

Lineage 2 Salvation - First Chapter - Preliminary Patch Notes

[Tutorial Update]

- Revamped the Lv. 85- 95 tutorial quests.
- Added the Adventurer's Guild faction that handles tutorial quests.
- Added tutorial quests.
- The revamped tutorial quests can be obtained by talking to Herpa in the Town of Aden.

Quests	Quest Objective	Starting Point NPC
Path of the Wandering Knight	Reach Faction level 1 for the Adventurer's Guild	Herpa
Across the Line of Death	Reach Faction level 2 for the Adventurer's Guild	Herpa
Take Up Arms	Reach Faction level 3 for the Adventurer's Guild	Herpa
Control Your Power	Reach Faction level 4 for the Adventurer's Guild	Herpa
Confirmation of Growth	Reach Faction level 5 for the Adventurer's Guild	Herpa
Nothing is Impossible	Reach Faction level 6 for the Adventurer's Guild	Herpa

- Added Adventurer's Guild faction quests to assist with tutorial quests.
- Adventurer's Guild faction quests can be obtained by talking to Penny in the Town of Aden.
- Aim is to complete existing and new quests in hunting grounds recommended for different levels.
- Players can obtain the Adventurer's Guild' faction points by completing faction quests.

Quests	Quest Objective	Starting Point NPC
Basic Mission, Harnak Underground Ruins	Complete 1 quest in the Harnak Underground Ruins hunting ground	Penny
Basic Mission, Altar of Evil	Complete 2 quests in the Altar of Evil hunting ground	Penny
Basic Mission, Bloody Swampland	Complete 2 quests in the Bloody Swampland hunting ground	Penny
Basic Mission, Kartia's Labyrinth (Solo)	Complete the Kartia's Labyrinth (Solo) quest	Penny
Basic Mission, Fairy Settlement- West	Complete 2 quests in the Fairy Settlement -West hunting ground	Penny
Basic Mission, Fairy Settlement- East	Complete 2 quests in the Fairy Settlement -East hunting ground	Penny
Basic Mission, Isle of Souls	Complete 2 quests in the Isle of Souls hunting ground	Penny
Basic Mission, Seal of Shilen	Complete 1 quest in the Seal of Shilen hunting ground	Penny
Special Mission, Proof of Unity (Field Raid)	Defeat field raid monsters	Penny
Special Mission, Proof of Courage (Field Raid)	Defeat field raid monsters	Penny
Special Mission, Proof of Strength (Field Raid)	Defeat field raid monsters	Penny
Special Mission, Kartia's Labyrinth (Party)	Complete the Kartia's Labyrinth (Party) quest	Penny
Special Mission, Nornil's Cave	Complete 2 quests in Nornil's Cave hunting ground	Penny
Special Mission, Nornil's Garden (One-off)	Complete the one-off quest in Nornil's Garden	Penny
Special Mission, Nornil's Garden (Daily)	Clear Nornil's Garden	Penny
Special Mission, Fortuna Prison (One-off)	Complete the one-off quest in Fortuna Prison	Penny
Special Mission, Fortuna Prison (Daily)	Clear Fortuna Prison	Penny
Special Mission, Defeat Spezion (One-off)	Complete the one-off quest Defeat Spezion	Penny
Special Mission, Defeat Spezion (Daily)	Defeat Spezion	Penny

- Added new hunting ground tutorial quests.

Quests	Quest Objective	Starting Point NPC
Beyond the Memories	Defeat monsters in the Harnak Underground Ruins	Hadel
The Purification Ritual	Defeat monsters in the Altar of Evil	Rafflasia
Wash Away Blood with Blood	Defeat monsters in the Altar of Evil	Rafflasia
Meaning of Survival	Defeat monsters in the Bloody Swampland	Vollodos
The One Who Left and the One Who Couldn't be Sent	Defeat monsters in the Bloody Swampland	Vollodos
Although You Can't Go Against Time	Defeat monsters in the Fairy Settlement (West)	Fairy Citizen
Mutated Creatures	Defeat monsters in the Fairy Settlement (East)	Nerupa
A Bold Plan	Defeat monsters in the Isle of Souls	Hesed
Head-on Crash	Defeat monsters in Nornil's Cave	Verna

- Changed the required level and rewards of some quests related to tutorial quests.

Quests	Changes
The Best Choice	1. Raised the quest's required level from 85 to 95 2. Changed quest rewards according to the level change
Let's Go Fishing	
Glittering Weapon	
Temper a Rusting Blade	
The Soul of a Sword	
Containing the Attribute Power	

- Changed the rewards and objectives of some hunting ground quests related to the Adventurer's Guild faction quests.

- Changed the target monsters for the quests To Calm the Flood and Uncover the Secret.

- Changed the starting level of the Threat Removal quest to 94.

- The For the Forgotten Heroes quest now requires talking to Izael in Magmeld to start instead of through the item 'Old Roll of Paper'.

- Removed the starting requirement for the quest, Undecaying Memory of the Past, which involved confirming the completion of the quest, To the Pr

- Added a feature to teleport to where NPC Herfua is located on the notification window introducing the tutorial after reaching Lv85 for the first time.

- Added 'Demonic' monster to the 'Beyond the Memories', and 'Basic Mission, Harnark Ruins' quests' monsters.

- Fixed an issue where it is impossible to process the quest the day after completing the 'Basic Mission, Kartia's Labyrinth(Solo)' and 'Basic Mission, Kartia's Labyrinth(Party)' quests.

- Fixed an issue where the ' Exploring the Dimension- 30-day Search Operation' quest notification is displayed to a character that has completed all the tutorial quests as well as the ' Exploring the Dimension- 30-day Search Operation' quest.

[Class Update – Iss Enchanter]

- The following changes have been made to the Iss Enchanter class' basic buff effects:

- Ability increases as a result of the basic buff has been redistributed.

- Lute Melody and Harp Melody has been deleted, but the increased amount in ability due to the buff has not been changed.

- Melody buff maximum level has been increased to Level 5 (Acquisition Level: 105).

- Related items' buff effects have also been changed.

Skill Name	Skill Effects
Horn Melody (Lv. 5)	Physical Attack +30%, Magic Attack +100%, Defense +35%, Magic Defense +40%
Drum Melody (Lv. 5)	Physical Critical Chance +38%, Physical Critical Damage +34%,
	Magic Critical Chance +40, Physical Critical Rate Damage -50%,
	Physical critical power increases with a given chance when hit
Pipe Organ Melody (Lv. 5)	Max HP +45%, Max MP +70%, Max CP +45%, Chance for Vampiric Rage effect
Guitar Melody (Lv. 5)	Attack Speed +64%, Magic Speed +62%, Move Speed +15, All skill MP usage -10%
Prevailing Sonata (Lv. 1)	Max HP +30%, Physical Attack, +25%, Magic Attack +30%,
	Chance for cancelling magic -40,
	Chance for Vampiric Rage effect
Daring Sonata (Lv. 1)	Attack Speed +25%, Magic Speed +25%, Move Speed +20, Damage Reflect +10%,
	Skill Reuse Time -10%
	HP Recovery Rate +75%, MP Recovery Rate +50%, Physical/Magic Evasion+5,
Refreshing Sonata (Lv. 1)	All skill MP usage -20%
	Defense +45%, Magic Defense +15%, Shield Defense Rate +30%,
	Shield Defense +50%,
Knight's Harmony (Lv. 1)	Physical/Magic Critical Chance +100%, Physical Critical Power +35%
	Attack +22%, Physical Critical Chance +100%, Physical Critical Power +70%,
	Attack Speed +10%, Move speed +10
Wizard's Harmony (Lv. 1)	Magic Attack +40%, Magic Critical Chance +100%, Magic Speed +15%,
	Skill reuse time -20%, All skill MP usage -15%

- Added Inherent buff for Orc Race Enchanter Class

- Iss Doom Cryer and Iss Dominator can acquire it.

- They will replace the existing sonata skills; duration times are shorter, but provide greater effects.

Modified Skill	Skill Description	Duration Time
Prevailing Drumbeat	Max HP +30%, Attack +30%, Magic Attack +33%,	
	Chance to cancel magic -40,	
	Fixed chance for Vampiric Rage effect	

Daring Drumbeat	Attack speed +40%, Magic speed +30%, Move speed +20, Damage reflect +10%, Skill reuse time -10%	150 sec.
Refreshing Drumbeat	HP Recovery +75%, MP Recovery +100%, Physical/magical evasion +5, MP usage for all skills -22%	

- The following modifications have been made for specialized buff effects for Level 101 Iss Enchanter class.

- The Level 101 buff effects have been improved to play a more diverse role.

Modified Skill Names	Skill Description
Prophecy of Might	Physical/Magic/Skill critical chance and damage of a selected party member increases by 25% Modified to be able to cast it consecutively to up to 2 members
Song of Assault	Physical/magic/skill critical chance and damage of all party members increase by 15%
Dance of Assault	Attack/magic attack of all party members +25%, Physical/magic skill damage +15%
Chant of Bison	Attack/Magic attack of all party members +15%, Physical/magic skill damage +5%

- The following improvements have been made to the Iss Enchanter class special skill.

Iss Hierophant: Einhasad's Authority

- Modifications have been made for Einhasad, who casts the strongest buff, to be able to use 'Prophecy of Might' twice, expanding the range of choices. In addition, basic attacks have been made stronger enabling them to player a greater role than before.

New Skill	New Skill Description	Acquisition Level
Resonant Halo	Radiant Crash/Resolving Bash have been change to range during duration. Attack/attack speed increases.	85
Knights Harmony (Lv. 2)	Defense +45%, Magic Defense +35%, Shield Defense chance/defense +50%, Physical/magic critical chance +100%, Physical critical damage +35%, Physical/magic critical damage chance -25%	103
Modified Skill	Skill Description	Before Modification
Hands of Einhasad	Attack/magic attack/basic attack range increases during duration Holy magic damage added when using basic attack	Death Strike
Grand Incarnation of Light	Magic attack, skill damage increases. All skill reuse time decrease	Superior Fast Spell Casting

Iss Sword Muse: Song of Spirit and Magic

- Iss Sword Muse was created with the concept of "Make allies faster, and enemies slower." When charged, allies become faster and enemies within the given range are weakened or pushed back and charged again. Variety of combat is possible through the buff and debuff depending on the situation.

New Skill	New Skill Description	Acquisition Level
Triad	After casting the skill 3 times, it can be casted on self. Attack/attack speed increases.	-
Melody of Refection	Recover self and allies' MP corresponding to the level. Reduces the remaining reuse time left for Alluring	85
Alluring Conduct	Attack the enemies in front and decrease their attack speed/magic speed/defense/magic evasion.	85
Wizard's Harmony (Lv. 2)	Magic attack +40%, Magic Speed +15%, attack attribute +100, Magic critical chance +100%, Magic critical damage +10%, Skill reuse time -20%, All skills MP usage -15%	103
Modified Skill	Skill Description	Before Modification
Sforzando Sting	Rush to the target and decrease his/her move speed. Swift Praise effect on allies which increases attack ability by 150%.	Assault Rush
Summersault	Attack target and decrease his/her defense/magic defense/move speed. Move 200 distance back. Can cast while in Triad State Attack/magic speed, attack attribute increase.	Death Strike

Grand Melody of Spirit	A single note effect is activated to self when casting an attack skill.	Superior Song of Mastery	
------------------------	---	--------------------------	--

Iss Spectral Dancer: Relics of the Dancing Black Sword

- The Iss Spectral Dancer has the strongest debuff and with a strong attack background, they weaken the enemy with their basic attack or spectral slash that activates when a skill is casted inflicting continuous damage on the enemy.

New Skill	New Skill Description	Acquisition Level
Spectral Slash	Attacks the target and lowers its defense/magic defense/move speed.	-
	Can use Phantom Slasher/Dancing Phantom Blade depending on the level.	
Dancing Phantom Blade	Attacks the target and other enemies within range and lowers their defense/magic defense.	85
	Remove enemy target. Can use against target with Lv. 5 Spectral Slash.	
Warrior's Harmony (Lv. 2)	Attack +22%, Physical Critical Chance +100%,	103
	Physical Critical Damage +70%,	
	Attack Speed +10%, Move Speed +10, Chance for fixed amount of additional damage when using basic attack	
Modified Skill	Skill Description	Before Modification
Waltz of Sword	Increases attack/attack speed/physical critical chance/move speed of self.	Dance of Might
	Chance to activate Spectral Slash to target when using basic attack.	
Phantom Slasher	Attacks the target and lowers its attack/magic attack/defense/magic defense.	Death Strike
	Can be used against target with Lv. 3 Spectral Slash.	
Grand Dancing Spectral Sword	Increases attack, magic attack, physical skill damage.	Grand Dance of Mastery
	Chance to activate Spectral Slash effect against target when casting attack skill.	

Iss Doomcryer: Drums of War and Advancement

- Iss Doomcryer has a basic buff that increases both physical/magic abilities at the same time, and is an enchanter that does not require high-proficiency and abilities to comply with their overall ability. "Rampager's Beat" reset the duration of a specific buff allowing for a more stable combat.

New Skill	New Skill Description	Acquisition Level
Cryer's Harmony (Lv. 1)	Attack +22%, Magic Attack +40%, Physical/magic critical chance +100%,	85
	Physical Critical damage +70%, Attack/magic attack speed+15%,	
	Skill reuse time -20%, MP usage for all skills -15%	
Resonant Halo	Radiant Crash/Resolving Bash changes to range during duration.	85
	Attack/attack speed increases.	
Modified Skill	Skill Description	Before Modification
Rampager's Beat	Attacks the target and resets surrounding allies' combat/moving/refreshing buff duration time with a fixed probability.	Death Strike
Grand Soul Cry	Increases attack, defense, magic attack, magic defense, physical skill damage.	Soul Cry

Iss Dominator: The Vanguard of the Flag that Lights the Battlefield

- Dominators shine the most when they are fighting for the clan. Through this patch, dominators can cast party buffs like other enchanters and give buff to clan members when they summon the flag that symbolizes the clan. They can also use stronger weakening skills than before.

New Skill	New Skill Description	Acquisition Level
Vanguard of Valor	Summon Dominant Flag. Guitar/Drum/Melody/Rhapsody buff skills are applied to clan members and enhanced seal mesmerizing skills. Makes the caster immune to pull.	99
Resonant Halo	Radiant Crash/Resolving Bash changes to range during duration.	85
	Attack/attack speed increases.	
Modified Skill	Skill Description	Before Modification

Grand Vanguard of Valor	PvP damage, maximum MP/CP increases	Grand Magician's Mastery
Seal of Extortion	Decrease healing power of target and surrounding enemies.	Final Scourge
	Activates Seal of Limit which limits max HP/MP/CP recovery when doing PVP near the Dominant Flag.	
Seal of Confusion	Removes target of target and surrounding enemies.	Final Oblivion
	Activates Seal of Loss which blocks basic attack when doing PVP near the Dominant Flag.	
Seal of Suspension	Increases physical/magic skill reuse time to target and surrounding enemies.	Final Suspension
	Activates Seal of Restriction which blocks the usage of physical/magic skills and gives invincibility when doing PVP near the Dominant Flag.	

- New skills were added exclusively for Iss enchanter class.

- Set buff skill was added to cast the existing buffs all at the same time.

- Common skills and unique skills are separated amongst the classes. However, in the case of Iss Dominator, acquisition is limited due to the clan

Skill Name	New Skill Description	Acquisition Level
Guitar Ensemble	Casts acquired horn/drum/pipe organ/guitar harmony at the same time.	103
Immune Derangement	Casts acquired Mental Attack Resistance/Debuff/Mental fortress at the same time	99
Trio Sonata	Casts acquired Prevailing/Daring/Refreshing Sonata at the same time	101
Spirit's Chorus	Cast acquired Prevailing/Daring/Refreshing Song at the same time	
Dance of Triumph	Cast acquired Prevailing/Daring/Refreshing Dance at the same time	
Triple Stroke	Cast acquired Prevailing/Daring/Refreshing Drumbeat at the same time	

- The following changes have been made to the Iss Enchanter class skills.

- Improved weakening effect applied to target to be more visible.

- Strengthened functionality of weakening skill.

- Made changes for the shielding effect to affect that caster's defense.

Skill Name	Skill Effects
Temptation Symphony	Attack target and nearby enemies and lower their defense/magic defense, physical/magic/skill critical chance.
	Puts enemies under hypnosis for 3 sec at the end of the duration.
Dissonance Wave	Increased effects range to nearby target.
	Remove Prevailing/Daring/Refreshing with a low chance when doing PVP
Curse of Mortalize	Increases effect range
Seal of Invincibility	
Radiant Crash	Deleted decrease in physical evasion. Improved effects.
Assault Attack	
Resolving Bash	Deleted decrease in physical accuracy. Improved effects.
Shadow Blade	
Blessing Barrier	Damage absorbed by shield becomes 200% of the caster's defense, changed to active skill.

- Fixed the issue of move speed increase power effect not being applied correctly after using the Guitar Melody skill.

- Move speed increase power has been modified as follows:

Skill Level	Move speed Increase
1	10
2	15
3	20
4	25
5	30

- Changed the reused time for Blessing Barrier skill from 90 sec to 60 sec.

- Increased the success rate of the Spectral Slash skill.

- Vanguard of Valor skill casting time is now affected by attack speed.

- The issue of not being able to use the 3 types of harmony skills while the Vanguard of Valor skill effects are active will be fixed during next week's maintenance.

- Fixed the issue of Spectral Wound skill description display a misleading effect within the 'Berserker's Harmony Lv. 2' skill.

- A Spectral Wound skill effect that is triggered with a certain probability does not reduce defense and magic defense; it applies additional damage.
- Added description about glaring effects under the description for Prophecy of Might skill. The skill description is as follows:
- The physical/magic/skill critical chance and power of a selected party member increases by 25% for 5 mins. Once casted, your defense/magic attack increase by 15% and glaring is applied and the reuse time for Prophecy of Might is reset.

[Class Balance Adjustment – Iss Enchanter]

- Allowed Crazy Nocturne and Blood Requiem skills to be applied simultaneously with Battle Rhapsody skill along with the addition of the Limit effect. However, Crazy Nocturne and Blood Requiem are not applied at the same time.
- Iss Hierophant, Iss Doomcryer, Iss Dominator skills have been changed as follows:

Skill Name	Changes
Resonant Halo	Changed to Toggle skill
	Changed the cooldown time from 10 → 5sec

- Iss Sword Muze skill has been changed as follows:

Skill Name	Changes
Song of Silence	Increased the scope
Alluring Conduct	Changed the casting time from 5 → 2sec
	Changed the effect range to around the target

- Iss Spectral Dancer skill has been changed as follows:

Skill Name	Changes
Waltz of Sword	Increased the Spectral Slash activation rate
	Attach Power and Attack Speed Increase has been changed to 15%
Spectral Slash	Changed so that Lv4~5 skill effects are not removed
Warrior's Harmony (Lv. 2)	Changed so that the Spectral Slash would be activated with certain rate for a basic attack

- Changed the icons of the following passive skills to match the name:

Target Class	Skill Name
Iss Hierophant	Grand Incarnation of Light
Iss Sword Muse	Grand Melody of Spirit
Iss Spectral Dancer	Grand Dancing Spectral Sword
Iss Doomcryer	Grand Soul Cry
Iss Dominator	Grand Vanguard of Baylor

- Improved the effects of the following skills:

Target Class	Skill Name
Iss Hierophant	Hands of Einhasad – Activation Skill

[Class Revamp – Sigel Knight]

The Sigel Knight is a guardian warrior who uses his superb defense capabilities, high stamina, and various defensive skills to protect his allies. This update will improve the inconvenient aspects of the Sigel Knight and give special features to each Knight class, making the class even more powerful in any combat situations.

- Common Skills- Shield Block

New defensive skills that have a short duration but can be used often and enable the class to have a strong defense at every situation.

Skill Name	Skill Effects	Before
Raise Shield (Lv. 4)	For 10 sec, P. Def. +70%, Damage Reflection +10%, P. Critical Hit Received Chance -100%, disabled when a shield skill is used	Spike Shield
	Focus Shield (Lv. 4)	
Final Ultimate Defense (Lv. 4)	For 10 sec, M. Def. +70%, Damage Reflection +10%, M. Critical Hit Received Chance -100%, disabled when a shield skill is used	
	For 15 sec, P./M. Def. +70%, Damage Reflection +15%, Critical Hit Received Chance -100%, Critical Damage Received -25%	
Superior Fortress (Passive)	15% chance to trigger when hit, stacking up to level 5.	Last Patience
	When triggered, reduces cooldown of shield block skills by 5 sec.	
	Shield Defense for 5 sec at each level: +10/20/30/40/50% Lv. 5 additional effect: Shield block skill duration +25%	

- Similar to before, the Final Ultimate Defense skill's effect is being changed to a skill that can limit the maximum damage.

- Common Skills- Auras

The knight classes can now use aura skills fit for various situations, such as protecting allies or responding to enemy provocations.

- a New aura skill, 'Provoke' is being added, which replaces Aggression Aura

- It is a toggle skill which can be used with another Knight Aura skill.

The Superior Aggression Aura skill is maintained and it will have the same effect as before.

- Knight Aura skill effect has been changed as follows:

Skill Name	Skill Effects	Before
Provoke Aura	Aggression effect applied to the monsters within the range, +20 movement speed increase	Aggression Aura
Challenge Aura	Allies within range: Skill MP Consumption -15%, All Skill Cooldowns -5%, Speed +20	-
Iron Aura	Allies within range: P./M. Def. +15%, P./M. Critical Damage Received -10%	-
Skill Name	Common Effect	Additional Effect
Paladin Aura (Sigel Phoenix Knight)	Defense Power of the Allies within the range/Magic Def. +20%, Physical/Magic Critical Damage Received -15%, All Skill Cooldown -7%,	Defense Power/Magic Defense +10% All Debuff Resistance +15%
Avenger's Aura (Sigel Hell Knight)		Attack Power/Magic Power +10%, Damage Reflect +5%
Guardian Aura (Sigel Eva's Templar)		All Defense Property +100, Movement Speed +10 All Skill Consumption MP -15%
Templar Aura (Sigel Shilien Templar)		Attack Power/Magic Power +10%, Movement Speed +10

Skill enchant effects have been changed as the following.

Skill Name	Existing Effect	Changed Effect
Paladin's Aura (Sigel Phoenix Knight)	Adjust Op.1 (P. Def. boost) Adjust Op.2 (P. Critical Damage Received reduction)	Protect (P./M. Def. boost) Adjust (Received Heal boost)
Avenger's Aura (Sigel Hell Knight)	Adjust Op.1 (P. Atk. boost) Adjust Op.2 (Enemy P./M. Atk. reduction)	Protect (P./M. Def. boost) Adjust (Reflected Damage boost)
Guardian Aura (Sigel Eva's Templar)	Adjust Op.1 (M. Def. boost) Adjust Op.2 (Attribute Def. boost)	Protect (P./M. Def. boost) Adjust (M. Def. boost)
Templar's Aura (Sigel Shilien Templar)	Adjust Op.1 (P./M. Atk. boost) Adjust Op.2 (Atk. Spd./Casting Spd./Speed boost)	Protect (P./M. Def. boost) Adjust (Atk./Casting Spd. boost)

- Common Skills- Ally Protection

Ally protection skills have been improved to scale to the character's equipment and defenses. Also, ally protection against ranged attacks has been enhanced.

Skill Name	Skill description	Before
Noble Sacrifice	Takes some of the damage received by allies, Gives Immortal Life effects to self.	-
Protection of Faith	Maximum damage received by allies is inversely proportional to the character's defense Increases fixed Speed, immune to Hold/Stun	-
Nine Aegis	Increases P. Def./M. Def./Bow Resistance/Reflect Magic of allies within range Immune to Pull/Knock Back/Knock Back/Danger Zone	Party Rescue

- Common Skills- Attack and Weaken

Attack skills have been divided into attack type and shield type, and improved so that they can be used in various situations.

Skill Name	Skill description	Before
Shield Boomerang	Attacks a single target, increasing Aggression and range	Superior Aggression
Shield Charge	Charges at a single target, attacking and slowing it down	-
Shield Bash	Attacks and stuns a single target, adds normal attack barring effect in PVP	Last Judgment
Shield Impact	Attacks and knocks back a target from the front, chance to cancel victims targeting.	-
Shield Wave	Attacks and stuns nearby targets, Creates a guard barrier that reflects damage when hit	-
Vanishing Shock	Attacks and silences a single target	Justice Punishment
Rising Smash	Attacks nearby targets and reduces received healing	Gust Blade
Chain Gust	Attacks and holds nearby targets	Chain Galaxy
Chain Strike	Pulls in a single target	-

- Common Skills- Self Boost

The class can now use two-handed stance skills to convert its shield defense into attack power. Using skills that increase shield defenses further improve attack capabilities.

- Physical critical rate and damage increased by 15% upon using the two-hand stance skill.

In addition, a two-hand smash which decreases the target's defense power by 30% is applied upon using the banishing shock.

Skill Name	Skill Effects (Lv. 3)	Before
------------	-----------------------	--------

Two-handed Stance	Increases P. Atk. to 150% of Shield Defense. Unable to use shield skills.	True Vanguard
Skill Name	Skill Effects (Lv. 4)	Additional Effects (Lv. 4)
Paladin's Frenzy (Sigel Phoenix Knight)	Shield Defense +100%, Magic Defense +100%,	Shield Defense +20%, All Debuff Resistances +30% When Noble Sacrifice is cast, Immortal Life duration +50%
Avenger's Frenzy (Sigel Hell Knight)	P. Critical Chance / Damage +60%, Attack Speed + 30%,	Shield Defense +20%, Damage Reflection +25% Speed +70 M. Def. +20%, Reflect Magic +15% All Defense Attributes +80 M. Def. +20%, Physical Skill Power +15% Has a chance to proc Lightning Strike when Vanishing Shock is cast
Guardian Frenzy (Sigel Eva's Templar)		
Templar's Frenzy (Sigel Shillien Templar)		

- The following skill effects have been changed:

Skill Name	Description of Changes
Superior Sword/Blunt Weapon Mastery	When Sword/Blunt Weapons are equipped, P. Atk +25%, P. Accuracy +60 Attack has been improved to better attract monsters' attention Added 30% PVE damage increase
Superior Cubic Mastery	Adjusted the maximum number of summonable Cubics to 2, CON +2
Final Ultimate Defense	The max damage in inverse proportion to its defense power reduced for 15sec
Superior Fortress (Passive)	Changed to 100% activation upon hit. Duration 5 -> 10sec, Cooldown 1 -> 3sec
Banishing Shock	Single target attack and attack/magic speed decrease, additional Silence skill activated, Cooldown time reduced
Shield Boomerang	Added slow effect. Casting time reduced.

- Changed so that the Shield Boomerang's reduce movement speed effect is only applied to PC.

- The casting time and the stiff mode time after the skill casting have been reduced for the following skills:

Skill Name			
Shield Charge	Shield Bash	Shield Impact	Shield Wave
Rising Smash	Chain Gust	Chain Strike	

- The cooldown time for the following skill has been reduced from 600 sec to 300 sec.

Skill Name			
Paladin's Frenzy	Avenger's Frenzy	Guardian's Frenzy	Templar's Frenzy

- The cooldown time for the following skill has been reduced from 60 sec to 30 sec, and the duration has been changed from 10 sec to 5 sec.

Skill Name			
Phoenix Spirit	Spirit of Revenge	Eva's Presence	Shilen Presence

- The enhancement options for the following skills have been changed:

Skill Name	Changes
Raise Shield	Enhancement Route change: Might -> Shield
Focus Shield	Added Enhancement Route: Time / Magic Shield / Wind

- Removed Skills

With the addition of new Knight class skills, the following skills will be removed.

Skill List
Chain Hydra
Rage Aura
Summon Knight Cubic
Templar Wall
Ignore Death
Aura Resistance
Soul of the Phoenix
Lightning Strike
King of Beasts
Recovery Aura
Mass Shackling
Summon Golden Lion

Spirit Aura
Sacrifice

- Class Specializations

[Sigel Phoenix Knight]

The Sigel Phoenix Knight can use the power of phoenix to continuously attack enemies in a wide area, and can resurrect on his own at death.

New skills	Skill description	Acquired Level
Summon Phoenix Cubic	Cubic Fire Bless Casting Cycle change, HP recovery amount adjustment, Added debuff release effect. Debuff resistance increase.	85
Flame Feather	Attacks a nearby enemy and increases its Aggression	95
Phoenix Glide	Attacks the target and nearby enemies and increases their Aggression, decreases bow range	97
Changed Skills	Skill description	Before
Superior Immortal Guardian	Defense power/Magic Def., Shield Defense Power/Defense Rate Increase	Superior Shield
	Activates the Phoenix Spirit to the allies upon using the Shield block skill	Fortress
Burning Chain Lash	Attacks and pulls the target and the nearby enemies, applies a burning effect.	Riot Shield
Phoenix Spirit	Increases allies' P./M. Def. and amount of heal received	-

[Sigel Hell Knight]

Based on the thorn of vengeance concept, the Sigel Hell Knight has superb damage reflection and becomes more powerful after suffering damage.

New skills	Skill description	Acquired Level
Black Thorn Chain Strike	Attack and pull the target and the enemies within the route, self HP recovery	89
Revening Thorn	Attack and pull the nearby enemies, self HP recovery	95
	Power, range, HP recovery amount increase at Superior Fortress Stage 5	
Changed Skills	Skill description	Before
Superior Thorn of Vengeance	Reflects damage/magic, has a chance to recover HP when attacking	Vampirism
	Has a chance to proc Spirit of Revenge on self when hit	
	Additional attack power increase, Avenging Will is activated to oneself with certain probability upon attacking a target	
Shadow Hunt	Attack and slow the target and the enemies within the route, pull resistance reduction	Shadow Slash
Spirit of Revenge	Allies' attack power, magic power, damage reflect increase, Debuff release	-

- Bloody Panther's battle ability is being increased.

- Sigel Hell Knight's skills have been changed as follows:

Skill Name	Changes
Avenging Will	Activates with certain chance upon normal attack. Debuff release and immune, HP recovery
Blood Chase	Blood Panther's passive. Debuff immune, movement speed increase
	Attacked target's movement speed decrease, Physical critical attack damage increase

- HP recovery increases up to 3,000 when the avenging will skill is activated, and the physical critical damage increases by 25%.

[Sigel Eva's Templar]

The Sigel Eva's Templar uses Osellot, the wave-bringer sword, to pull enemies towards him or continuously weaken enemies from a distance.

New skills	Skill description	Acquired Level
Gigantic Wave	Attack and pull the target and the enemies within the route.	89
Maelstrom	Attacks and pulls in a nearby enemy	95
Changed Skills	Skill description	Before
Grand Osellot Wave	Additional Defense Power/Magic Def. increase.	Superior Guard Stance
	Eva's Presence is activated upon using the Shield block skill.	
Reversal Stream	Attacks the target and other enemies on the attack path and slows them down, pulls them in a short distance	Mass Freezing Strike

Eva's Presence	Increases P./M. Def. and all Defense Attributes of allies	-
Summon Oselot Cubic	Summons an Oselot Cubic.	Summon Buff Cubic
	Periodically recovers HP/MP by 10% and removes debuffs	
Summon Spirit Hawk Cubic	Summons a Spirit Hawk Cubic	Summon Guardian Cubic
	Periodically increases P. Def, M. Def, Speed and Shield Defense, gives debuff immunity	

- Activation requirement for the Eva's Presence has been changed from hitting -> using raise/focus shield.

[Sigel Shillien Templar]

The Sigel Shillien Templar has been empowered by skills that paralyze enemies, increase own defense, and ignore damage.

New skills	Skill description	Acquired Level
Grand Shillien Shadow	Attack Power Increase	85
	Increases Shield Defense	
	Has a chance to proc Shillien Shadow, Shilen's Presence when hit	
Shillien Shadow	Fixes maximum damage received to 6666 for 6 sec	85
Chained Death Scythe	Attacks the target and nearby enemies, and pulls them in.	89
Inhale Soul	Attacks and pulls in an enemy to you,	95
Changed Skills	Skill description	Before
Shilen's Presence	Increase allies' attack power, magic power, and attack properties	-
Summon Death Cubic	Summons a Death Cubic. Periodically increases Debuff Resistance.	Summon Phantom Cubic
	Added HP recovery and debuff release effect	
	Activates the Shillien Shadow with 100% chance to oneself when the target is dead	

- HP recovery effect is being added to Summon Death Cubic effect, and Shillien Shadow is activated with 100% chance upon defeating the enemy.

- Templar's Frenzy skill's cooldown time is being reduced, and the Lightning Strike skill is activated with 100% chance upon using Banishing Shock.

- Death Cubic's recovery effect has been increased up to 3950.

- Hex Cubic's Cubic Hex skill use interval has been reduced from 10 seconds to 5 seconds.

[New Skill Effect – Limit]

- Added a 'Limit Effect' that allows the skills to be used based on different situations.

- Similar to the previous Aeore Healer's Lingering Protection effect, the Limit effect is activated upon the target which received the effect after a certain skill's duration is over.

- Limit effect reduces the duration of assigned skills, and stacks up to stage 3.

- The skills that activate the Limit effect are as follows:

Limit Effect Name	Limit Effect Target Skill
Limit of Sigel	Final Assemble, Protect of Faith
Limit of Iss	Battle Rhapsody, Overrose Dignity
Limit of Aeore (previous: Lingering Protection)	Celestial Protection, Celestia Party Protection

- If you use a skill that applies to the target to which the limit effect is applied, the duration will be reduced by the level of the Limit effect.

- Ex) 24 seconds of duration applied upon casting Battle Rhapsody while in the Limit of Iss Stage 1 state

Limit Effect Name	Duration	Stage 1	Stage 2
Limit of Aeore	60sec	50% decrease	50% decrease
Limit of Sigel	60sec	20% decrease	80% decrease
Limit of Iss	60sec	20% decrease	80% decrease

- Some skill settings have been changed according to the Limit effect being applied.

Skill Name	Changes
Celestial Protection	Change the Cooldown time 120sec → 240sec
Celestial Party Protection	Changed the skill cooldown time to be affected by the cooldown reduce effect
Overload's Dignity	Changed the duration 15sec → 30sec
Final Assemble	Removed Pull party members, Receive party member's damage effect
	Changed the fixed damage value for party members from 10 → 100
	Added Hold/Stun Immune, Movement Speed Increase by 80 effect

[Class Balance Adjustment – Othell Rogue]

- Changed Othell Rogue's common skills as follows:

Skill Name	Changes
Mass Trick	Changed the effect range around the target
	Increased effect accuracy rate
Heartbreaker	Added Flank Critical damage 30% Increase effect

- Enhanced some skill abilities, and improved the attack patterns so that the Othell Adventure can be more useful in the battle.

Skill Name	Changes
Istina Acid Swamp	Removed Attack Power Decrease effect
	Added Attack Speed 50% Decrease effect
	Change the Movement Speed Reduction to 50%
Aloner's Tact	Frontal/Rear Critical Rate and Damage changed to 50%
Maximum Blow	Changed the cooldown time from 300 → 150sec
	Changed the duration from 20 → 120sec
	Added cooldown reset effect for Heartbreaker/Chain Blow when casting Reverse Mana
Reverse Mana	Changed the cooldown time from 7 → 10sec
Armor Breaker	Defense decrease amount changed to 50% when used towards NPC

- Changed so that the players can use Othell Wind Rider's main attack skills more flexibly.

Skill Name	Changes
Light Angle Reverse	Removed Bleed effect
	Added 3sec Stun effect
	Added Eastery Wind effect activation upon casting the skill (above Lv5+)
	Changed the cooldown time from 5 → 6 sec
Eastery Walking	Removed Movement Speed Decrease effect
	Added Bleed effect
	Changed the cooldown time from 5 → 6sec
Eastery Wind (previous: Eastery Walking)	Skill that is activated upon casting Eastery Walking
	Changed to Stage 2 stack skill
	Stage 1: Added Light Angle Reverse, Eastery Walking cooldown time reset effect
Lv2: Keep the previous effects, 3 second duration	
Gust Movement	Changed the Physical Skill Evasion Rate to 100%
Superior Critical Chance	Added 2x duration of Shadow Dash

- Improved the effects of the following skills:

Target Class	Skill Name
Othell Rogue Class	Mass Trick

[Class Balance Adjustment – Feoh Wizard]

- Feoh Wizard's common skills have been changed as follows:

Skill Name	Changes
Quadruple Elemental Blaster	Reduced Mana consumption amount
Empowering Echo	Changed so that all Awakened Wizard classes can be acquired
Elemental Harmony	Removed stack stages
	Removed consumed MP
	Changed the cooldown time from 0 → 5sec
	Changed to Attack property 100 Increase

- Feoh Mystic Muse skill has been changed as follows:

Skill Name	Changes
Origin Holy	Added Damage 5% Increase effect
Elemental Buster (Holy)	Changed the Stun duration time from 3 → 5sec

- Feoh Soul Hound skill has been changed as follows:

Skill Name	Changes
Superior Abyss Stigma	Added cooldown reset effect for Ultimate Blink and Ultimate Warp when casting Elemental Buster(Dark)
Soul Bomber	Added Invincibility effect while casting the skill

- Improved the effects of the following skills:

Target Class	Skill Name
Feoh Wizard Class	Ignite
Feoh Soul Hound	Elemental Buster(Dark)

[Other Skill Changes]

- Fixed the issue of 'Dignity of the Exalted (Level 4, 5)', 'Vitality of the Exalted' skills effects not being applied when changing to dual class.

- Fixed the issue of element toggle skill being undone when Feoh Wizard Class' disarms the transformation skill while mounted.

- Skills that target the ground surface can now be used while moving.
- Fixed the issue where Dot damage effect could not be defended even with Invincible effect skills.

Clan Level Expansion and System Change

- Clan max level is expanding from Lv11 to Lv15.
- The Clan Guards/Knights/Academy will be removed, and the clan members will be simplified into two groups: Elite and Normal.
- The clan members currently in the Main/Guards group will remain as clan members even after the update
- The clan members currently in the Knights/Academy group will be automatically disbanded from the clan after the update due to the lower rank groups being deleted.
- For clan members who need to remain in the clan, please change your group in advance to either Main clan or Guards.
- Clan members in Main and Guards group will all be classified as 'Clan Member'.
- Clan members who are both Main and are part of the lower rank Lieutenants (Guard Captain/Knight Captain) will be promoted to an 'Elite Clan Member'.
- Lower rank clan members(Knight/Academy) besides those in the direct group will be automatically disbanded from the clan.

[Clan System and Available Capacity after the Update]

Clan Level	Clan Member	Elite Clan Member
0	10	
1	15	
2	20	-
3	30	
4	40	
5	42	8
6	68	12
7	85	15
8	94	16
9	102	18
10	111	19
11	120	20
12	128	22
13	137	23
14	145	25
15	171	29

- As the clan skill is changed to characteristics of the clan and in order to support the opening of the existing characteristics of the clan, the following fame points will be rewarded:
- Clan Level 5: 10,000 points
- Clan Level 6: 20,000 points
- Clan Level 7: 30,000 points
- Clan Level 8: 60,000 points
- Clan Level 9: 90,000 points
- Clan Level 10: 150,000 points
- Clan Level 11: 240,000 points
- Added new clan quests, and changed some clan quests.

Category	Mission	Changes
Clan quests removed	Hero's Throne: Defeat Darion	Removed with the end of the event
Clan quests changed	Lv. 95-99 Instanced Zone explorations	From the monsters to defeat, removed the boss monster of the Spezion Epic Battle
	Lv. 100-105 Field Raid hunts	Changed the monsters to defeat
	Lv. 99 or higher faction quests	Changed the quests
New clan quests added	Alliance Instanced Zone exploration (high grade)	New clan quests added
New event clan missions added	The Death Reaper is Here!	Added new time-limited event clan missions
	Shadow of the Mother Tree: Defeat Lithra	
	Defeat Shadow of the Mother Tree Monsters	
	Ultimate Spezion	
	Take Part in the Fortress Battle!	
	Challenge for the Contestable Clan Halls!	

Clan Housing Renewal

- The clan level required for owning the clan dwelling will be increased.
- The clan level required for owning the Clan Hall (Auction) will be changed from Lv2 -> Lv4.
- The clan level required for owning the Rainbow Clan Hall will be changed from Lv3 -> Lv5.
- The clan level required for owning the Clan Hall (Contestable) such as Resistance Fortress, Fortress of the Dead, Devastated Castle, Wild Beast Reserve, and Bandit Stronghold will be changed from Lv4 -> Lv5
- The clan level required for owning the Fortresses that can be acquired through the Fortress Battle will be changed from Lv 4 -> Lv 5.
- **Please raise your clan level in advance if you need to keep your clan dwellings.**

Dwelling	Required Lv before the Update	Required Lv after the Update
Clan Hall Auction	Above Level 2	Above Level 4

Clan Hall – Contestable Rainbow Spring	Above Level 3	Above Level 5
Clan Hall – Contestable - Resistance Fortress - Fortress of the Dead - Devastated Castle - Wild Beast Reserve - Bandit Stronghold	Above Level 4	
Fortress	Above Level 4	

[Fortress Siege]

- Suspicious Merchant's appearance time has been changed so that the fortress can be sieged for a minimum of 24 hours after winning the siege. The Suspicious Merchant appears 24 hours after the siege begins.
- The amount of clan fame earned from winning the fortress siege was adjusted to 10,000 points.
- Fortress Siege Rebel NPC and (Fortress Gate) abilities have been upgraded.
- The acquired EXP has also increased as a result of the upgraded ability.
- Changed fortress participation level, registration fee, and supply interval.

Changes	Before	After
Fortress participation clan level	Level 5	Level 6
Fortress Battle registration fee	250,000 Adena	1,000,000 Adena
Supply Items/Honor rewards interval	6 Hours	26 Hours
Tax on clans owning a fortress	25,000 Adena	250,000 Adena
Tax paid to castles in contract with a fortress	12,500 Adena	125,000 Adena
Deduction of Clan Fame for castles in contract with a fortress	2 points	35 points

- Raised the rewards issued following the changes to the supplies/honor rewards interval.
- Adjusted the overall balance of Fortress Battle NPCs.
- Lowered the HP of all NPCs except Mercenary Captain/Mercenary Privates.
- Lowered the attack power of Royal Guards/Escorts/Wizards/Healers/Archers/Dwarven Gunnery Sergeants/Scout Golems.
- Rebalanced XP and SP to match the changes.
- Rebalanced monsters in the fortress and castle hunting grounds Monster Dungeon, Castle Dungeon, and Rim Pailaka (Castle/Fortress) to match the current game standards.
- XP and item rewards have also been increased.
- Adjusted the items sold by Suspicious Merchant, Support Unit Captain, and Court Wizard.
- The Suspicious Merchant no longer sells any items.
- Players who own a fortress can buy Fortress Talisman Boxes from the Support Unit Captain.
- Players who own a castle can buy Fortress Talisman Boxes from the Court Wizard.
- The Court Wizard no longer buys or exchanges bracelets and t-shirts, and doesn't sell class-specific talismans.
- Added new time-limited fortress talismans. New fortress talismans can be obtained randomly by using Fortress Talisman Boxes.

New Talisman	Description
Fortress Talisman- Vitality (15-day)	Vitality increases by 10% when equipped.
Fortress Talisman- Physical Skill Power (15-day)	Physical Skill Power increases by 5% when equipped.
Fortress Talisman- Magic Skill Power (15-day)	Magic Skill Power increases by 5% when equipped.
Fortress Talisman- P. Atk. (15-day)	P. Atk. increases by 5% when equipped.
Fortress Talisman- M. Atk. (15-day)	M. Atk. increases by 5% when equipped.
Fortress Talisman- P. Def. (15-day)	P. Def. increases by 10% when equipped.
Fortress Talisman- M. Def. (15-day)	M. Def. increases by 10% when equipped.
Fortress Talisman- Atk. Spd. (15-day)	Atk. Spd. increases by 5% when equipped.
Fortress Talisman- Casting Spd. (15-day)	Casting Spd. increases by 5% when equipped.
Fortress Talisman- P. Accuracy (15-day)	P. Accuracy increases by 16 when equipped.
Fortress Talisman- M. Accuracy (15-day)	M. Accuracy increases by 16 when equipped.
Fortress Talisman- Shield Defense (15-day)	Shield Defense increases by 50% when equipped.
Fortress Talisman- Max HP (15-day)	Max HP increases by 10% when equipped.
Fortress Talisman- Max MP (15-day)	Max MP increases by 10% when equipped.
Fortress Talisman- Speed (15-day)	Speed increases by 15 when equipped.

[Hunting Grounds]

- Fixed the issue of 'Rune Knight Archer' monster's projectiles not being visible in 'Mystic Tavern – Kain's Choice' instance dungeon.

- Eased the inconvenience of monsters in 'Enchanted Valley' hunting grounds returning to their spawn areas by doubling the return distance.		
- The following change has been made to the Battle Superior Fortress zone limitation settings:		
- Removed restart restrictions, removed My Teleport restrictions, removed Class Change restrictions, removed summon restrictions, removed 'Belief of the Exalted' usage restrictions.		
- The following changes have been made to the Garden of the Spirits hunting grounds:		
- adjusted the difficulty level to match characters over Level 102		
- adjusted the rewards to match the modified difficulty level		
- changed the way monster "Harpe" appears		
- Spirit Evil Thought was added to the 'Alter of Evil Thoughts' when defeating monsters from each region in the Garden of the Spirits, and once the number of 'Spirit Evil Thoughts' reaches a certain point, 'Harpe' appears.		
- 'Isabella' has become stronger gaining more influence from the Garden of the Spirits.		
- Made modifications so that you can enter the Superior Zone without completing the 'Superior Appears' quest.		
- Fixed the issue of sometimes not being able to complete recharging the generator while doing the Lindvior Raid.		
- Fixed the issue of the monster not being summoned when Atelia Fortress' fortress spy uses the 'Spy's Aid Request' skill.		
- Fixed an issue where the character receives a skill damage when Alfred von Hellmann NPC uses the 'Hellmann Shock Blast' skill at 'Mystic Pub – Kain's Decision' instance dungeon.		
- Fixed the issue where characters won't able to enter to the Superior Fortress' using abnormal terrain.		
- The following changes have been made to Valakas, Antharas, Lindvior World Boss entrance conditions:		
- Changed the minimum members required to enter from 70 to 98.		
- The following changes have been made to the 'Kartia's Labyrinth' instance zone.		
- The Kartia's Labyrinth progression as a party has been decreased to 3 stages.		
- The Labyrinth boss' balance was lowered as an adjustment.		
- Added a teleport device to move to the outside after defeating the boss.		
- Changed the maximum number of 'Support Troop' NPCs that appear while combating against the boss from 10 to 8.		
- Refined the Spezion Epic Battle Instanced Zone.		
- The Instanced Zone is now for Lv. 103 and above players, and can be used once a week.		
- Players in 14-21 member alliances can enter via the Spezion's Headstone NPC.		
- Removed the requirement of needing 'Memory Fragment' or 'Frightening Memory Fragment' item to enter Spezion Normal Battle or Spezion Epic Battle.		
- Refined the Shadow of the Mother Tree hunting ground with the following changes.		
- The difficulty has been reworked to suit Lv. 103 and above players.		
- Rewards have been adjusted based on the reworked difficulty.		
- Players can enter the Shadow of the Mother Tree hunting ground instantly via the bridge next to Gatekeeper NPC Mintia in the Elven Village.		
- There is a chance of a Lithra Bud appearing when a monster is defeated in the Shadow of the Mother Tree, and if it transforms into a Lithra Bloom, new monsters appear.		
- Lithra Buds have a chance to transform into Nerupa Buds. The higher the party member's Faction Level for the Mother Tree Guardians, the higher the chance of transformation.		
- When a Nerupa Bud appears, monsters in the vicinity go through changes.		
- A new raid boss, Lithra, spawns every 12 hours.		
- When the Faction Level for the Mother Tree Guardians is 7 or higher, players can enter the Shadow of the Mother Tree hunting ground via NPC Cerial at Eva's Shrine in the Elven Village.		
- The Elven Village is now a Peace Zone.		
- Expanded the Dimensional Warp from 35 stages to 45 stages.		
- With the expansion of stages, rewards given by Abyssal Makkum at Stage 35 have been revised.		
- Boss monster 'Otherworldly Makkum' appears at Stage 45.		
- Added 2 new The Dimensional Warp quests.		
Quests	Required Level	Starting Point NPC
The Dimensional Warp, Part 8	The Dimensional Warp, Part 7 Complete	Resed
The Dimensional Warp, Part 9	The Dimensional Warp, Part 8 Complete	Resed
- Added a function to skip a number of floor battles in the Dimensional Warp.		
- Depending on the number of completed Dimensional Warp quest stages, players can skip battles for a certain number of floors in the Dimensional Warp by talking to NPC Einster in the Dimensional Warp.		
- The lowest number of quest stages completed among all party members applies as the number of completed quest stages.		
Complete Quests	Jump Stage	
The Dimensional Warp, Part 1	6	
The Dimensional Warp, Part 2	11	
The Dimensional Warp, Part 3	16	
The Dimensional Warp, Part 4	21	
The Dimensional Warp, Part 5	26	
- Rebalanced the Mystic Tavern Instanced Zones.		
- The HP of some monsters that appear in Mystic Tavern- Tauti has been slightly increased.		
- The HP of some monsters that appear in Mystic Tavern- Freya has been slightly increased.		
- The HP of some monsters that appear in Mystic Tavern- Kelbim has been slightly decreased.		
- The time required for the sealing altar in Mystic Tavern- Kelbim has been decreased.		

- The HP of some monsters that appear in Mystic Tavern- Kain has been decreased.
- The duration of the cannon that appears in Mystic Tavern- Kain has been decreased.
- Changed the entry requirements for Tauti Normal Battle and Tauti Epic Battle Instanced Zones.
- Removed Mark of the Resistance as a requirement for entering Tauti Normal Battle.
- Removed Aku's Mark as a requirement for entering Tauti Epic Battle.
- To enter Tauti Normal/Epic Battle, every alliance member needs to have completed the new one-off quest, Ferguson's Stratagem.
- Ferguson's Stratagem quest can be carried out by talking to NPC Ferguson in the Seed of Hellfire.
- Restarting inside the Battle Fortress Superior hunting ground now returns the player to the Town of Giran.
- Deleted the Cannot Restart setting in the Superior Fortress Hunting Ground area.
- Able to use the 'Belief of the Exalted' skill and Summon Friend/Party Member skill along with the Restart option.
- When there is a character that has not completed the 'Ferguson's Scheme' Quest upon entering Tauti(Normal/Epic), a screen message will appear to notify the character and the command channel leader about this information.
- Reduced Spezion's skill usage frequency at the Spezion Epic.
- Fixed the issue where some Raid monsters are not casting Raid curse to characters who are 9 levels higher than itself.

Fixed Raid Monsters

Theor	Isabella
Tegaffe	Lithra
Thesakar'	Gigantic Golem
Tebot	Great Sage Mimir
Krokell	Enhanced Mimir
Nerva Chief Turakan	Empress Ramona

[Field Raids]

There is a chance of a Death Reaper appearing when a Lv. 100 or above field raid boss is defeated.

- The Death Reaper has the same level and rewards as the raid boss that has been defeated.
 - The Death Reaper disappears an hour after appearing, whether a battle has taken place or not.
- Lv. 100 or above field raid bosses have been given the following abilities.
- Field raid bosses use the Limit Barrier skill when their HP drops to 90%, 60%, and 30%.
 - If the Limit Barrier is not destroyed within 15 seconds of activation, the raid boss recovers its HP completely.
 - The Limit Barrier can be destroyed by attacking it 600 times within the time limit.
 - Raised the level of some field raid bosses from 103 to 105.

Name	Level	Placement Location
Berserker Hard	105	Atelia Fortress Outpost
Patrol Commander Pho	105	Atelia Fortress Outpost
Guardian Gastra	105	Atelia Fortress Outpost
Dark Wizard Ruby	105	Atelia Fortress Outpost
Wandering Croamis	105	Garden of Spirits Outpost
Wandering Harpe	105	Garden of Spirits Outpost
Wandering Barrena	105	Garden of Spirits Outpost
Wandering Purka	105	Garden of Spirits Outpost

The following Wasteland field raid boss NPCs no longer appear spawn.

- Rose, Thorn, Giant Wasteland Basilisk, Gargoyle Lord Sirocco, Ragraman
- Changed the locations of Lv. 93 field raid bosses Harp's Clone and Embryo Dabos following the refining of the Shadow of the Mother Tree hunting ground.

[Faction System]

- Fixed the issue of only one party member's quest being completed when characters with different faction level quest carry out their quests in the same party. The relevant quests are as follows:
- 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
- Expanded the Mother Tree Guardian faction to 10 levels.
- Added Mother Tree Guardian faction quests in the Shadow of the Mother Tree hunting ground.
- Support the field hunting in the Shadow of the Mother Tree, describe the story about Mother Tree Guardians and how the Shadow of the Mother Tree has changed.

Quests	Required Level	Starting Point NPC
Escape, Shadow of the Mother Tree	Lv 103 or higher	Asterios
Mustering All My Strength	Lv 103 or higher	Asterios
	Mother Tree Guardian Faction level 10 or higher	
String of Fate Hangs on the Mother Tree	Lv 103 or higher	Nerupa
	Mother Tree Guardian Faction level 10 or higher	
The Change of the Shadow of the Mother Tree	Lv 103 or higher	Seriel

What the Threads of the Past Show	Lv 103 or higher	Serial
	Mother Tree Guardian Faction level 7 or higher	
- Added 16 new field raid bosses to the list of monsters to defeat for the Hunter's Guild faction quest 'Refinement of Hunter Guild Members'.		
Name	Level	Placement Location
Ashen Shadow Expedition Captain Kantu	101	Wasteland
Ashen Shadow Expedition Captain Kai	101	Wasteland
Ashen Shadow Expedition Captain Hein	101	Wasteland
Ashen Shadow Expedition Captain Xenon	101	Wasteland
Blood Devil Brutal	101	Wasteland
Blood Devil Akun	101	Wasteland
Blood Devil Epica	101	Wasteland
Blood Queen Julia	101	Wasteland
Valiant Edgar	105	Forest of the Dead
Evil Vlad	105	Forest of the Dead
Seductress Morrigan	105	Forest of the Dead
Sly Krobi	105	Forest of the Dead
Nether Knight Tritan	105	Swamp of Screams
Nether Knight Boros	105	Swamp of Screams
Nether Lord Alucion	105	Swamp of Screams
Nether Minion Graf	105	Swamp of Screams
- Added 9 monsters that have been introduced in the Shadow of the Mother Tree to the Mother Tree Guardians monster collection.		
[Etina Raid]		
Raid availability		
- Keucereus Alliance Base Winning Week Saturday 9PM ~ Sunday 12PM		
- Entry faction condition 'Blackbird Clan' or 'Kingdom's Royal Guard' Lv 4.		
- Enable to enter when characters satisfying Faction conditions within the alliance are over 35.		
- Set Etina Great Temple Outer Castle & Inner Castle combat time limit to 60 minutes each to enable to re-challenge within the time and move outside of the combat area by force when exceeding the time limit.		
[Throne of Heroes]		
New instance zone Throne of Heroes has been added		
- Can be access by speaking to NPC Orin in Hunter's Village.		
- 14-99 command channel party members of the same clan can enter.		
- The instance can be completed once every week and resets on Wednesday at 6:30AM.		
- The objective is defeat all of the raidbosses within the time limit.		
- Rewards have been adjusted to below:		
Clan Fame	Weekly Ranking	
70000	1	
35000	2	
20000	3	
15000	4	
10000	5	
2500	6	
2500	7	
2500	8	
2500	9	
2500	10	
- Added 1 type of new mission related to them.		
Mission Name	Type	Clan Characteristics
Game of Heroes: Defeat Gold Bug	Repeated	Specilaized for Combat Lv3
Clan level	Reward	
Over 10	Clan Fame: 150	
	Individual Fame: 1,500	
- Raised up play difficulties of Game of Heroes Raid monsters 'Zaken', 'Meri Reed', 'Tiat', 'Tauti'.		
[Quest]		
- Fixed the issue of not being able to complete the Path to Finding the Past even after completing the Mystic Tavern – Kain's Choice' instance dungeon.		
- Changed the 'Operation: Rescue' quest method from 'the person who inflicted the last hit' to 'a member of the party.'		
'Superion Appears' quest has been changed to the following quests:		
- Secret Teleport		
- Queen Ramona, Controller of the Vessel		
- Own the Earth and the Heavens		

- The Superior Giants			
Day of Destiny – modified so that the character will move in front of NPC Ferris when accepting the Dwarf quest.			
- Fixed the issue of some quests not being completed.			
- Embryo in the Swamp of Screams			
- The Varka Silenos Supporters			
- The Ketra Orc Supporters			
Some quests will be deleted/modified with the Salvation Update			
- All progression content and related quests items will be deleted.			
In Search of the Cause			
The Lost Garden of Spirits			
Unbelievable Sight			
Energy of Sadness and Anger			
Trials for Adaptation			
Put the Queen of Spirits to Sleep			
Obtaining Ferin's Trust			
Memories of the Wind			
Sayha's Energy			
- The execution requirements, contents, and rewards were changed for 'Unworldly Visitors' refine-related quest to match the reform of Garden of the Spirits hunting grounds.			
Quest	Requirements	Changes	
In Search of the Cause	Above Lv 102	Changed execution level to 102, and adjusted EXP/SP rewards.	
Obtaining Ferin's Trust	Above Lv 102	Changed execution level to 102, and adjusted EXP/SP rewards.	
The Lost Garden of Spirits	Above Lv 102 Refined Level higher than 1	Changed execution level to 102, and adjusted EXP/SP rewards.	
Unbelievable Sight	Above Lv 102 Refined Level higher than 2	1) Changed execution level to 102, and adjusted EXP/SP rewards. 2) The spawn method for monster 'El Floata' changed and will no longer give out 'Spirit Evil Thought Piece'.	
Memories of the Wind	Above Lv 102 Refined Level higher than 2	1) Changed execution level to 102, and adjusted EXP/SP rewards. 2) Deleted 'El Floata' from one of the monsters that needed to be defeated.	
Energy of Sadness and Anger	Above Lv 102 Refined Level higher than 4	1) Changed execution level to 102, and adjusted EXP/SP rewards. 2) The amount of 'Scroll of Escape-Blackbird Campsite' reward was changed to 5.	
Sayha's Energy	Above Lv 102 Refined Level higher than 4	Changed execution level to 102, and adjusted EXP/SP rewards.	
Trials for Adaptation	Above Lv 102 Refined Level higher than 4	Changed execution level to 102, and adjusted EXP/SP rewards.	
Put the Queen of Spirits to Sleep	Above Lv 102 Refined Level higher than 6	Changed execution level to 102, and adjusted EXP/SP rewards.	
- New quest was added to match the reform of Garden of the Spirits hunting grounds.			
Quest	Level	Description	Category
Altar of Evil Thoughts	Above Lv 102	Ferin is looking for a friendly adventurer who will gather Evil Thoughts for the Altar of Evil Thoughts built by Unworldly Visitors at the Garden of the Spirits...	Daily
	Refined Level higher than 4		
- 'Immortal Honor' quest progression was modified to progress more smoothly.			
- Changed 'Defeat Kain' to 'Speak to Leona Blackbird who appears after defeating Kain' for the step in defeating Kain.			
- After successfully defending Keucereus, Leona Blackbird will appear in the center of the Keucereus Alliance Base. Defeat Kain step will complete once you speak with her.			
- Leona Blackbird will be active for 15 mins.			

- Added Level 97+ field hunting grounds Blazing Swamp, Cemetery, Pagan Temple for the daily quest under '10 Days of Adventure' quest. The quest is as follows:

- Blazing Swamp for 'Waiting for Pa'agrio, Cemetery for 'The Fallen King's Men', Pagan Temple for 'Triol's Movement'
- The '30-day Search Operation' quest has been extended from Level 99 to Level 102.
- The quantity of 'Scroll: Enchant Armor – R-grade' given as a reward for the 'To the Seed of Annihilation' was changed to one.
- 'The Soul of a Sword' quest-exclusive item 'Enhancement Practice Gemstone' was added to improve smoother quest progress.
- You can receive the 'Enhancement Practice Gemstone' from 'Vincenz' NPC even after accepting the quest.
- Some quests will either be changed or deleted altogether.
- All quest progress and associated quest items will be deleted during the update on Thursday, Dec 7th.

Deleted or Revised Quests	
Hunter Guild Request- Garden of Spirits	
Hunter Guild Request- Atelia Fortress	
The Minstrel's Song, Part 1	
The Minstrel's Song, Part 2	
The Minstrel's Song, Part 3	
The Minstrel's Song, Part 4	
10-day Adventure	
Fighting the Forgotten	
Duty of the Survivor	
The Best Choice	
Let's Go Fishing	
Glittering Weapon	
Temper a Rusting Blade	
The Soul of a Sword	
Containing the Attribute Power	
To Calm the Flood	
Dreaming of Peace	
Uncover the Secret	
Kicking Out Unwelcome Guests	

- Added 4 new Hunter's Guild request quests. The quests can be obtained by buying certain items with Raid Points from a Hunter Guild Member.

Hunter Guild Request- Wasteland West
Hunter Guild Request- Wasteland East
Hunter Guild Request- Forest of the Dead
Hunter Guild Request- Swamp of Screams
- Changed the required levels of 2 Hunter's Guild request quests from 98 to 100. The changed quests are as follows.
Hunter Guild Request- Garden of Spirits
Hunter Guild Request- Atelia Fortress

[UI]

- Improved My Teleport window.
- Changed the location of [Add My Location] button, and changed the location of the number which indicates the total number of My Teleport Scrolls.
- Added type of icons that can be saved.
- Changed 'turn left/right' function on the keyboard movement through enter chat setting to 'move left/right.'
- Based on the existing shortcut settings, using [A], [D] will make the character move left/right instead of turn.
- Changed Mini Map's Zoom in/Zoom out ratio from 3 to 5 steps.
- Changed it to classify Town Map(each castle town & race town)'s entrance and Store entrances are identified.
- Changed not always to print zone names on the Mini Map. Users can check the zones by placing mouse over on the zone status icon.
- Added Zone status icon on the mini map.

Status	Color
Abnormal State zone	Orange
Peace zone	Blue
Regular Field & zone unable to mark	Black
Castle Siege & PvP zone	Red

[Other Changes]

- Fixed the issue of only one item being displayed in the exchange list when owning more than one of the same weapon with different options.
- Changed the Sayha Buff effects of the Aeore Healer Class as a result of the improvements made to the enchanter class' buff.
- Changed it so that Harp Melody and Lute Melody will not be available in the game system and item skill due to changes to the enchanter class' buff.
- Changed world chat count reset time from 6:30 AM to 7:00 AM
- Changed so that the elevator area in the Ancient City Arcan cannot be saved as a free teleport location.
- When using the [/target] command, the target order for pets and servitors with the same names have been changed to the following:

Target Order
- Your Pet/Servitor

- Party member's Pet/Servitor (in the order of distance)
- Other Pet/Servitor (in the order of distance)
- Changed so that 'Scarlet van Halisha; monster will not be included in the recommended raid information.
- A mount skill has been added, allowing faster travel on mounts.
- Added a mount only skill, Reporter Ability, which protects players from being attacked by monsters first.

[Auto Adena Pickup]

- Added the function for characters to automatically acquire adena dropped by monsters.
- The acquisition and distribution rule for adena is the same as before.

Situation	Rule
When defeating monsters by yourself	Adena is automatically paid to the character who defeated the monster
When 2/+ people defeat the monster together, but not in the same party	Adena is automatically paid to the characters who has the highest contribution
When 2/+ people defeat the monster together while in the same party	Adena is automatically and equally paid amongst the party members. If a party member is not within the distribution distance, they are excluded and the adena is distributed equally to the appropriate party members
When defeating a raid boss while in an alliance (only refers to raid bosses that drop adena)	If the party with the command channel leader has the highest contribution points, adena is equally distributed among the command channel leader's party
	If other party's contribution is higher, adena will drop on the ground and looting access if given only to the command channel leader's party

- Fixed the issue of pet's body being displays in midair when pet dies during Aerial Yoke state.

[Item]

- Added sales locations for Skeleton Buckler.
- You can purchase it through Radia in Giran Castle Village, and Vladimir and Alisha in the Town of Rune.
- Fixed the issue of existing level 80+ characters not being able to use the 'Paulina's Equipment Set (S-grade)' item.
- The following information has been added to the items mentioned below:
- Summon Scroll: Bratty Angma: scheduled to be deleted during the 12/7 Maintenance
- With the changes to the way players enter Tauti and Spezion Instanced Zones, existing entry items will be removed.
- The following items will be removed during the update on 12/7

Removed Items
Mark of the Resistance
Aku's Mark
Memory Fragment
Frightening Memory Fragment

- "Request- Garden of Spirits" and "Request- Atelia Fortress" will be removed.
- The items will be removed during the 12/7 update, and characters that have these items will be issued 100 Raid Points per item.
- The item "Crane Activator", which currently has no use, will be removed.
- Grocer Pelu in Faeron Village can now enhance Fortune Pockets in batches of 50 or 500.
- Added new 30-day shield appearance stones.

Name of New Shield Appearance Stone	How to obtain	Cost & Obtaining method
Burnstein's Aufgabe Shield Appearance Stone (30-day)	Black Cat in Hunter's Village	700 Raid Points
Tanta Tribe's Skull Shield Appearance Stone (30-day)		
Ice Shard Shield Appearance Stone (30-day)		
Kelbim's Geffelen Shulter Appearance Stone (30-day)	Kelbim	Raid Boss Drop
Istina's Reflector Appearance Stone (30-day)	Istina Epic Battle	
Kunda's Battle Shield Appearance Stone (30-day)	Tauti Epic Battle	
Deathmask Shield Appearance Stone (30-day)	Messiah Citadel Outer Castle	Embryo Safe/Secret Vault Drop

Elcym NPC default sale price has been changed to the following:

Note that the selling price can vary slightly depending on the local town tax rate

- Elcym Power / 1,000,000 Adena

- Elcym Crystal / 10,000,000 Adena

- Elcym / 100,000,000 Adena

With the adjustment of Elcym prices, Powerful Fish : Elcym Powder exchange rate has been changed back to 4:3 though Fisher NPCs.

[NPC]

- Certain options at NPC Shadai's have been moved to a different NPC

Role Type	Note
Exchanging items acquired from Hellbound	Moved to NPC Budenka
Exchanging Dynastic Essence	Moved to NPC Budenka
Dynasty Armor Upgrade	Moved to NPC 'Blacksmith of Mammon'
Dynasty Armor Downgrade	

- Added the function of the ability to receive Lv. 4 buffs from the Adventurer's Helper by giving 10 million Adena or 10 Freya's Frozen Scroll.

- There is not character level limit to receive the buff in exchange for the item, but characters Lv. 94 and below can still claim the Lv. 1 free buffs the same as before

- The following types of buff can be acquired after giving an item.

Category	Buff Type
Common Buff	Horn Melody – Adventurer Lv4
	Drum Melody – Adventurer Lv4
	Pipe Organ Melody – Adventurer Lv4
	Guitar Melody – Adventurer Lv4
	Prevailing Sonata – Adventurer Lv1
	Daring Sonata – Adventurer Lv1
	Refreshing Sonata – Adventurer Lv1
Selected Buff	Knight's Harmony – Adventurer Lv1
	Warrior's Harmony – Adventurer Lv1
	Wizard's Harmony – Adventurer Lv1