Kelbim quest.

- Fixed an issue where sometimes Fairy Citizen would disappear.
- Fixed an issue where multiple clans could move to the Lindvior Raid area at the same time.
- Fixed an issue where characters could move under Kato Sicanus, the entry NPC of Lindvior Raid.
- Fixed an issue where the Atelia Gateway sometimes would not be opened even after killing the Atelia Trial Guardian Captain.

Dimensional Warp

- The level of monsters has been increased to Lv 102 or higher and the difficulty has been changed too.
- The entry condition and progress remain the same.

Mystic Tavern

The instanced dungeon, Mystic Tavern - Kain's Choice, has been added.

- A single party instanced dungeon for Lv 99 or higher.
- Find out the motivations behind Kain's Betrayal.
- Daily Quest "Kain's Choice" automatically added when entering the dungeon
- The instance reset time is 06:30 Mon/Wed/Sat

Altar of Shilen

The instance has been reworked to a level 101+ dungeon.

- Available from NPC Georgio in the Town of Aden
- The instance reset time is daily at 6:30 AM

Enchanted Valley

The Enchanted Valley hunting ground has been changed to a Lv. 102+ area

- All monsters in this zone are now non-aggressive.
- Buoyant Seeds and Flower Bouquets no longer appear and Contaminated Nymphs do not appear from Flower Buds anymore.
- Contaminated Nymph, Nymph Guardian and Kimerian Shadow are now Lv. 103 and been placed in the southern part of the Enchanted Valley.

The required level, rewards and description of Mother Tree Guardian-related quests and normal quests in the Enchanted Valley have been changed.

Quests	Changes
Disappeared Race, New Fairy	The required level has been adjusted to Lv 102 and the EXP/SP rewards have been increased.
Contamination Containment	The required level has been adjusted to Lv 102 and the EXP/SP rewards have been increased.
Elven Botany	The required level has been adjusted to Lv 102 and the EXP/SP rewards have been increased. The monsters to defeat have been changed.
The Mother Tree Revival Project	The required level has been adjusted to Lv 102 and the EXP/SP rewards have been increased. The monsters to defeat have been changed.

Giant's Cave

- The number of monsters in the upper solo areas has been increased.
- The skill used by some Giant's Cave monsters has been changed.
 - Captive Familiar Spirit
 - Captive Hell Demon
 - Captive Succubus
 - Captive Phantom
- Some terrain issues have been corrected that made it difficult to navigate in certain parts of Giant's Cave
- Fixed an issue where the monster Shaqrima Lucas sometimes did not spawn in Giant's Cave.

Items

Deleted Items

- Large Killifish
- Fish Oil
- Fish Fin
- Fish Jewel

Other Item Changes

- Dual (sub) classes can now ride faction mounts.
- Adventure Guildsman's Adventurer's Mark and Life Crystal exchange is no longer available.
- The stats of Blessed Zodiac Agathions have been changed.
 - Before:
 - STR/INT/CON/DEX/WIT/MEN +1
 - Attack/Defense Attribute +30
 - After:
 - STR/INT/CON/DEX/WIT/MEN/CHA/LUC +1
 - Attack/Defense Attribute +50
- Additional information is displayed on items dropped on the ground now.
- The Adena Limit has increased from 99,999,999,999 to 999,999,999,999.
- The Special Fish Stew that is needed for the 4th Exalted sub quest, Dignity of Leader, can be obtained from the Fishing Guild Leader Santiago.
- Fixed an issue where Nevit's Cloak of Light effect would not be displayed when equipped with a certain armor.
- Fixed an issue where Freya's Wind Scroll could not be used after returning from an Olympiad Match.
- Seven Signs Talisman items now appear in the Equip tab of the inventory window.
 - Talisman - Anakim,
 - Talisman - Lilith
 - Talisman - Seven Signs

Item Bug Fixes

- Fixed an issue with a repeated sound effect when using the the Agathion - Virgo.
- Fixed an issue where the Reload Animations would not properly display with a weapon using a Pig Lollipop Appearance.
- Fixed an issue where Dragon Weapons with special soul crystal enhancements could not be upgraded to the next stage.
- Fixed an issue where the augmentation animation of equipped weapon did not display.

- Fixed an issue where the effect of Garnet - Purge skill would stack when equipping Garnet (Lv5) and Greater Garnet together.
- Fixed an issue where the passive skill tooltip for Ring of the Creation did not mention it improved Magic Critical Damage.
- Fixed an issue with the wrong passive skill icon showing for the Bracelet of the Conqueror.

Augmenting Changes

- Exalted Tiara can now receive Augmentation options.
- A new Rare Accessory Spirit Stone has been added with new augment options.
 - Can be purchased from NPC Black Cat in the Hunter's Village.
 - Aria's Life Stone still gives the same augment options as before

Changes to Raid Rewards

- Aria's Bracelets are available through Black Cat in Hunter's Village.
- Aria's Bracelets can now be exchanged for Advanced Aria's Bracelet
 - Advanced Aria's Bracelet – CON+4
 - Advanced Aria's Bracelet – MEN+4
 - Advanced Aria's Bracelet – DEX+4
 - Advanced Aria's Bracelet – WIT+4
 - Advanced Aria's Bracelet – STR+4
 - Advanced Aria's Bracelet – INT+4
- Hunter's Amulet is available for sale when the Hunter's Guild is level 2 or higher.
- Aria's Bracelets, both normal and advanced can be exchanged between these pairs of stats.
 - DEX/WIT
 - CON/MEN
 - STR/INT

Changes to Blackbird Clan Rewards

SP Scrolls are no longer included in the 'Basic/Intermediate/Advanced Supply Box' provided as a Blackbird Clan daily quest reward.

The exchange list for "Bloodied Demonic Tome" has been changed, as follows:

Added	Removed
Scroll: PK (Mid-grade)	Damaged PK Pack
Scroll: PK (High-grade)	Intact PK Pack
Scroll: PK (Top-grade)	Damaged Reputation Pack
Scroll: Reputation (Mid-grade)	Intact Reputation Pack
Scroll: Reputation (High-grade)	Damaged Elcyum Pack
Scroll: Reputation (Top-grade)	Intact Elcyum Pack

Changes to Potions and Consumables

- The cooldown for Freya's Wind Scroll and Freya's Scroll of Storm has been decreased from 10 minutes to 9 minutes.
- The cooldown of the following Vitality recovery items has been changed to 1 minute.
 - Wind Vitality Tonic
 - Emperor's Vitality Tonic

- Emperor's Vitality Tonic (Medium)
- Emperor's Vitality Tonic (Large)
- Fish stew now appears in the supplies tab category of the inventory window.
- Maphr's Luck Potion can now be registered in the Auction House.
- The cast time of Freya's Art of Seduction and Pa'agrió's Blessing has been changed to 1 second.
 - Freya's Art of Seduction is not removed on death anymore.
 - The weight of Pa'agrió's Blessing is 1 now.

Some of the potion names have been changed, as follows:

Before	After
Healing Potion of Chaos	Chaos Recovery Potion
Warrior's Quick Healing Potion	Warrior's Recovery Potion
Enhanced Warrior's Quick Healing Potion	Improved Warrior's Recovery Potion
Battle Quick Healing Potion	Battle Recovery Potion
Windy Quick Healing Potion	Windy Recovery Potion
Greater Windy Quick Healing Potion	Greater Windy Recovery Potion
Major Windy Quick Healing Potion	Major Windy Recovery Potion
Superior Windy Quick Healing Potion	Superior Windy Recovery Potion
Supreme Windy Quick Healing Potion	Supreme Windy Recovery Potion

Improved Boss and Shadow Weapons

Frenzied Tauti Weapons

- Available for exchange from Blacksmith Ishuma
- Exchange cost is 1 Normal Tauti Weapon, 5 Tauti Crystals, 15 Elcym and 1 Frenzied Tauti's Fragment.
- 1 to 3 Tauti Crystals are randomly given when exchanging regular Tauti weapons at Ishuma.
- Frenzied Tauti's Fragment is available as a random reward from the Mystic Tavern.

Frenzied Tauti's One-handed Axe	P. Atk.: 833 M. Atk.: 363
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,
	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Frenzied Tauti's Authority
	Enchantment, crystallization, appearance modification unavailable.
Frenzied Tauti's Two-handed Axe	1 Special Soul Crystal, augmentation and attribute can be assigned.
	P. Atk.: 1013 M. Atk.: 363
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,
	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Frenzied Tauti's Authority
Enchantment, crystallization, appearance modification unavailable.	
Frenzied Tauti's Dual Axe	1 Special Soul Crystal, augmentation and attribute can be assigned.
	P. Atk.: 1013 M. Atk.: 363
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,

	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Frenzied Tauti's Authority
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.

Insane Kelbim Weapons

- Available for exchange from Blacksmith Kaysia
- Exchange cost is 1 Normal Kelbim Weapon, 10 Kelbim Crystals, 880 Giant's Energy and 1 Insane Kelbim's Fragment.
- 1 to 3 Kelbim Crystals are randomly given when exchanging regular Kelbim weapons at Kaysia.
- Insane Kelbim's Fragment is available as a random reward from the Mystic Tavern.

Insane Kelbim Dagger	P. Atk.: 773 M. Atk.: 384
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,
	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Spirit of Kelbim
	Enchantment, crystallization, appearance modification unavailable. 1 Special Soul Crystal, augmentation and attribute can be assigned.
Insane Kelbim Dual Dagger	P. Atk.: 884 M. Atk.: 384
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,
	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Spirit of Kelbim
	Enchantment, crystallization, appearance modification unavailable. 1 Special Soul Crystal, augmentation and attribute can be assigned.
Insane Kelbim Bow	P. Atk.: 1740 M. Atk.: 384
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,
	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Spirit of Kelbim
	Enchantment, crystallization, appearance modification unavailable. 1 Special Soul Crystal, augmentation and attribute can be assigned.
Insane Kelbim Crossbow	P. Atk.: 1567 M. Atk.: 384
	When equipped, PvP Damage +15%, Max HP +25%, Physical Attack +10%,
	P. Critical Damage +15%, Attack Speed +15%, Attack Attribute +150
	and Physical Skill Power +5%.
	[Active Skill] Spirit of Kelbim
	Enchantment, crystallization, appearance modification unavailable. 1 Special Soul Crystal, augmentation and attribute can be assigned.

Enhanced Shadow Weapons

- Available for exchange from Neti in Gludio.
- Exchange cost is 1 Tradable Shadow Weapon and 1 Enhanced Shadow Ingot.
- After enhancing a Shadow Weapon, it can still be traded the same as before.
- An Enhanced Shadow Ingot is available from a new 3-Part One-time Quest “Blacksmiths Soul”
 - Part 1 – Available from Refugee Neti
 - Part 2 – Available from the Blacksmith of Mammon
 - Part 3 – Available from the Blacksmith of Mammon
- A new option has also been added to Neti to exchange an untradable Shadow weapons and 4 Gemstones (R-grade) for a different one.

Enhanced Shadow Shaper	P. Atk.: 728 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +50,
	P. Critical Damage +10%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Cutter	P. Atk.: 833 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +100,
	P. Critical Damage +5%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Slasher	P. Atk.: 1013 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +100,
	P. Critical Damage +5%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Fighter	P. Atk.: 1013 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +100,
	P. Critical Damage +5%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Stomer	P. Atk.: 833 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +100,
	P. Critical Damage +5%, Attack Speed +15% and Attack Attribute +150.

	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Thrower	P. Atk.: 1640 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +50,
	P. Critical Damage +10%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Shooter	P. Atk.: 1476 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +50,
	P. Critical Damage +10%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Buster	P. Atk.: 666 M. Atk.: 484
	When equipped, PvE Damage +10%, Max HP/MP +15%, M. Atk. +10%, M. Critical Rate +50,
	M. Critical Damage +10%, Casting Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Retriber	P. Atk.: 811 M. Atk.: 532
	When equipped, PvE Damage +10%, Max HP/MP +15%, P./M. Atk. +10%,
	P./M. Critical Damage +10%, Casting/Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.
Enhanced Shadow Dualsword	P. Atk.: 1013 M. Atk.: 363
	When equipped, PvE Damage +10%, Max HP/MP +15%, P. Atk. +10%, P. Critical Rate +100,
	P. Critical Damage +5%, Attack Speed +15% and Attack Attribute +150.
	Enchantment, crystallization, appearance modification unavailable.
	1 Special Soul Crystal, augmentation and attribute can be assigned.

PvP Changes

Olympiad / Ceremony of Chaos Reward Changes

- Mark of Battle are now rewarded from Olympiad reward chests.
 - Olympiad Treasure Chest
 - Awakened Hero's Olympiad Treasure Chest
 - Indomitable Hero's Olympiad Treasure Chest

- Existing Olympiad Token or Mysterious Mark can be exchanged for Mark of Battle.
 - 50x Olympiad Tokens = 1 Mark of Battle
 - 1x Mysterious Mark = 2 Mark of Battle
- Vesper Noble Enhancement Stone can now be purchased at the Merchant of Mammon
- Eyepatch can now be purchased at a Fishing Guild NPC.
- Consumables and Equipment rewards are now only available for Mark of Battle, instead of Olympiad Tokens or Mysterious Marks.
- R99 Equipment and Resistance Jewelry can no longer be purchased.
- Mysterious Belts are no longer rewarded from Mysterious Boxes
- The number of Mysterious boxes given for winning in the Ceremony of Chaos has been decreased from 1-5 to 1-3 Boxes
- The types of Spirit Stones from the Ruler's Consideration item has been changed
 - Before, High-Grade or Top-Grade Spirit Stones
 - After, Mid-Grade or High-Grade Spirit Stones
 - There is still a chance to receive an Enchant Weapon R-Grade.
- Potion of Protection can be used in the Ceremony of Chaos now.
- The naming style of the Potions of Protection has been changed
 - Potion of Protection -> Potion of Protection Low-Grade
 - Potion of Protection High-Grade -> Potion of Protection
- You cannot request for the next match before the previous match is completely over.
- Once a match opponent is selected after requesting for an Olympiad match, you cannot cancel the match request.
- Restarting the game after a match opponent is selected will cause the same penalty just like before

New Mark of Battle Rewards

New rewards are available for purchase with Mark of Battle.

Type	Item	Marks	Adena
Consumables	Superior Giant's Codex	80	1,310,000
	Superior Giant's Codex – Discipline	300	5,080,000
	Superior Giant's Codex – Mastery	600	10,000,000
	Superior Giant's Codex Chapter 1	1200	20,000,000
	Superior Giant's Codex - Discipline Chapter 1	3000	10,000,000
	Superior Giant's Codex - Mastery Chapter 1	10000	100,000,000
	Blessed Scroll of Escape: Gludio	20	-
	Blessed Scroll of Escape: Dion	20	-
	Blessed Scroll of Escape: Giran	20	-
	Blessed Scroll of Escape: Oren	20	-
	Blessed Scroll of Escape: Aden	20	-
	Blessed Scroll of Escape: Innadril	20	-
	Blessed Scroll of Escape: Goddard	20	-
	Blessed Scroll of Escape: Rune	20	-
	Blessed Scroll of Escape: Schuttgart	20	-
Equipme	Protector's Guardian Earring 30-Day	2200	-

	Talisman - Battle: Attack (1-day)	16	-
	Talisman - Battle: Attack (3-day)	48	-
	Talisman - Battle: Speed (1-day)	16	-
	Talisman - Battle: Speed (3-day)	48	-
	Talisman - Battle: Support (1-day)	16	-
	Talisman - Battle: Support (3-day)	48	-
	Special Magic Ornament Eternal Belt PvE Attack	5500	-
	Special Magic Ornament Eternal Belt PvE Defense	5500	-
	Special Magic Ornament Eternal Belt PvP Attack	5500	-
	Special Magic Ornament Eternal Belt PvP Defense	5500	-
PvP Consumables	Improved Warrior's Quick Healing Potion	4	1,000,000
	Chaos Recovery Potion	2	-
	Potion of Protection: Stun	4	400,000
	Potion of Protection: Hold	4	400,000
	Potion of Protection: Bleed	4	400,000
	Potion of Protection: Paralyze	4	400,000
	Potion of Protection: Mental	4	400,000
	Potion of Protection: Sleep	4	400,000
	Potion of Protection: Poison	4	400,000
	Potion of Protection: Knock Back/Knock Down	4	400,000
	Potion of Protection: Aerial Yoke	4	400,000
	Potion of Protection: Pull	4	400,000
	Potion of Protection: Danger Zone	4	400,000
	Potion of Protection: Seduction	4	400,000
	Potion of Protection: Bluff	4	400,000
	Potion of Protection: Faint	4	400,000
	Mysterious Shadow	2	-
	Mysterious Power	2	-
	Mysterious Incantation	2	-
	Mysterious Defense	2	-
	Proof of Alliance	60	-
	Proof of Aspiration	60	-
	Mysterious Ring	200	-
Mysterious Scroll	2	-	

Changes to Hero

- Hero's Cloak, Wings of Destiny Circlet and clan fame points that were given after the hero certification are no longer available.
- Hero Weapons have been changed

Item Name	P. Atk.	M. Atk.	Item Attribute	Item Effect		
[Infinity Shaper]	827	489	Holy 450	PvP Damage 30% MAX HP/MP/CP 30% P. Atk. Speed +15% P./M. Speed +15%	Physical Skills Power +10%	P. Skill Critical Damage +10%
[Infinity Cutter]	917	489			Physical Skills Power +10%	Skill Cooldown - 5%
[Infinity Slasher]	1117	489			Physical Skills Power +10%	P. Critical Damage +7%
[Infinity Avenger]	917	489			Physical Skills Power +10%	Skill Cooldown - 5%
[Infinity Fighter]	1117	489			Physical Skills Power +10%	P. Critical Damage +7%
[Infinity Stormer]	917	489			Physical Skills Power +10%	P. Critical Damage +7%
[Infinity Thrower]	1811	489			Physical Skills Power +10%	P. Skill Critical Damage +10%
[Infinity Shooter]	1516	489			Physical Skills Power +10%	P. Skill Critical Damage +10%
[Infinity Buster]	773	593			Magic Skills Power +10%	M. Critical Damage +7%
[Infinity Caster]	773	593			Magic Skills Power +10%	M. Critical Damage +7%
[Infinity Dualsword]	1117	489			Physical Skills Power +10%	P. Critical Damage +7%
[Infinity Dual Dagger]	961	489			Physical Skills Power +10%	P. Skill Critical Damage +10%
[Infinity Dual Blunt]	1117	489			Physical Skills Power +10%	P. Critical Damage +7%

[Infinity Retributer]	942	635			Magic Skills Power +10%	M. Critical Damage +7%
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Abilities

The Ability system has been changed and improved.

- The Ability System becomes is now available starting at Lv 85.
- The existing Ability Points and Abilities earned will be reset and Ability Points will be given to each character based on their level.
- You can now acquire more than 16 AP Points.
- 1 Ability Point is awarded each time you level-up.
- Abilities can be learned by consuming Ability Points the same as before.
- Existing points have been reset and new points have been given based on each character's current level. For example a Lv. 99 character automatically receives 15 AP Points.
- Re-specializing the Ability Points now cost **500,000,000 SP**.
- Gold/Silver/Bronze wing icons have been removed.
- Ability point tree focus by class-type has been changed to the following:
 - Knight Abilities Point skills are specialized for defense
 - Berserker Abilities Point skills are specialized for physical attack
 - Wizard Abilities Point skills are specialized for magical attack

[Knight Abilities]

Ability Name	Level	Effect	Points required	Ability required	
Guardian's Shield	1	Physical Defense +2%	-	-	
	2	Physical Defense +4%		-	
	3	Physical Defense +7%		-	
Guardian's Magic Barrier	1	Magic Defense +2%		-	
	2	Magic Defense +4%		-	
	3	Magic Defense +7%		-	
Guardian's Body	1	Max HP +3%		-	
	2	Max HP +6%		-	
	3	Max HP +9%		-	
Guardian's Elemental Cover	1	All Defense Attributes +15		-	
	2	All Defense Attributes +25		-	
	3	All Defense Attributes +40		-	
Guardian's Armor Defense	1	When equipped with Heavy Armor		Knight 5P	-
		Physical and Magic Defense +3%			-
	2	When equipped with Heavy Armor			-
		Physical and Magic Defense +6%	-		
Guardian's Leather Defense	1	When equipped with Light Armor	-		

		Physical and Magic Defense +3%		
	2	When equipped with Light Armor		-
		Physical and Magic Defense +6%		
Guardian's Tunic Defense	1	When equipped with Robe		-
		Physical and Magic Defense +3%		
	2	When equipped with Robe		-
		Physical and Magic Defense +6%		
Guardian's Resistance	1	Debuff Resistance +5%		Guardian's Elemental Cover Lv3
	2	Debuff Resistance +10%		
Guardian's Life	1	Max HP +3%	Knight 10P	Guardian's Armor Defense Lv2
	2	Max HP +6%		
	3	Max HP +10%		
	4	Max HP +15%		
Guardian's Block	1	Shield Defense +100%		-
Guardian's Armor	1	Physical Defense +2%		Guardian's Tunic Defense Lv2
	2	Physical Defense +4%		
	3	Physical Defense +8%		
	4	Physical Defense +12%		
Guardian's Guidance	1	Physical Accuracy, Magic Attack, Servitor's		-
		Physical Accuracy +12 and Revelation Skill Level Up		
Guardian's Death Shield	1	Received Critical Damage -10%	Knight 10P	-
	2	Received Critical Damage -20%		-
Guardian's Focus Shield	1	Received Critical Rate -15%		-
	2	Received Critical Rate -30%		-
Guardian's Mind	1	Skill Cooldown -3%		-
	2	Skill Cooldown -5%		-
Guardian's Blessing	1	EXP, SP +5%		-
	2	EXP, SP +10%		-
Guardian's Binding Cover	1	Damage Received -7%, when unable to move	Knight 20P	-
	2	Damage Received -15%, when unable to move		-
Guardian's Spirit	1	All Defense Attributes +50		-
Guardian's Potential	1	Skill Critical Rate +10%		-

Guardian's Expert Potion	1	Recovery Potion and Elixir Effect +500		-
	2	Recovery Potion and Elixir Effect +1000		-
Guardian's Defense Master	1	Damage Received -10%	Knight 25P	-

[Warrior Abilities]

Ability Name	Level	Effect	Points required	Ability required		
Berserker Haste	1	Attack Speed + 1%	-	-		
	2	Attack Speed + 3%		-		
Berserker Might	1	Physical Attack +1%		-		
	2	Physical Attack +2%		-		
	3	Physical Attack +3%		-		
	4	Physical Attack +4%		-		
Berserker Elemental Attack	1	Attack Attribute +10		-		
	2	Attack Attribute +20		-		
	3	Attack Attribute +30		-		
	4	Attack Attribute +40		-		
Berserker Craft Focus	1	Physical Skill Critical Rate +3%		Berserker 5P	-	
	2	Physical Skill Critical Rate +6%			-	
	3	Physical Skill Critical Rate +10%			-	
Berserker Backfire	1	Rear Damage +2%		-	-	
	2	Rear Damage +5%	-			
Berserker Focus	1	Physical Critical Rate +10	-			
	2	Physical Critical Rate +20	-			
	3	Physical Critical Rate +40	-			
Berserker Cost	1	Skill MP Consumption -5%	-			
Berserker Craft Death	1	Physical Skill Critical Damage +2%	Berserker 10P		Berserker Craft Focus Lv3	
	2	Physical Skill Critical Damage +4%				
	3	Physical Skill Critical Damage +7%				
Berserker Mortal	1	Skill Mastery Rate +30%			-	
	2	Skill Mastery Rate +60%			-	
Berserker Death Whisper	1	Physical Critical Damage +2%			-	Berserker Focus Lv 3
	2	Physical Critical Damage +4%				
	3	Physical Critical Damage +7%				

Berserker Eagle Eye	1	Physical Accuracy, Magic Attack, Servitor's		-	
		Physical Accuracy +12 and active skill boost			
Berserker Battle	1	Physical Attack +3%	Berserker 15P	-	
	2	Physical Attack +6%		-	
Berserker Fire	1	Physical Skill Power +2%		-	
	2	Physical Skill Power +5%		-	
Berserker Skill Reduction	1	Skill Cooldown -3%		-	
Berserker Blessing	1	EXP, SP +5%		-	
	2	EXP, SP +10%		-	
Berserker Binding Attack	1	Damage +5%, to an inactive target		Berserker 20P	-
	2	Damage +10%, to an inactive target	-		
Berserker Divine Attack	1	Attack Attribute +25	-		
	2	Attack Attribute +50	-		
Berserker Expert Potion	1	Recovery Potion and Medicine Effect +500	-		
	2	Recovery Potion and Medicine Effect +1000	-		
Berserker Combat Master	1	Damage +10%	Berserker 25P		-

[Wizard Abilities]

Ability Name	Level	Effect	Points required	Ability required	
Magician's Acumen	1	Casting Speed +2%	-	-	
	2	Casting Speed +4%		-	
Magician's Empower	1	Magic Attack +2%		-	
	2	Magic Attack +5%		-	
	3	Magic Attack +8%		-	
Magician's Elemental Shot	1	Attack Attribute +10		-	
	2	Attack Attribute +20		-	
	3	Attack Attribute +40		-	
Magician's Wild Magic	1	Magic Critical Rate +10		Wizard 5P	-
	2	Magic Critical Rate +20			-
	3	Magic Critical Rate +40			-
Magician's Condition	1	Max HP and MP +3%			-
	2	Max HP and MP +6%			-
	3	Max HP and MP +9%			-
Magician's Eva	1	Skill MP Consumption -5%			-
Magician's Mystic	1	Magic Critical Damage +3%	Wizard 10P	Magician's Wild Magic Lv 3	
	2	Magic Critical Damage +6%			

	3	Magic Critical Damage +10%		
Magician's Prominence	1	Skill Mastery Rate +30%		-
	2	Skill Mastery Rate +60%		-
Magician's Vision	1	Physical Accuracy, Magic Attack, Servitor's		-
		Physical Accuracy +12 and active skill boost		
Magician's Protection	1	Mental, Stun and Restrain	Wizard 15P	-
		success rate +5%		
	2	Mental, Stun and Restrain		-
		success rate +10%		
Magician's Water	1	Magic Skill Power +2%		-
	2	Magic Skill Power +5%		-
Magician's Magic Reduction	1	Skill Cooldown -3%		-
	2	Skill Cooldown -5%		-
Magician's Blessing	1	EXP, SP +5%		-
	2	EXP, SP +10%		-
Magician's Binding Shot	1	Damage +5%, to an inactive target	Wizard 20P	-
	2	Damage +10%, to an inactive target		-
Magician's Divine Shot	1	Attack Attribute +25		-
	2	Attack Attribute +50		-
Magician's Expert Potion	1	Recovery Potion and Medicine Effect +500		-
	2	Recovery Potion and Medicine Effect +1000		-
Magician's Spell Master	1	Damage +10%	Wizard 25P	-

UI

- Fixed an issue where sometimes the ESC key would not work.
 - If such an issue occurs, go to Options > Shortcut Keys > Reset Settings to resolve the issue.
- Fixed an issue where the preset in Options could not be changed to Minimum Frame when pressing the shortcut key, Alt + P.
- Fixed an issue where the location of party matching room would not be reset.
- Fixed an issue where sorting by role or level in the Mailbox, Clan and Friend Manager windows did not work.
- Some information in Item/Skill tooltips has been made larger to stand out more.
 - Skills: MP Cost
 - Items: P. Atk. & M. Atk stats
- The item comparison feature has been added.

- Placing the mouse cursor over an item in your inventory will compare it to an equipped item that uses the same equipment slot.
- The Option Window layout has been changed.
 - The menu tab alignment been changed from horizontal to vertical.
 - The Audio and Configure menus have been separated.
 - Tooltips have been added when hovering the mouse over options.
 - The graphical preset options has been changed to a slider.
 - Advanced graphical options are hidden, but can be opened by pressing the 'Show Detailed Settings' button.
 - Chat options have been integrated into the game options.
 - Advanced shadow settings have been removed from the game options.
- The Private Store window has been improved.
 - You can check the purchase/sale status when you start a purchase/sale/package sale in Private Store.
 - The current purchase/sale item information is updated in real time and information on total gross/spending and estimated profit/expenditure is also provided.
 - The sign can be changed during a purchase/sale/package sale in Private Store.
 - Clicking the History button on the right bottom of the Private Store window displays your item purchase/sale history.
 - The Private Store history is kept until restarting the game or signing in again.
- The Clan Entry Registration window can be dragged with the mouse.
- The Send Mail button in the mailbox has been divided into Normal and COD.
- A different color has been applied to each Adena unit of the amount on COD mails.
- Fixed an issue where the connection to the game would be lost when closing the inventory while returning to the main server from a dimensional server.
- The Path to Awakening pop-up window has become out of date with the update to the world map and has been removed from the game.

Rare Item Auction

- The rare item auction system will be unavailable temporarily starting on March 15, 2017.
 - Bid money for existing Auction can be claimed from item brokers in the Aden Castle, Rune Castle and Town of Giran.
 - Rare Item Auctions will re-open in Grand Crusade.
- In Grand Crusade, the rare item auction has been changed to the following.
 - Auctioneer Laia / Town of Giran by the Luxury Shop
 - 09:00 ~ 10:00 server time every Tuesday
 - 17:00 ~ 18:00 server time every Saturday
- The Item Auction UI has been improved.
 - The UI has been modified so that the item information and auction time can be seen more clearly.
 - The Reclaim Bid Money button has been added.
- Information on the next auction is released 24 hours before the auction begins.
- The list of items that are provided through rare item auction has been changed.
 - Pantheon's Soul Crystal - Stage 7
 - Lionel's Soul Crystal - Stage 7
 - Kain's Soul Crystal - Stage 7
 - Mermoden's Soul Crystal - Stage 7

- Leona's Soul Crystal - Stage 7
- Mermoden's Soul Crystal - Stage 8
- Leona's Soul Crystal - Stage 8
- Pantheon's Soul Crystal - Stage 8
- Lionel's Soul Crystal - Stage 8
- Kain's Soul Crystal - Stage 8
- Agathion - Virgo
- Agathion - Taurus
- Baium's Soul Ring
- Queen Ant's Soul Ring
- Earth Wyrms Heart Ring
- Blessed Valakas' Necklace
- Blessed Antharas' Earring
- Tauti's Ring
- Frenzied Tauti's Fragment
- Insane Kelbim's Fragment
- Reinforced Shadow Ingot

Monster Collection

- Monster Collection window that shows you the stats of defeated monsters has been added.
- Monster Collection can be checked through the Main Menu or the Faction UI.
- Monster Collection contains information of monsters in each territory and each monster belongs to a faction.
- Monster information such as dropped items, appearance, HP/MP and hunting areas can be checked in Monster Collection.
- There are 4 levels of monster hunting goals, and the number of monsters that must be defeated increases as the level increases.
- XP, SP and FP are rewarded every time a level of monster defeat is reached.
- Level 1 requires only 1 Monster to be defeated to unlock the Monster Information.
- Monster Collection rewards are available starting at level 99 or higher and progress is shared with the Main and Dualclass.

World Map

- The Map has been changed as follows:
 - Placing the mouse cursor over a castle, a fortress or a clan hall displays information such as the Dark/Light Status, next siege time, owner and tax info.
 - Placing the mouse cursor over certain hunting grounds or a village displays the status info as a form of tooltip now.
 - Special Icons have been added to recommend hunting grounds, raid boss spawn locations and instanced zones to let players know what content is available at their current level.
 - Some unnecessary location names have been removed.
- The world info on the map has been changed, as follows:
 - The quest and area info tabs and descriptions have been removed.
 - Information on hunting grounds, raids, sieges, fortress and clan hall have been integrated with Region Info.

- Region Info shows information on castles, fortresses, clan halls and hunting grounds and selecting each item will focus the location on the World Map.
- Recommendations give you information about hunting grounds, instanced zones and raids that are appropriate for your level.
- Selecting each item in Recommendations will focus the location.
- A raid is only activated when the monster is spawned and killing the monster will deactivate the raid icon.
- An instanced zone icon is only activated when it is available to enter and completing or returning the zone will deactivate it.
- Important server events can be checked through World Map now.
 - Placing the mouse cursor over the icon on the top of World Map displays the event information and clicking it will focus on the relevant location.
 - Important events include castle siege, dimensional castle siege, dimensional raid, auction, Keucereus Alliance Base defense battle and blood swords/demon swords.

Skills

Changes to Skills

- Reflecting a magic skill now deals damage of up to 1.5 times M. Def. only.
- Shock, which was the status name for immobility in the skill description, has been integrated with Stun.
- Shock, which was the status name for immobility in the Power Bluff and Ghost Bluffing skill description, has been changed to Bluff.
- Knight's Aggression has been enhanced for better tanking performance.
- The skill description of Steel Mind and Hydro Strike now include more details on how the skills work.
- Fixed an issue where Jump Attack Lv 1's Momentum Cost was shown incorrectly in the skill description.
- Fixed an issue where Devil's Sway sometimes could not reset the time of some Silence debuffs.
- Elemental Spike, which is the common skill of Feoh Wizard classes, can be automatically repeated now. Does not automatically trigger when using Double Casting.
- Fixed an issue where Force of Nature could not be used when Momentum is 15 or higher.
- The skill description of Party Resurrection Lv 3 has been changed to include Clan members as resurrection target.
- Fixed an issue where Panther Rush used by Blood Panther would be executed incorrectly.
- Fixed an issue where the applied CP recovery effect of Blessing of Eva and Sublime Self-Sacrifice was different from the stats described in the tooltip.
- Fixed an issue where the physical accuracy reduction effect of Dark Vortex, which is a third class skill was not applied.
- Fixed an issue where the client would close if Heroic Berserker and Rolling Thunder were used together.
- Fixed an issue where the Critical Wound skill was removed when an Othell Fortune Seeker learned Scorpion Poison.
- Fixed an issue where the trigger chance did not appear in the tooltip when enchanting Counter Stance.
- Fixed an issue where the effect preventing Magic Cancel sometimes would not be triggered
- Fixed an issue where the skill tooltip of Protective Ditty described the increased value of Movement Speed effect incorrectly.

Class Categories



- All Classes before the Lv. 40 Class change are now categorized as 'Adventurers'
- Ertheia classes after Lv. 40 are now categorized as Warrior or Wizards.

Othell Rogue

- Othell Rogues have four different classes, but their concepts and combat patterns were very similar.
- This update will add unique combat styles for each class.

General Improvements

Along with specific changes to each Othell Class, general shared skills have been adjusted and replaced with new skills. When reviewing the new skills for the first time, you will have the option to learn new some new skills. Some of these skills will delete previous skills, even if those skills have been enchanted. Once a skill has been replaced by the new skill, it cannot be reverted back.

New General Skills		
Name	Skills Replaced	Effect
Counter Flip 	Kick	Throws the target over you onto the ground. Places the target in a knocked down state for 5 seconds.
	Mischief	
	Poison Recovery	
	Cure Bleeding	
	Sting	
	Bandage	
	Veil	
	Charm	
	Switch	
	Confusion	
Flash Dagger 	Dagger Explosion	Blinds targets in front of you for 3 seconds and cancels their ability to pick a target.
	Throw Sand	
	Drain Energy	
	Spinning Slasher	
	Lure	





The effects of some of the current skills have been changed or renamed for all classes. Enchantments on renamed skills are automatically transferred to the new skill.

Othell Rogue General Skill Changes		
Current Skill	New Skill	Changes
Superior Dagger Mastery	-	Increased Attack Power
Superior Dual Dagger Mastery	-	Increased Attack Power
Blood Stab	-	Increased Skill Power
Chain Blow	-	Increased Skill Power

Heart Breaker	-	Increased Skill Power
Critical Wound	-	At Lv.6, Increases P. Critical Rate
		Fortune Seekers can train it up to Lv.5
		Improved low level effects over high level effects
Power Bluff	Flash Bluff	-
Razor Rain	Barrage of Nails	Bleed Effect Removed.
		Reduces target's speed by 100 and prevents them from hiding for 5 seconds
Dark Paralysis	Paralyzing Shadow	Reduced time to paralysis
Shadow Hide	-	Adds forward movement by 250
		Reduced Hiding and Reuse Time
Evasive Counterstrike	Counter Stance	Reduced Reuse Time
Shadow Dash	-	Reduced Reuse Time
Mass Trick	-	Decreased Magic Evasion and Increased M. Critical Rate
Death Clock	-	Changed to be available to NPC
Clone Attack	-	Increased Attack Power
		Reduced Reuse Time
		Reduced time to maintain exorcism (exorcism does not die)
		Prevents Skill Mastery effect
Poison Zone	Poison Swarm	Reduced Agression
Uppercut	Jawbone Blow	-



Othell Fortune Seeker Improvements

Othell Fortune Seeker were the only class which did not have the 'Critical Wound' skill. The ability to plunder items remains a part of the class but additional skills have been added which rely on LUC along with a unique new party buff which can randomly give either an offensive or defense buff.

Othell Fortune Seeker Skill Changes		
Original Name	New Name	Effects
Superior Vitality	Great Luck	PVE Damage Increased, Skill Critical Chance Increased, LUC Increased, Changed Physical/Magical Critical Rate
Mug	Wild Plunder	Change attack range to the front.
New Skill	Lvl	Effects
Coin of Maphr 	85	Flips a coin to randomly give a buff to party members either Defensive or Offensive. The effect is either an increase in P./M. Attack and Skill Power or P./M. Defense. Consumes 7,777 Adena when cast and lasts for 1 Minute.
Reverse Plunder 	85	Replaces: Reverse, Lethal Blow, Plunder Attempts a deadly attack and item looting for 36840 Power.
Dwarven Flare Bluff 	101	Casts a bluff effect on enemies in front of you. The effect last for 3 seconds.
Critical Wound 	79	Increases a target's received critical damage by 30% for 30 seconds.


Othell Adventurer Improvements

Othell Adventurers had more resistance to Poison and Bleed effects and are were less effective at frontal attacks on enemies unlike other Rogue classes. They continue to effective well rounded class that rely on strong weakening abilities and better survivability.

Othell Adventurer Skill Changes		
Original Name	New Name	Effects
Superior Vitality	Superior Fitness	Maximum HP/CP Increase, HP Recovery Rate Increase, Poison/Bleed Resistance Increased, Stun Resistance Removed
Critical Adventures	Critical Tactics	Removed penalty for frontal Critical Damage. Frontal Critical Chance/Damage increased to same level as Side.
New Skill	Lvl	Effect
Reverse Mana 	85	Replaces: Reverse, Lethal Blow Attacks the target with 36840 Power and restores 3% of MP. Half-kill is possible.
Acid Swarm 	85	Replaces: Entangle, Power Break, Poison Swarm Creates a zone of poison damage for 15 Seconds Enemies caught in the effect have decreased Run Speed, P./M. Atk, P./M. Def, Shield Defense and cannot use Magic Skills. HP is also drained while under the effect.


Othell Wind Rider Improvements

Othell Wind Rider receives the biggest changes in this update. They have received new movement skills to attack enemies from the sides and rear. The class now relies on short skill cooldown and better vital spot attacking, depending on their position, to become one of the stronger attacking classes.

Othell Wind Rider Skill Changes		
Original Name	New Name	Effects
Superior Haste	-	Remove Speed Increase, Increase Bleed chance
Chance of Wind	-	Resets cooldown of certain skills
Shadow Walking	Easterly Wind Strike	Changed to Active Skill, Adds effect that moves to left side of target, Powerful Sting Effect, Reduction Effect, Side + Rear Critical Chance/Damage Increased
Shadow Dodge	Gust Movement	Duration and Reuse Time Reduced
New Skill	Lvl	Effects
Right Angle Reverse 	85	Replaces Reverse, Lethal Blow Moves to the right side of a target and attacks with 35530 Power. Causes a bleed effect for 15 seconds. Half-kill is possible.

Othell Ghost Hunter Improvements

Othell Ghost Hunters have the most deadly vital spot attacks from behind. Their rear attacks have been enhanced through new skills. Also, the newly-added charge attack skill 'Grim Reaper Possession' will make Othell Ghost Hunters deadly in large scale combat.

Othell Ghost Hunter Skill Changes		
Original Name	New Name	Effects
Superior Critical Damage	Brutal Stab Expert	Increased Atk Power, Removed Speed Increase
Critical Prowess	Shadow Hunter	Rear Critical Damage Increased
Melee Reflect	Shadow Evasion	Immune to all debuffs, Increase dodge time, unable to cast Shadow Hide
Mass Power Bluff	Grim Reaper Possession	Charges the target from long range to inflicts a short stun and increases your critical damage by 100% for 3 Seconds
New Skill	Lvl	Effects
Shadow Reverse 	85	Replaces Reverse, Lethal Blow Moves behind the target to attempt a backstab with 38160 Power. Decreases the target accuracy by 5 for 3 seconds.

Feoh Wizard

- This update will update elemental toggle and revise skills for the Feoh Class.

General Improvements

Attribute Toggle Skills have been changed to better match the properties of each class.

- The Holy and Dark attribute toggle skills have been added. Also, attribute toggle skills that can be learned by each class have been changed.
- Based on the activated attribute toggle skills, different stats increase. Also, all attack attributes temporarily increase right after the skill is cast.

Skill Name	Skill Effects	Feoh Arch Mage	Feoh Soul Taker	Feoh Mystic Muse	Feoh Storm Screamer	Feoh Soul Hound
Fire Stance	M. Atk.,	○				○
	Fire Attribute Defense Boost					
Water Stance	Cooldown Reduction	○		○		
	Increases Water Attribute Defense					
Wind Stance	Magic Critical Damage Boost	○			○	
Earth Stance	P. Def.	○	○			
	Earth Attribute Defense Boost					
Holy Stance	Received Damage Reduction			○		
	Increases Holy Attribute Defense					
Dark Stance	Magic Skill Power,		○		○	○
	Dark Attribute Defense Boost					

Common Skills

All classes receive changes to existing common skills.

New Skills	New Skill Description	Removed Skills
Essence of Mana	This toggle skill increases Magic Attack, Physical Defense and Magic Critical Rate by manipulating the essence of Mana.	Wizard Spirit

New Skills

- Existing skills and their enchantment stages are removed when learning some new skills.
- The new skills cannot be enchanted, but their power is greater than existing enchantments.
- If the enchantment value of Curse Gloom and Aqua Crash is higher than Elemental Crash's, the enchantment value is transferred.
- E.g. If you have [Curse Gloom + 15 Power] and [Elemental Crash + 10 Power], the value is transferred and Elemental Crash becomes [Elemental Crash + 15 Power].

Removed Skills	Transfer Target Skill
Curse Gloom	Elemental Crash
Aqua Crash	
Elemental Blast	-

Feoh Archmage, Mystic Muse, Storm Screamer and Soul Hound Skills

New Skills	New Skill Description	Removed Skills
Embody Mana Armor	This toggle skill significantly reduces received damage by consuming MP and embodying a Mana armor.	Arcane Barrier

Feoh Soutaker

New Skills	New Skill Description
Summon Discarded Wizard Soul	This skill summons the new servitor, Discarded Wizard Soul.

Elemental Destruction

- This is changed to a new skill that reflects the class characteristics and the skill level and enchantment values remain unchanged.
- Magic Defense Reduction effects have been added generally and special effects have been added for each skill.

Class	Changed Skills	New Skill Description
Feoh Archmage	Volcanic Destruction	Deals Fire Magic Damage to the target and enemies in its path and ignites them.
Feoh Soul Taker	Bedrock Destruction	Deals Earth Magic Damage to the target and reduces all their attribute defenses.
Feoh Mystic Muse	Icicle Destruction	Fires multiple ice spears to the target, dealing Water Magic Damage and reducing Attack/Movement Speed.
Feoh Storm Screamer	Updraft Destruction	Causes powerful updraft under the target and nearby enemies, dealing Wind Magic Damage to them.
Feoh Soul Hound	Void Destruction	Deals Dark Magic Damage to the target and increases Magic Critical Rate.

Elemental Burst

- All classes can learn Elemental Burst now.
- The skill deals a different attribute magic damage and has its own unique effects depending on the attribute toggle skill.
- The overall effectiveness has increased and it can only be used against the target weakened by a destruction skill.

Class	Attribute	Range	Additional Effects
Feoh Archmage	Fire	Around the target	Ignite
	Water	Single Target	Frozen Pillar
	Wind	Around the target	Knock Back
	Earth	Around the target	Hold
Feoh Soul Taker	Earth	Around the target	Knock Down
	Dark	Single Target	Additional damage
Feoh Mystic Muse	Water	Around the target	Frozen Pillar
	Holy	Around the target	Stun
Feoh Storm Screamer	Wind	Around the target	Faint, Cancel Target
	Dark	Single Target	Increases Magic Critical Rate
Feoh Soul Hound	Fire	Around the target	Ignite
	Dark	Single Target	Teleport, additional damage and Cancel's the target's target.

Elemental Crash

- Only classes that have the attribute toggle skill can use it.
- The Earth/Wind Attribute Skills remain unchanged.

New/Changed	Attribute	Effect	Attribute	Effect
Changed	Fire	Ignite	Water	Slow, Freeze on 5 stacks
New	Holy	Stun	Dark	Decrease M. Def.

Active Skill Changes

- Some skill names and effects have been changed and link effects have been added.

Changed Skill Names	Skill description	Before
Burst Casting	Reduces Magic Cost MP/Magic Skill Cooldown	Double Casting
	and prevents magic casting from being canceled.	
Mana Burst	This buff skill is triggered when Burst Casting is cast. Increases Magic Attack and its effect over time.	
Arcane Comet Strike	The target of the skill has been changed to the target and enemies on its path. Slow has been changed to Cancel Target.	Unleash Hell
	Reduces Cooldown by 15 sec every time Mana Burst is triggered.	
Quadruple Elemental Blaster	Knock Down added. Power and range increased.	Death Mass Unleash Hell
	Only available at Mana Burst Lv 4.	
Ruin	The effects have been changed to Physical/Magic Skill Power, Physical Defense, Magic Defense and Movement Speed Reduction.	Devil's Curse

Mass Ruin	The effects have been changed to Physical/Magic Skill Power, Physical Defense, Magic Defense and Movement Speed Reduction.	Devil's Highway
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Passive Skill Changes

- Some skill names and effects have been changed and linked effects have been added.

Class	Changed Skill Names	New Skill Description
Feoh Archmage	Grand Elemental Master	Magic Attack, Physical Defense and Magic Critical Damage have been increased.
		Magic Cooldown has been reduced.
Feoh Soul Taker	Grand Necromancy	Magic Attack, Physical Defense and Magic Skill Power have been increased.
		Curse Gloom triggers when Elemental Crash (Dark) is cast.
Feoh Mystic Muse	Grand Mana of Spirit	Reduces Magic Attack has been increased and received damage and Magic Cooldown.
		Freeze for a certain chance when Elemental Spike (Water) is cast.
Feoh Storm Screamer	Grand Spells Eye	Increases M. Atk., M. Critical Damage and M. Skill Power.
Feoh Soul Hound	Grand Abyss Stigma	PvP Damage, Magic Attack and Magic Skill Power have been increased.

Additional Feoh Changes

- The enchantment route of Burst Casting (before, Double Casting) has been changed to [Shield] and [Mana Shield].

Misc Game Changes and Fixes

- Fixed the issue of some item and skill effects were displaying out of position from the character
- Pressing the Enter key while waiting on party invitation and exchange request no longer cancels the process.
- Fixed an issue where a class sometimes could not be changed after adding an attribute to an item.
- Fixed an issue where a class sometimes could not be changed after resetting abilities and adding a sub class.
- Fixed an issue where all levels could be searched even after viewing the party waiting list after setting the minimum level cap to 105.
- Fixed an issue where a quest item would not be given when you kill the Dark Wizard of the Magic Circle with your servitor during the Trials before the Battle quest.
- Using the Sort Inventory feature now sorts items by name.
- Fixed an issue where the Copy All and Paste macro features did not work.
- Fixed an issue where the skirt would disappear when a human female warrior character carried out a combat motion while equipped with a Formal Wear and a Bow.
- The Crystallization warning message displayed when enchanting an item has been revised.
- The weight gauge displays the changed weight after selling items to a merchant NPC now.
- You are not able to accept a social action while casting a skill now.

- Fixed an issue where the previously-opened class diagram would be displayed while creating a character.
- Fixed an issue where the weight gauge in the warehouse window would not change when storing items.
- The mail list displays 8 mails in one page now.
- Fixed an issue where the spawn location of Envoy of the Forces NPC in the Swamp Fortress was incorrect.
- Fixed an issue where the '%cooldown' macro command did not work properly.
- The dual weapon crafting menu has been removed from NPC Ishuma.
- The five Crystal of Life items in NPC Matias' Mark of Challenge exchange menu have been removed.
- Fixed an issue where the /Next Target and /Previous Target actions do not work after forcing to target an enemy or removing the untargeting effect.
- Fixed an issue where the shortcut key info would not be displayed when assigning Tab as a shortcut key.
- Fixed an issue where the character would be stuck when accepting a couple action while using the Sayune.
- Fixed an issue where the clan fame of required items would be displayed in negative numbers when purchasing items with Clan Fame Points.
- Fixed an issue where the light of background screen would be overlapped with NPCs in some areas.
- Fixed an issue where your character would move to an incorrect location when moving to the Helios Throne through Hierarch Kekropus.
- Fixed an issue where the Shadow weapon effect would not be displayed when changing the appearance with the Formal Wear.
- Fixed an issue where the screen message regarding the Resistance Mark would be displayed incorrectly in the Giant's Cave.