



Lineage II: Salvation – Etina’s Fate Patch Notes

Release Date: **August 22, 2018**

EXP Changes

- The speed of leveling will be increased by lowering the total EXP of Lv. 100 to 110 to help players more quickly reach Lv. 110.
- Your character’s EXP will be converted into the new EXP table automatically during the update.
 - The level and percentage will transfer during the update.
 - For example: if your character is Lv. 104 and 45% of the way to Lv. 105, you will login to find your character is still Lv. 104 and 45%.
- Future content updates will focus more on Lv. 110 content. We recommend that players make it a goal to aim for level 110 over the course of this update—please go at your own pace!
- While leveling past 110 will be possible, the EXP will be much more difficult to obtain and there are few hunting areas to sufficiently support Lv. 110+ progression.









Level	Salvation - First Chapter	Salvation - Etina's Fate	EXP Change
99	1,798,492,743,100	1,798,492,743,100	0.00%
100	6,019,956,790,712	5,102,247,215,144	-15.24%
101	16,946,124,602,908	10,388,254,370,414	-38.70%
102	43,523,955,372,407	24,131,872,974,116	-44.55%
103	84,422,086,452,639	43,161,498,733,088	-48.87%
104	188,752,303,396,110	94,922,080,797,491	-49.71%


105	358,035,537,321,346	160,688,467,420,498	-55.12%
106	3,514,822,095,225,670	467,598,271,661,197	-86.70%
107	7,302,965,964,710,870	1,098,955,583,242,060	-84.95%
108	13,363,996,155,887,200	2,866,756,055,668,480	-78.55%
109	20,637,232,385,298,800	5,442,693,886,918,420	-73.63%
110	32,274,410,352,357,300	11,988,606,493,388,800	-62.85%

- Secret Embryo Bait (105) EXP/SP has been adjusted as a result of the above changes made to the EXP table.
 - EXP Before: 6,541,504,292 -> EXP After: 3,223,589,695
 - SP Before: 3,270,752 -> SP After: 1,611,794

Dimensional Siege Changes

- Rewards have been changed to the following:

Major Castles (Aden / Rune)			Minor Castles Gludio/Dion/Giran/Innadril/Oren/Schuttgart/Goddard		
Energy		Energy Exchange Reward	Energy		Energy Exchange Reward
	Dimensional Energy - Stage 1	x500 Elcym Powder		Faint Dimensional Energy - Stage 1	x200 Elcym Powder
	Dimensional Energy - Stage 2	x10 Dark Eternal Enhancement Stone x500 Elcym Powder		Faint Dimensional Energy - Stage 2	x5 Dark Eternal Enhancement Stone x200 Elcym Powder
	Dimensional Energy - Stage 3	x1 Dark Amaranthine Enhancement Stone x20 Dark Eternal Enhancement Stone		Faint Dimensional Energy - Stage 3	x10 Dark Eternal Enhancement Stone x200 Elcym Powder
	Dimensional Energy - Stage 4	x2 Dark Amaranthine Enhancement Stone		Faint Dimensional Energy - Stage 4	x1 Dark Amaranthine Enhancement Stone

	Dimensional Energy - Stage 5	x3 Dark Amaranthine Enhancement Stone
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Skill Changes

- Resonant Halo has been changed from a toggled skill to a buff skill.
 - The skill effect was not changed, but the cooldown effect has been deleted.
- Feoh Wizard's attribute toggle skill is changed so that it can be removed just as regular toggle skills in the following situations:
 - Restart, PC death, Sub/Dual class change, spectating or participating in the Olympiad, switching to the Dimensional Server, riding a mount, and transformations.
- Fixed a problem where the shield with the appearance of the Emerald Shield did not disappear when the Knight used the Two-Handed Stance.
- Fixed a problem where the Lightning Force effect was not applied when the Warrior equipped a two-handed sword.
- Fixed a problem where players could not get the Weapon Maintenance skill effect when a two-handed sword was equipped.
- Fixed an issue where Force of Nature could not be used when Momentum was 20 or higher.
- Fixed a problem where the tooltip of Dead Eye level 3 displayed incorrectly higher stats.
- Fixed a problem where the Rogue Class' 'Shadow Hide' skill reduced the basic cooldown time when it was enhanced.
- Improved the effect of the Multiple Arrow skill to match its range.
- Removed parts of the tooltip for skills that cannot be targeted, to avoid misunderstandings. This effect applies to neither enemies nor allies.
 - Disparition
 - Flash
 - Windy Illusion
- Changed it so that the player cannot receive some of the class buffs from before awakening, while they own the awakening enchant buff.
- Changed the shield skill list that removes the Raise/Focus Shield buff effect.
 - The buff effect is removed when the player uses Shield Charge, Shield Bash, or Shield Boomerang.
- Fixed a problem where the Focus/Raise Shield cooldown reduction effect of the Superior Fortress skill did not work under special circumstances.
- Fixed a problem where the Superior Thorn of Vengeance's Spirit of Revenge activation target was shown not the caster but an ally.
- Fixed a problem where the skill Prophecy of Might could be used repeatedly through changing the Main/Dual class.
- Fixed a problem where after using the skill Vanguard of Baylor, the first macro including buffs pauses the macros.
- Fixed a problem where after using the skill Resonant Halo, the first macro including Radiant Crash and Resolving Bash pauses the macros.
- Fixed a problem where the skill of the Feoh Soultaker's mount Redivivus Mage cannot be used when the summoner rides or is transformed.

- Fixed a problem where the first attack after using Sonic Blaster does not use a Soulshot. Fixed a problem where some Raid Bosses' Mass Chain Smash skills were applied to other Monsters.
- Fixed a problem where the Limit Barrier skill of some Raid Bosses did not play a sound.
- Dual/Sub class Certification skills are renewed.
 - The level at which the dual class certificate can be obtained was expanded.

Before	Lv. 85, 90, 95, 99
After	Lv. 85, 90, 95, 99, 101, 103, 105

- Added 3 new dual certification skills and improved the names and effects of the existing ones.

Skill Name	Required Certificates	Level	Effect
Dual Certification - Attack	1	1 - 4	Increases P. Atk./M. Atk. (increases consecutively)
Dual Certification - Defense	1	1 - 4	Increases P. Def/M. Def. (increased consecutively)
Dual Certification - Speed	1	1 - 4	Increases P. Atk/Casting Spd. (increases consecutively)
Dual Certification - Condition	1	1 - 4	Increases HP/MP/CP (increased consecutively)
Dual Certification - Vampiric	2	1	There is a chance to recover HP when attacking
Dual Certification - Physical	2	1	Increases P. Atk., reduces P. Def/M. Def. resistance
Dual Certification - Magical	2	1	Increases M. Atk., reduces P. Def/M. Def.
Dual Certification - Vital	2	1	Vitality Bonus
Dual Certification - Recovery	2	1	Skill Cooldown Reduction
Dual Certification - Death	2	1	Increases critical damage, physical/magic skill critical damage
Dual Certification - Berserker's Rage	3	1	Certain chance to increase attack while attacking
Dual Certification - Master's Rage	3	1	Certain chance to increases skill power while attacking
Dual Certification - Light of Protection	3	1	Certain chance to increase P. Def./M. Def when hit

- The dual Maximum HP skill was expanded from max. Lv. 4 to Lv. 7.
- Renewed the sub Certification skills.
 - Changed the level when the sub class certificate is acquired.

Before	Lv. 65, 70, 75, 80
After	Lv. 80

- The sub certification skill was renewed.

Skill Name	Required Certificates	Level	Effect
Sub Certification - Attack	1	1	Increases attack by 4%, M. Atk. by 6%
Sub Certification - Defense	1	1	Increases P. Def/M. Def by 4%
Sub Certification - Speed	1	1	Increases Attack/Casting Spd. by 4%
Sub Certification - Critical	1	1	Increases physical/magic critical chance by 40
Sub Certification - Condition	1	1	Increases HP/MP/CP by 6%

- According to the renewed Dual/Sub class Certification skills, all other Certification skills and certificates in possession were deleted.
- Please go to the Talking Island Village and talk to Trandon to get the Certifications and skills again.

Item Changes

- Fixed a problem where the enchantment/augmentation effect of fist weapons (enchanted to +17) is incorrectly displayed when their appearance is changed to Cat Fighter or Boxing Glove.
- Fixed a problem where the glow effect remains when the player switches the chest armor while equipping a set item with +6 or higher enchantment.
- Soul Bottles, Source of the Emperor items have been relocated from Rafforty to the Luxury Shop NPC Denign at the Town of Giran.
- Added the following items to Olympiad and Ceremony of Chaos as rewards: Warrior's Rune Box, Warrior's Ring 30-day, Warrior's Miracle Cure, Talisman - Battle - Cancel Hide, and
- Changed the category names of some weapons.
 - The skill requirements and skill effects remain unchanged.

Weapon Type	Previous	New
Cutter	Sword/One-Handed	Sword/One-Handed
Avenger	Blunt Weapon/One-Handed	Blunt/One-Handed (no changes)
Shaper	Dagger/One-Handed	Dagger/One-Handed (no changes)

Dual Dagger	Dual Dagger/Two-Handed	Dagger/Two-Handed
Dual Sword	Dual Sword/Two-Handed	Sword/Two-Handed
Dual Blunt Weapon	Two-handed blunt weapon/Two-Handed	Blunt/Two-Handed
Fighter	Fists/Two-Handed (no changes)	Fists/Two-Handed (no changes)
Slasher	Sword/Two-Handed	Sword/Two-Handed
Crusher	Blunt Weapon/Two-Handed	Blunt/Two-Handed (no changes)
Stormer	Spear/Two-Handed	Spear/Two-Handed (no changes)
Thrower	Bow/Two-Handed	Bow/Two-Handed (no changes)
Shooter	Crossbow/Two-Handed	Crossbow/Two-Handed (no changes)
Buster	Sword/One-Handed	Magic Sword/One-Handed
Caster	Blunt Weapon/One-Handed	Staff/One-Handed
Retributer	Blunt Weapon/Two-Handed	Staff/Two-Handed

- Added a new item called the **Guard Agathion's Charm**.
 - Guard Agathion's Charm has unique and special abilities.
 - Guard Agathion's Charm's unique ability will trigger only when the player is equipped with a full set of at least +8 R-grade armor.

Item	Effect
Masia's Guard Agathion's Charm	Unique ability: Increases P. Def. and decreases skill cooldown when a set bonus of Heavy Armor with at least +8 enchantment is active
	Special Ability: Increases Fixed Damage Resistance
Paulina's Guard Agathion's Charm	Unique ability: Increases P. Def. and Skill Power when a set bonus of Light Armor with at least +8 enchantment is active
	Special Ability: Increases Fixed Damage Resistance
Tersi's Guard Agathion's Charm	Unique ability: Increases P. Def. and the Dagger/Bow Resistance when a set bonus of Robe Armor with at least +8 enchantment is active
	Special Ability: Increases Fixed Damage Resistance

- The Agathion's Charms above can be purchased with Guard Agathion Fragments and Elcym Powders at the Black Marketeer of Mammon.
 - Players can obtain Guard Agathion Fragments in certain instanced zones above Lv. 100.
- Guard Agathion Scrolls of Growth can be purchased with Guard Agathion Fragments and Angel's Breath at the Black Marketeer of Mammon.
 - Angel's Breath, a material required to craft Guard Agathion's Charm, can be purchased from Merchant of Mammon for Adena.

- Added an item called **Savior's Mask**.
 - This item can be obtained as a reward for completing 6 episode quests.
 - The Savior's Mask and Savior's Enchant Scroll can be crafted only when the player completes the 6 episode quests.
 - The Savior's Mask can be enchanted with Savior's Enchant Scrolls and Special Savior's Enchant Scrolls.
 - Players can obtain Savior's Enchant Scroll Fragments from Fall of Etina, Fall of the Emperor, and Spira, a solo raid in the Atelia Refinery.

Related NPC	Item Name	Effect
Blackbird Campsite Elikia	Savior's Mask	<p>[Basic Enchant Effect] P. Def (Must be at least +1)</p> <p>[Enchant Effect] Debuff Resistance</p> <p>[Equipment Combination Bonus Effect] Circlet of Authority (P. Atk.) Circlet of Foresight (M. Atk.) Circlet of Grace (P. Def./M. Def.)</p> <p>The Combination bonus activates when the Savior's Mask has been enchanted to at least +7 and the additional item listed above is equipped at the same time.</p>

Savior's Mask Effects											
Stat Bonus	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
M. Def	5%										
P. Def	0	1	2	3	6	9	12	15	18	21	24
Debuff Resistance		1%	2%	3%	4%	5%	6%	7%	8%	9%	10%
P. Atk.	w/ Circlet of Authority							1%	3%	5%	10%
M. Atk.	w/ Circlet of Foresight							1%	3%	5%	10%
P. Def./M. Def.	w/ Circlet of Grace							1%	3%	5%	10%

- Fixed a problem where some items and passive skills erroneously displayed M. Def stats

Related Items		
Zubei's Shield	Dark Crystal Shield	Dynasty Shield
Avanon Shield	Shield of Nightmare	Phoenix Earring

Doom Shield	Imperial Crusader Shield	Majestic Necklace
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- Added the new accessory **Angel's Necklace**.

Name	Description
Angel's Necklace	When Angel's Necklace is enchanted it receives special options depending on the stats Stun/Paralysis/Bleed resistance; and attack success, Speed, Damage Reflection, skill cooldown, P. Def./M. Def, Skill Power are increased.

- Players can obtain the Angel's Necklace in the Spezion Epic Battle, the Freya Epic Battle, or the Frintezza Epic Battle.
 - It can be enchanted with the Scroll Enchant Angel Accessory. The enchant scroll can be purchased from NPC Dinayn at the Town of Giran.

Enchant Stage	Effects for each enchant stage
1	Stun/Paralysis/Bleed resistance chance +20%
2	Stun/Paralysis/Bleed resistance chance and attack success rate +20%
3	Stun/Paralysis/Bleed resistance chance and attack success rate +20%, Speed +5
4	Stun/Paralysis/Bleed resistance chance and attack success rate +20%, Speed +5, Damage Reflection +5%
5	Stun/Paralysis/Bleed resistance chance and attack success rate +20%, Speed +5, Damage Reflection +5% Skill cooldown -10%
6	Stun/Paralysis/Bleed resistance chance and attack success rate +20%, Speed +5 Damage Reflection +5, skill cooldown -10%, P. Def/M. Def. +1%
7	Stun/Paralysis/Bleed resistance chance and attack success rate +21%, Speed +6 Damage Reflection +6, skill cooldown -11%, P. Def/M. Def. +2%
8	Stun/Paralysis/Bleed resistance chance and attack success rate +22%, Speed +7 Damage Reflection +7, skill cooldown -12%, P. Def/M. Def. +3%
9	Stun/Paralysis/Bleed resistance chance and attack success rate +23%, Speed +8 Damage Reflection +8, skill cooldown -13%, P. Def/M. Def. +4%, Skill Power +3%
10	Stun/Paralysis/Bleed resistance chance and attack success rate +25%, Speed +10

Damage Reflection +10, skill cooldown -15%, P. Def/M. Def +5%, Skill Power +5%

- The new rare accessory **Angel's Earring** was added.
 - Angel's Earring can be enchanted with the Scroll Enchant Angel Accessory and receives additional effects, depending on the enchant stats.
 - Please note that the Angel's Earring has a chance of failure with +1 enchants.
 - The Angel's Earring can be obtained through the Orfen raid.

Item Name	Enchant Stats	Effect
Angel's Earring	+1	Stun/MEN/Sleep resistance increased by 20%
	+2	Stun/MEN/Sleep resistance and attack success increased by 20%
	+3	Stun/MEN/Sleep resistance and attack success increased by 20%, Skill MP Consumption decreased by 3%
	+4	Stun/MEN/Sleep resistance and attack success increased by 20%, received healing increased by 5%, Skill MP Consumption decreased by 3%
	+5	Stun/MEN/Sleep resistance and attack success increased by 20%, received healing increased by 7%, Vampiric Rage increased by 3% Reduces Skill MP Consumption by 3%
	+6	Stun/MEN/Sleep resistance and attack success increased by 20%, received healing increased by 10%, Vampiric Rage increased by 4% Increases P. Atk./M Atk. by 1%, reduces Skill MP Consumption by 5%
	+7	Stun/MEN/Sleep resistance and attack success increased by 21%, received healing increased by 11%, Vampiric Rage increased by 4% Increases P. Atk./M Atk. by 2%, reduces Skill MP Consumption by 6%
	+8	Stun/MEN/Sleep resistance and attack success increased by 22%, received healing increased by 12%, Vampiric Rage increased by 4% Increases P. Atk./M Atk. by 3%, reduces Skill MP Consumption by 7%
	+9	Stun/MEN/Sleep resistance and attack success increased by 23%, received healing increased by 13%, Vampiric Rage increased by 5% Increases P. Atk./M Atk. by 4%, reduces Skill MP Consumption by 8% and physical/Magical Critical Damage Received by 5%
	+10	Stun/MEN/Sleep resistance and attack success increased by 25%, received healing increased by 15%, Vampiric Rage increased by 6% Increases P. Atk./M Atk. by 5%, reduces Skill MP Consumption by 10% and physical/Magical Critical Damage Received by 7%

Hunting Zone Changes

- Fixed a problem where resurrection was not possible in certain regions of Atelia Fortress. Increased the number of Monsters at the Altar of Evil.
- Reduced the strength and attack of Monsters at the Etina Temple world raid.

- Reduced the challenge difficulty for all Monsters, including Boss Monsters (Etis van Etina, Kain Van Halter).
- The interval in which Etis van Etina and Kain Van Halter summon their minions was changed from 2 to 3 minutes.
- Reduced the number of minions Etis van Etina and Kain Van Halter summon.
- The interval in which Etis van Etina and Kain Van Halter activate the Seven Signs Sealing Stone was changed from 3 to 5 minutes.
- Increased the Monster levels and rewards for the Spezion Epic Battle while reducing the challenge difficulty.
 - The minions that the Spezion Incarnations summon were changed from 3 to 2.
 - Changed the duration for the removal of invincibility when the Spezion enters the Cannon's Light zone from 60 seconds to 90.
 - Deleted the HP recovery effect when an enemy dies that was applied for the Spezion's Will buff.
- Reduced the strength and attack of Monsters at the Embryo Command Post.
 - Reduced the challenge difficulty of Burnstein and Geork and deleted some of their skills.
 - Reduced the instant-kill resistance of Sinistra and Destra, Burnstein's minions, to 50% and deleted some of their skills.
 - However, the rewards remain the same.
- The strength of the Mystic Tavern instanced zone Monsters was adjusted downward.
 - Reduced the challenge difficulty of all bosses of the Mystic Tavern instanced zone (Kain Van Halter, Freya, Kelbim, Seal Archangel).
 - Reduced the challenge difficulty of the Monsters at Mystic Tavern - Kain's Choice.
 - However, the rewards remain the same.
- Fixed a problem where the skill casting effect was displayed even after the Seal Altar of Earth/Wind at Mystic Tavern - Kelbim was completed.
- Fixed a problem where the player got stuck in the environment when passing through the barrier of the Shadow of the Mother Tree at the Elven Village when riding on a mount.
- The Hunting Grounds Land of Chaos and Plunderous Plains were renewed.
 - Land of Chaos was changed to a party Hunting Ground above Lv. 101 and Plunderous Plains to a party Hunting Ground above Lv. 103.
 - These areas have been redesigned for farming—EXP and SP rewards are poor, while item rewards are good.
 - The existing Monsters (aggressive) were deleted and new Monsters (passive) were added.
 - The Raid Boss Krogel in the Land of Chaos was deleted.
 - The Raid Boss Rayito the Looter in the Plunderous Plains was deleted.
 - The Raid Boss Nellis' Vengeful Spirit in the Plunderous Plains was deleted.
- Added a feature that allows players to go to the exit inside of Atelia Refinery through Leona Blackbird at the Atelia Exit.
- Changed the player's location after successfully finishing the solo raid at the Atelia Refinery and entering the portal from the Refinery lobby, to the entrance of the region where they hunted before. Also, players can now enter the solo raid through the portal even if they are in a party.
- Fixed a problem where the Boss Monster Helios in the Helios party instanced dungeon attacked the character during the third video animation.
- Fixed a problem where the resurrection window of the Emblem of Salvation disappeared when the video animation runs in the Fall of Etina instanced dungeon (solo dungeon).

- The Monsters near Helios in the Throne of the Fallen Emperor instanced zone now disappear when the boss transforms.
- Added the **Throne of the Fallen Emperor** instanced zone in which players can fight Helios in a party.

Instanced Zone	Throne of the Fallen Emperor
Entry	Talk to Kekropus at the Town of Giran
Intervals	1 day
Level	Lv. 103+
Duration	60 minutes
Size	A party of 5-7 players

- Added a new Hunting Ground called the **Atelia Refinery**.
 - Added the Lv. 103 Hunting Ground Atelia Refinery to the Atelia Fortress.
 - Players can use the teleport inside the Atelia Refinery, depending on their Blackbird Clan faction level.
 - When players defeat the Monsters inside the Atelia Refinery, there will be a certain chance to enter a 1-player raid, depending on their Blackbird Clan faction level.
 - When the 1-player raid is triggered, one of the following Monsters will be spawned: Spira, Harke, or Ergalion.
 - Players now lose no XP when characters die in the Atelia Refinery 1-player raid region.
- Added 5 quests for the Atelia Refinery.
 - These quests are designed to supplement the hunting in the Atelia Refinery and provide information on the Blackbird Clan faction.

Quests	Prerequisite(s)	Quest Giver
In a New Place	Lv. 103+	Elikia [Blackbird Campsite]
One Step Closer to Revenge	Lv. 103+ Blackbird Clan Faction Grade 10+	Leona Blackbird [In front of the Atelia Refinery]
End of a Bad Relationship	Lv. 103+ Blackbird Clan Faction Grade 10+	Leona Blackbird [In front of the Atelia Refinery]
Demons and Dimensional Energy	Lv. 103+	Leona Blackbird [In front of the Atelia Refinery]
The Basics of Refining	Lv. 103+ Blackbird Clan Faction Grade 4+	Devianne [In front of the Atelia Refinery]

		Refinery]
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- Added a new instanced zone called the **Fall of Etina**.

Instanced Zone	Fall of Etina
Entry	Talk to Leona Blackbird in front of the Atelia exit
Prerequisites	Complete Path of Salvation and Fall of Etina
Binding Resets	Monday/Wednesday/Saturday
Level	Lv. 104+
Duration	120 minutes
Size	A party of 5-7 players

- **Silent Valley** has been refined.
 - The difficulty has been adjusted to cater for characters above Lv. 95 and new Monsters have been placed.
 - Added 3 new daily quests for the Adventurer's Guild in the Silent Valley.
 - Deleted a quest related to the Silent Valley.
 - Deleted two Raid Monsters from the Silent Valley. They are the Last Lesser Giant Glaki and Last Lesser Giant Olkuth.

Quests	Prerequisite(s)	Quest Giver
Basic Mission, Silent Valley	Lv. 95+	Penny [Arden Castle Town]
Covert Changes	Lv. 95+	Corzet [Silent Valley]
Each to their Own	Lv. 95+	Corzet [Silent Valley]

- **Freya - Ice Queen's Castle (Epic)** instanced zone has been renewed.

Entry Level	Lv. 104+
Size	An alliance of 14-21 players
Entry	Talk to Jinia at the Freya's Garden
Binding Reset	6:30am every Wednesday

- When the level and member conditions are satisfied, players can enter without further restrictions.
- Players can get to the Freya's Garden via the Gatekeeper Bilia at Schuttgart Castle or Rafforty at the Ice Merchant Cabin.
- Through Jinia at Freya's Garden, players can obtain the Black Frozen Core which will help them in the Freya (Epic) raid.
- The level requirement for the Freya (Epic) raid was increased and the rewards were adjusted as well.
- Added the instanced zone **Frintezza - Last Imperial Tomb (Epic)**.

Entry Level	Lv. 104+
Size	An alliance of 14-21 players
Entry	Talk to Gregory at the temple in the Town of Goddard
Binding Reset	6:30am every Wednesday

- When the level and member conditions are satisfied, players can enter without further restrictions.
- Changed the level requirement for the **Altar of Shilen**, **Messiah Citadel Inner Castle**, and the **Spezion Epic Battle**.

Instanced Dungeon	Previous Level Requirement	New Level Requirement
Altar of Shilen	Lv. 101+	Lv. 103+
Messiah Citadel Inner Castle	Lv. 102+	Lv. 100+
Spezion Epic Battle	Lv. 103+	Lv. 104+

- As the level requirement for the Altar of Shilen changed, the Monster levels and rewards were increased.
- Renewed the Field Boss Orfen of the **Sea of Spores** Hunting Ground.

Monsters Level	Lv. 108
Spawn location	Orfen's Nest
Method of movement	Town of Oren Gatekeeper → Sea of Spores
Spawn time	Tuesday/Thursday/Saturday at 9:00 PM

Reward	Angel's Earring
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- The renewed Orfen replaces the old one and has a new appearance and combat pattern.
- The Sea of Spores was renewed as a Hunting Ground for characters above Lv. 106.
 - The central region of the Sea of Spores was renewed as a Hunting Ground for 1 party.
 - The entrance to the Sea of Spores and the outskirts were renewed as solo Hunting Grounds.
 - The deepest part of the Sea of Spores was turned into Orfen's Nest, layer of the Boss Orfen.
- Some of the monsters of Superion and Shadow of the Mother Tree are now immune to Faint.

Hunting Ground	Target Monsters
Superion Fortress	Delta Carcass, Royal Shooter, Royal Sharpshooter
Shadow of the Mother Tree	Plush Tisul, Creeper Rampike

- Improved the Sea of Spores Hunting Grounds.
 - Increased all EXP/SP rewards from Monsters at the solo/party Hunting Grounds.
 - Decreased all abilities of Monsters at the solo/party Hunting Grounds.
 - Increased the number of Monsters at the party Hunting Grounds.
 - Reduced the respawn time for some Monsters at the party Hunting Grounds, and reduced the chance of those Monsters using area-attack skills.
 - Increased the return distance of Monsters at the party Hunting Grounds.
- Improved the Monsters Arima and Arimus in the Sea of Spores solo/party Hunting Grounds.
 - Changed it so that the skill Allocation Energy Drain does not disappear if it is not complete, even if the target is not defeated.
 - The previous settings where a certain amount of Vitality points are restored before the Energy Drain skill is complete stay the same.
- Added eight Lv. 107 Field Raid Bosses. They will spawn every day at 9am.

Region	Field Raid Bosses
Sea of Spores	Corrupted Atrofa
	Corrupted Arbor
	Corrupted Falena
	Corrupted Arimus
Shadow of the Mother Tree	Spirit of Time Arachine

	Spirit of Time Tisraki
	Spirit of Time Nympia
	Spirit of Time Lafros

Quest Changes

- Changed it so that the gatekeeper informs players of the progression for Harnak Underground Ruins (Basic) and the Altar of Evil (Basic).
- Added detailed information about the next quest:
 - Mutated Beings
 - A Bold Plan
 - Head-on Crash
- Changed the prerequisite for the What the Threads of the Past Show (Basic) and A Sword Hidden in a Smile quests to faction grade 4.
- Changed the reward for Waiting for Pa'agriro from Harp's Reward Box to Adena.
- Added the Throne of the Fallen Emperor quest and the Demise of Etina quest as the target quests for the Basic Training of Hunter Guild Members quest.
- Increased the level limit for the How to Quell the Rampage quest from 98 to 100.
- Fixed a problem where the level requirement for The Best Choice was incorrectly displayed as 85.
- Added Atelia Refinery Monsters to the Monsters for the Against the New Enemy quest.
- Added Mother Tree Guardian Monsters to the Last One Standing quest.
- Fixed a problem where the Red Thread of Fate quest scroll icon was not shown when obtained from NPC Raina, when using a Dual class character with Ertheia.
- Fixed a problem where the faction quest scroll icon above the faction quest NPC was not shown, if the Blackbird faction level was above 7.
- Fixed a problem where the quest window was not shown correctly if the conditions for Exalted, One Who Overcomes the Limit and Exalted, One Who Shatters the Limit were satisfied.
- Increased the level cap of some quests.

Related Quests	Adjusted level cap
Path of the Wandering Knight	95 → 97
Across the Line of Death	95 → 97
Take Up Arms	95 → 97
Control Your Power	95 → 97
Confirmation of Growth	95 → 97
Nothing is Impossible	95 → 97

Basic Mission, Seal of Shilen	96 → 97
Special Mission, Nornil's Garden	95 → 96
Special Mission, Nornil's Garden	95 → 96

- Fixed a problem where players didn't receive Faction Points when completing the Adventurer's Guild faction quest after reaching Adventurer's Guild Stage 6.
- Added six episode quests.
 - These quests reveal the story of Leona Blackbird, who lost an arm in one of the expeditions to Etina. Players must become stronger to defeat Etis van Etina, who holds all seals of the Seven Signs, and save Aden.

Quests	Prerequisite(s)	Quest Giver
Savior's Path - Discovery	Lv. 103+	None (Message from Leona Blackbird)
Savior's Path - Search the Refinery	Lv. 103+ Completed the Savior's Path – Discovery quest	Leona Blackbird [In front of the Atelia Refinery]
Savior's Path - Demons and Atelia	Lv. 103+ Completed the Savior's Path - Search the Refinery quest	Devianne [In front of the Atelia Refinery]
Savior's Path - Defeat the Embryo	Lv. 103+ Completed the Savior's Path - Demons and Atelia	Devianne [In front of the Atelia Refinery]
Savior's Path - Fallen Emperor's Throne	Lv. 103+	Leona Blackbird [In front of the Atelia Refinery]
Savior's Path - Fall of Etina	Lv. 104+ Completed the Savior's Path - Defeat the Embryo quest Completed the Savior's Path - Demons and Atelia quest	Leona Blackbird [In front of the Atelia Refinery]

- Added two new daily quests for the Adventurer's Guild.

Quests	Changes
Basic Mission, Kartia's Labyrinth (Solo)	The level limit for the quest has been increased from 94 to 97. Added the Incarnation of Gluttony, Kalios (Solo) quest as a target quest.
Special Mission, Kartia's Labyrinth (Party)	The level limit for the quest has been increased from 94 to 97. Added the Incarnation of Gluttony, Kalios (Group) quest as a target quest.

- Some quests will either be revised or deleted with the update.
- The progress you made and the quest items you received related to the following quests will be deleted. If you are doing one of those quests, please complete it before the update.

Deleted or Revised Quests

Go to the Pastureland!
 Bring Up With Love
 Home Security
 Delicious Top Choice Meat
 Perfect Form
 To the Primeval Isle
 Elrokian Hunter's Proof
 Meeting the Elroki
 The Name of Evil - 1
 The Name of Evil - 2
 Attack Sailren!
 A Powerful Primeval Creature
 Rise and Fall of the Elroki Tribe
 Defeat the Elrokian Raiders!
 In Search of the Nest
 The Zero Hour
 I'm the Only One You Can Trust
 Only What Remains
 Winds of Change
 Success/Failure of Business
 Won't You Join Us?
 Lost and Found
 Secret Mission
 Fade to Black
 Oath
 The One Who Ends Silence
 In This Quiet Place
 In Nomine Patris
 Menacing Times
 Grasp Thy Power
 Purgatory Volvere
 That Place Succubus
 Succubus Disciples
 Bloody Good Time
 Ghosts of Batur
 Is it Edible?
 Good Day to Fly
 Collecting in the Air
 The Annihilated Plains - 1
 The Annihilated Plains - 2
 Purifying Souls
 The Origin of Monsters

- The following quests will be deleted

Deleted Quests	
Kekropus' Letter: A Suspicious Badge	A Weakened Barrier
Suspicious Badge	Ingredients to Enforcements
The Alphabet of the Giants	The Reason One Cannot Wait
Strengthen the Barrier	Witch of Spores
Letters from the Queen: Sea of Spores	

- The following quest conditions and content, as well as rewards, are subject to change.

Modified Quests		
Quests	Prerequisite(s)	Changes
In Search of Cloth	Lv. 85+	Quest area changed
Kekropus' Letter: A Clue Completed	Lv. 46 - 55	Level requirement changed
Mutual Benefit	Lv. 46 - 56	Level requirement, content, and reward changed
Not a Traitor	Lv. 46 - 56	Level requirement, content, and reward changed
Flames of Sorrow	Lv. 46 - 56	Level requirement, content, and reward changed
Kekropus' Letter: Decoding the Badge	Lv. 56 - 60	Level requirement changed
Nowhere to Turn	Lv. 56 - 61	Level requirement, content, and reward changed
The Guardian Giant	Lv. 56 - 61	Level requirement, content, and reward changed
The Stolen Seed	Lv. 56 - 61	Level requirement, content, and reward changed
Letters from the Queen: Cruma Tower - 2	Lv. 46 - 55	Level requirement changed
In Search of an Ancient Giant	Lv. 46 - 56	Level requirement, content, and reward changed
The Wrath of the Giants	Lv. 46 - 56	Level requirement changed
Reports from Cruma Tower, Part 2	Lv. 46 - 56	Level requirement and reward

		changed
Letters from the Queen: Forsaken Plains	Lv. 56 - 60	Level requirement changed
Traces of an Ambush	Lv. 56 - 61	Level requirement, difficulty, and reward changed
The Broken Device	Lv. 56 - 61	Level requirement, content, and reward changed
The Outlaws are Incoming	Lv. 46 - 55	Level requirement, content, and reward changed
Defending the Forsaken Plains	Lv. 56 - 60	Level requirement, content, and reward changed

- New quests were added for the renewal of the Sea of Spores hunting ground.

Quests	Repeatable	Prerequisite(s)	Quest Giver
Ivory Tower Research - Allocation Diary	One-off	Lv. 106+	Bacon [Sea of Spores]
Orfen's Ambition	One-off	Lv. 106+	Bacon [Sea of Spores]
Seized Energy of the Floating Sea	Daily	Lv. 106+ & Ivory Tower Research - Allocation Diary quest complete	Chorina [Sea of Spores]

- Deleted the following low-level quests for the Sea of Spores

Quests		
Kekropus' Letter: A Suspicious Badge	A Weakened Barrier	Suspicious Badge
Ingredients to Enforcements	Giant's Alphabet	The Reason One Cannot Wait
Barrier Enforcer	Witch of Spores	Letters from the Queen: Sea of Spores

- The following quests were changed with the change of the Sea of Spores Hunting Grounds.

Quests	Prerequisite(s)	Changes
In Search of Cloth	Lv. 85+	Quest area changed
Kekropus' Letter: A Clue Completed	Lv. 46 - 55	Level requirement changed
Mutual Benefit	Lv. 46 - 56	Level requirement, content, and reward changed
Not a Traitor	Lv. 46 - 56	Level requirement, content, and reward changed

Flames of Sorrow	Lv. 46 - 56	Level requirement, content, and reward changed
Kekropus' Letter: Decoding the Badge	Lv. 56 - 60	Level requirement changed
Nowhere to Turn	Lv. 56 - 61	Level requirement, content, and reward changed
The Guardian Giant	Lv. 56 - 61	Level requirement, content, and reward changed
The Stolen Seed	Lv. 56 - 61	Level requirement, content, and reward changed
Letters from the Queen: Cruma Tower - 2	Lv. 46 - 55	Level requirement changed
In Search of an Ancient Giant	Lv. 46 - 56	Level requirement, content, and reward changed
The Wrath of the Giants	Lv. 46 - 56	Level requirement changed
Reports from Cruma Tower, Part 2	Lv. 46 - 56	Level requirement and reward changed
Letters from the Queen: Forsaken Plains	Lv. 56 - 60	Level requirement changed
Traces of an Ambush	Lv. 56 - 61	Level requirement, difficulty, and reward changed
The Broken Device	Lv. 56 - 61	Level requirement, content, and reward changed
The Outlaws are Incoming	Lv. 46 - 55	Level requirement, content, and reward changed
Defending the Forsaken Plains	Lv. 56 - 60	Level requirement, content, and reward changed

- Added 2 Hunter's Guild quests for the new Lv. 107 Field Raid Boss.
 - Players can start the new quest by purchasing the request from NPC Grey of the Hunter's Guild in the Town of Aden, or from Black Cat at the Hunter's Village.

New Quest List
Hunter's Guild Request - Sea of Spores
Hunter's Guild Request - Shadow of the Mother Tree

- Added eight new Lv. 107 Field Raid Bosses for the Refinement of Hunter Guild Members quest.
- Fixed a problem where the quest notification during the Defeating the Giant Monsters appeared at the wrong stage.

Clan Quest Changes

- Added new Clan Quests.

Mission	Level Requirement	Mission Type	Reward
Reach Adventurer's Guild Stage 1	Lv. 85 or higher	One-off	Clan Reputation Points: 200 Individual Fame: 2,000
Reach Adventurer's Guild Stage 3	Lv. 85 or higher	One-off	Clan Reputation Points: 1,000 Individual Fame: 10,000 Vitality Replenishing Star Candy x 10
Reach Adventurer's Guild Stage 6	Lv. 85 or higher	One-off	Clan Reputation Points: 2,000 Individual Fame: 20,000 Adventurer's Guild Cube

- Some clan quests have been changed.

Mission	Level Requirement	Changes in mission targets
Faction quests above level 99	Lv. 99+	Added the Demons and Dimensional Energy quest and the Basics of Refining quest
Lv. 100-105 Instanced Zone explorations	Lv. 100+	Added the Throne of the Fallen Emperor: Helios and the Demise of Etina: Etis van Etina instanced zones

- Added new Clan Quests.

Mission	Level Requirement	Mission Type	Reward
Savior's Path - Standing at the End	Lv. 104+	One-off	Clan Reputation Points: 1,000 Personal Fame: 10,000

Mission	Level Requirement	Mission Type	Reward
Eliminate Faction Summoning Raid	Lv. 99+	Repeatable	Clan Reputation Points: 500 Personal Fame: 5,000

- Added a new Clan Quest. This quest is for the faction summoning raid and can be carried out once Aim High is completed.

Mission	Level Requirement	Mission Type	Reward
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Complete the faction summoning raid quest	Lv. 99+	Repeatable	Clan Reputation Points: 500 Personal Fame: 5,000
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- The name and content of Searching the Alliance Instanced Zone, a Clan Quest, were changed.

Before		After	
Name	Content (target to defeat)	Name	Content (target to defeat)
Searching the Alliance Instanced Zone Beginner	Balok, Octavis (Normal)	Searching the Alliance Instanced Zone Stage 1	Balok, Octavis (Normal)
Searching the Alliance Instanced Zone Intermediate	Octavis (Epic), Tauti (Normal/Epic)	Searching the Alliance Instanced Zone Stage 2	Octavis (Epic), Tauti (Normal/Epic), Camille
Searching the Alliance Instanced Zone Advanced	Spezion (Epic), Camille	Searching the Alliance Instanced Zone Stage 3	Spezion (Epic), Scarlet van Halisha (Epic), Freya (Epic)

- Added Clan Quests for the newly-added Field Raid Boss Orfen.

Mission	Level Requirement	Mission Type	Reward
106 - 110 field boss hunting	Lv. 106 or higher	Repeatable	Clan Reputation Points: 100 Personal Fame: 1,000

- Added Clan Quests for field raid hunting Lv. 106-110 that have the 107-level Field Raid Bosses as targets.

UI Changes

- Equipment UI has been reorganized to the following:



- Artifact UI has been added to the inventory screen
 - Artifact system will be expanded upon in a later update.
 - Separate tab for Artifact items and they do not count against normal inventory count.
 - Artifacts can be equipped into the new equipment slots when they are available.
 - Artifacts can be upgraded through the new upgrade located next to Compounding.
- A horizontal row of four small, square icons representing different artifact items. From left to right: a golden chalice, a green gemstone, a red gemstone, and a yellow gemstone.
- Fixed a problem where the position of the Chat Window is reset to that of the Standard tab when players changed their Main/Dual/Sub class.
 - Changed the visual of the mouse cursor.
 - The regular mouse cursor now changes its color according to the hostility of the target.
 - The cursor now changes to a red sword when the player clicks on a valid target while holding down the Ctrl key.
 - Added the following Boss Monsters to the Hunter's Guild Monster Book.
 - Ice Queen's Castle (Epic): Freya
 - Last Imperial Tomb (Epic): Scarlet van Halisha
 - Added the eight new Field Raid Bosses to the Monster Book for Hunter's Guild faction Monsters.
 - Deleted the instanced zone History tab in the Friends tab.
 - Fixed a problem where the mouse cursor was shown incorrectly when changing the order of party members in the party window.

- For High-grade enchanting, a server broadcast message has been added:
 - When a +15 weapon enchantment was successful.
 - When a +10 armor piece or accessory enchantment was successful.
- Changed the Decline Invitation feature.
 - Now players can set the declining of party invitations to distinguish between regular users, clan members, and friends.
 - When declining invitations from friends, the feature now distinguishes between characters and clan members.

Category	Targets for declining
Standard	Decline invitations from regular characters (Invitations from clan members and friends can be accepted)
Clan	Decline invitation from own clan members
Friends	Decline invitations from own friends

- Under Options: Screen Info, the element Hide Pet/Servitor in villages was added, so that they will not be shown once entering a village.

Fishing Changes

- The fishing system will be renewed during the update.
 - Normal Fish Stews are changed to Rotten Fish Stews and can no longer be used.
 - Normal Baits are changed to Corroded Baits and can no longer be used.
 - Fish Chilli Stews and Fish Cream Stews can no longer be purchased.
- The items in the box have been changed.

Blueish Box	Reddish Box
50 Fishing Shots	50 Fishing Shots Maphr's Luck Potion Rainbow Springs Clan Hall War Decree Sturdy Fishing Rod

- New bait items (R102, R105) are added to Fishing Guild Member NPCs.
- Added four new Fish Dishes that last for 10 minutes.

New Fish Dishes	Effect
Fried Fish	P. Atk

Steamed Fish	M. Atk
Grilled Fish	Combat Speed
Braised Fish	Max HP/MP

- Only one effect can be active at once.
 - When used there is chance to receive either the Lv. 1 or Lv. 2 effect.
- Some other fishing-related settings are changed.
 - The amount of EXP/SP gained by fishing is adjusted.
- Secret Embryo Bait (105) EXP/SP has been adjusted as a result of the above changes made to the EXP table.
 - EXP Before: 6,541,504,292 -> EXP After: 3,223,589,695
 - SP Before: 3,270,752 -> SP After: 1,611,794

Throne of Heroes Changes

- Changed the minimum group entry on members to 7.
- Added the new Raid Monster Gillatu to the Throne of Heroes.
 - Appears as the first Raid Boss in the Throne of Heroes instanced zone.
- Added the new Raid Boss Ekimus, who appears in a similar fashion as final bosses like Zaken, Reed, Tiat, and Tauti.
- Monster AI for Zaken, Reed, Tiat, and Tauti has been changed.

Faction System Changes

- Added a new type of daily quests for faction points.

Quests	Prerequisite(s)	Quest Giver
Great Ambitions	Lv. 99+	Valleria [Blackbird Campsite]

- Players receive a Soul Quartz when they complete the Aim High quest. Using the Soul Quartz upon the Soul Summoning Stone near the Blackbird Campsite, players can summon a random Raid Monster.
- Once the summoned Raid Monster is defeated, players are rewarded with the Medal of Glory or Great Medal of Glory, depending on the monster.
 - Both medals can be exchanged for faction points for the selected faction via Valleria.

Raid Monster	Receiving Medals
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Summoned Harpas	The summoner receives 1 Medal of Glory
Summoned Garph	The summoner and 1 of their party members receive 1 Medal of Glory
Summoned Moricks	The summoner receives 1 Great Medal of Glory and all party members receive 1 Medal of Glory

- The Blackbird Clan now has a total of 10 faction grades.

Other Changes

- Fixed a problem where chaotic characters could access the teleport feature of some villages.
- Fixed a problem where a critical error message is displayed when the game is closed while the character is moving.
- Changed it so that players cannot use Key to the Dimension Dissolver's Prison with the NPC Beloa/Subi to enter the Dimension Dissolver's Prison while their characters are dead.
- Added the missing location entries for Etis van Etina and Kain Van Halter in the Monster Book.
- Fixed a problem where the Lethal Strike Resistance property of Mystic Tavern NPCs (Tauti, Freya, and Kain) is not displayed in the info window.
- Players can no longer change the party loot rule while there are pending party invitations.
- Deleted the level information for Devil's Isle from Gatekeeper Clarissa's teleport list.
- Fixed a problem where the weapon of ranged NPCs would disappear when they make regular attacks.
- Fixed a problem where some equipping conditions for weapons in the item crafting window were shown incorrectly.

List of Crafting Items	
Name	Changes
Naga Storm	Dagger/Two-handed → Dagger/One-handed
Sirra's Blade	
Themis' Tongue	
Cabrio's Hand	

- Fixed a problem where the Goblin Lord's movement and attack motions were not shown.
- Added the basic action Instanced Zone to often used transformations.
- Fixed a problem where the first hair style for female Dark Elves during the character generation was shown incorrectly.
- Fixed a problem where some Raid Monsters were not shown in the Monster list in the World Info.

Target Raid Monsters
Ashen Shadow Expedition Captain Kantu/Kai/Heine/Xenon
Blood Devil Brutal/Akun/Epica
Blood Queen Julia
Valiant Edgar
Vicious Blood
Coquette Morrigan
Cunning Croby
Evil Spirit Knight Tretan/Boros
Evil Spirit Alusion
Evil Spirit's Puppet Graff
Lithra