

# UNDERGROUND

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## Soul Crystal System



- The Soul Crystal system has been revamped.
  - Added six new Soul Crystals, and different Soul Crystals bestow different options.
  - Up to three Soul Crystal options can be bestowed on a weapon with the help of town blacksmiths.
  - The first and second options can be bestowed by using new Soul Crystals that are obtainable by hunting raid bosses.
  - The third option can be bestowed by using the Mystic Soul Crystal that is obtainable from the Mystic Tavern.
  - New Level 1 - 4 Soul Crystals can be upgraded to Level 5 through compounding.
  - Level 4-8 Soul Crystals may drop from Epic Raid Bosses.
  - Level 5 and above Soul Crystals cannot be compounded.
- Soul Crystal options of items that Soul Crystal Options could be bestowed on or removed have been changed to new Soul Crystal options.
- <Soul Crystal Options> of items that Soul Crystal Options could not be bestowed on or removed have been changed to <Special Options>.
- Additional options bestowed on S80-grade or lower dualsword items when the items are enchanted to +4 or higher have been changed to Soul Crystal Options.

- Old Soul Crystals have been changed to Soul Crystal Exchange Coupons, and Soul Crystal Fragments to Soul Crystal Exchange Coupon Boxes.
- The Soul Crystal Coupon Pack only has a small chance to give a Stage 5 Soul Crystal Coupon. You will most likely get nothing.
- Soul Crystal Exchange Coupons can be exchanged for new Soul Crystals (Kain/Mermoden) through Blacksmiths.



Old Soul Crystal Exchange Rate:

Soul Crystal Exchange Coupon	
Old Soul Crystal	Exchange Coupon
Red Soul Crystal 1	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 2	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 3	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 4	Soul Crystal Coupon (Stage 1)
Red Soul Crystal 5	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 6	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 7	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 8	Soul Crystal Coupon (Stage 2)

Red Soul Crystal 9	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 10	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 1	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 2	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 3	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 4	Soul Crystal Coupon (Stage 1)
Green Soul Crystal 5	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 6	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 7	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 8	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 9	Soul Crystal Coupon (Stage 2)
Green Soul Crystal 10	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 1	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 2	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 3	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 4	Soul Crystal Coupon (Stage 1)
Blue Soul Crystal 5	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 6	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 7	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 8	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 9	Soul Crystal Coupon (Stage 2)
Blue Soul Crystal 10	Soul Crystal Coupon (Stage 2)
Red Soul Crystal 11	Soul Crystal Coupon (Stage 3)
Green Soul Crystal 11	Soul Crystal Coupon (Stage 3)
Blue Soul Crystal 11	Soul Crystal Coupon (Stage 3)
Red Soul Crystal 12	Soul Crystal Coupon (Stage 3)
Green Soul Crystal 12	Soul Crystal Coupon (Stage 3)
Blue Soul Crystal 12	Soul Crystal Coupon (Stage 3)
Red Soul Crystal 13	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 13	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 13	Soul Crystal Coupon (Stage 4)
Red Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 14	Soul Crystal Coupon (Stage 4)
Red Soul Crystal 15	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 15	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 15	Soul Crystal Coupon (Stage 4)

Red Soul Crystal 16	Soul Crystal Coupon (Stage 4)
Green Soul Crystal 16	Soul Crystal Coupon (Stage 4)
Blue Soul Crystal 16	Soul Crystal Coupon (Stage 4)
Red Soul Crystal 17	Soul Crystal Coupon (Stage 5)
Green Soul Crystal 17	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal 17	Soul Crystal Coupon (Stage 5)
Red Soul Crystal 18	Soul Crystal Coupon (Stage 5)
Green Soul Crystal 18	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal 18	Soul Crystal Coupon (Stage 5)
Soul Crystal Box 14	Soul Crystal Coupon (Stage 4)
Soul Crystal Box 15	Soul Crystal Coupon (Stage 4)
Soul Crystal Box 16	Soul Crystal Coupon (Stage 4)
Soul Crystal Box 17	Soul Crystal Coupon (Stage 5)
Soul Crystal Box 18	Soul Crystal Coupon (Stage 5)
Red Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Green Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Red Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Green Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Red Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Green Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Blue Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Teal Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Purple Soul Crystal (R-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Teal Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Purple Soul Crystal (R95-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Teal Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Purple Soul Crystal (R99-grade)	Soul Crystal Coupon (Stage 5)
Yellow Soul Crystal Fragment (R-grade)	Soul Crystal Coupon Pack (Stage 5)
Teal Soul Crystal Fragment (R-grade)	Soul Crystal Coupon Pack (Stage 5)
Purple Soul Crystal Fragment (R-grade)	Soul Crystal Coupon Pack (Stage 5)
Yellow Soul Crystal Fragment (R95-grade)	Soul Crystal Coupon Pack (Stage 5)

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

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

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

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

Target Item
Red Soul Crystal
Green Soul Crystal
Blue Soul Crystal

Broken Red Soul Crystal
Broken Green Soul Crystal
Broken Blue Soul Crystal

- With the update of the Soul Crystal system, old Soul Crystals and items bestowed with Soul Crystal options have been changed to fit in with the new Soul Crystal option system.
  - Items associated with applicable Soul Crystals will be changed and issued according to currently stored areas as shown below.

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

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

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

- Changed the item auction list as shown below:

Deleted	Added
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Teal Soul Crystal (R99-grade)	Kain's Soul Crystal (Stage 6)
Yellow Soul Crystal (R99-grade)	Mermoden's Soul Crystal (Stage 6)
Purple Soul Crystal (R99-grade)	Leona's Soul Crystal (Stage 6)
	Pantheon's Soul Crystal (Stage 6)
	Lionel's Soul Crystal (Stage 6)

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

## Hunting Zones

- Added Underground Gainak.
  - A region under the rule of the Schuttgart Castle, it can be accessed by using the gatekeeper in Gainak or via an underground corridor next to it.
- Added Mystic Tavern.
  - Mystic Tavern is located inside Underground Gainak.
  - One of three new instanced dungeons can be entered from Mystic Tavern, and the table below describes the types of dungeons available and how to enter them.

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

- Mystic Soul Crystal Fragments and Mystic Armor Pieces drop from the following Mystic Tavern monsters:
  - Frost Glacier Golem
  - Seal Angel
  - Typhoon
  - Domithan
  - Duran
  - Ice Knight
  - Ifrit
  - Arimanes

- Mystic Soul Crystal Fragments can be exchanged at the Mystic Tavern for a Mystic Soul Crystal.
- Mystic Armor Pieces can be exchanged at the Mystic Tavern for rare appearance stones:
  - Tauti Armor Appearance Stones – Heavy Armor
  - Kelbim Armor Appearance Stones – Light Armor
  - Freya Armor Appearance Stones – Robe
- Added instanced dungeon Embryo Command Post, which is based on stopping the training of troops in Atelia Fortress.
  - The Command Post is located near the bridge on the 3rd Floor of Atelia Fortress, and defeating Burnstein who appears on Atelia Fortress 3rd Floor summons the Command Post Entry NPC Devianne.
  - The Entry NPC Devianne disappears when Burnstein reappears.
  - Only a single party made up of at least five Level 100+ characters may enter the Command Post.
  - The instanced dungeon remains open for 60 minutes and resets at 6:30 AM daily.
  - The instanced dungeon has three floors and the 2nd Floor has been designed to spawn different monsters according to the classes of the entering party.
  - Defeat Geork, the mid-boss of the instanced dungeon's 2nd Floor, to obtain Emergency Whistle - Aden Vanguard, an item needed to defeat Burnstein, the final boss on the 3rd Floor.
  - Emergency Whistle - Aden Vanguard is only effective during the Burnstein raid.
  - When used, a member of the Aden Vanguard appears to help with the raid before disappearing.
- Deployed boss monsters on each level of Atelia Fortress hunting zone as shown below:

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

- When a floor boss is defeated, the debuff applied to monsters on that floor reduces their HP by 15%.
- When the boss respawns, debuff effects on monsters are removed.
- When Burnstein appears, Fortress Spies appear across the Atelia Fortress hunting zone, but they will vanish when Burnstein is dead.
- Each Fortress Spy calls for reinforcements upon seeing the player, but eliminating the spy before the request is completed prevents the arrival of reinforcements.
- With the deployment of boss monsters, the destination reached when using Atelia Fortress Stronghold III Teleport Device has been changed.

- Changed the Atelia Activation state used on players when an Atelia Fortress Guardian Captain, Elite Captain, Archon, or High Priest is killed as shown below.
  - Before: Increases the target's Atk. Spd. and Casting Spd., and reduces their P. Def. and M. Def.
  - After: Increases the target's Atk. Spd. and Casting Spd., and reduces their P. Atk. and M. Atk.
- Fixed the issue of Atelia Fortress base constantly being in the occupied state. The base now enters the occupied state when the defenders that appear while the base is in a non-occupied state are defeated.
- Shortened the casting time and increased the range of Dark Fire and Chaos Fire, the spells used by wizard type monsters in Atelia Fortress.
- The Hellbound Hunting Zone (Beleth's Magic Circle, Desert Quarry, Phantasmal Ridge) and village settings are changed as follows:
  - No Summoning setting: Deleted.
  - Unable to Save My Teleport setting: Deleted.
  - No Restart setting: Deleted.
  - No Class Change setting: Deleted.
- Note that this change does not apply to the Beleth Raid area.
- Fixed the issue where a PC's abnormal condition sustains and the PC is left inside the Instance Dungeon even after the Mystic Tavern Instance Dungeon was cleared.
- Fixed the issue where the Altar Guard Archer spawned in the Mystic Tavern - and the Kelbim Instance Dungeon was incorrectly located.
- Monsters placed in the Guillotine Fortress are added with the danger area attack resistance.
- XP and SP can now be obtained by eliminating Clone Jabberwok and Doom Shrieker, monsters placed in the Hellbound - Mirage Hill.
- Changed the monster spawns in some areas of Atelia Hunting Zone.
- Changed Atelia Activation to a debuff skill and renamed it to Atelia Addiction.
  - The duration of skill effects by abnormal states for each stage has been changed to 15 seconds.
- Increased the casting time of Slay X, a skill used by the Command Post's final boss Burnstein, and reduced its trigger rate and area of effect.
- Changed the order of skills used by some Wizard type monsters in Atelia Fortress.
- Fixed the issue of Fury Kerberos Liger sometimes moving to characters far from it.
- Fixed the issue of players sometimes ending up on top of the fountain when exiting from the Kartia's Labyrinth instanced dungeon.
- Increased the number of Spicula Larvae that appear in Nornil's Cave from 6 to 12.
- **Improved the settings and the rewards of hunting zones as shown below:**
  - The Pagan Temple
    - Recommended Type: Solo
    - Recommended Level: Level 97 - Level 99
    - Changes: XP & SP rewards increased, HP of Anteroom monsters increased
  - Cemetery
    - Recommended Type: Solo
    - Recommended Level: Level 97 - Level 99
    - Changes: XP & SP rewards increased, Level of some monsters adjusted
  - Blazing Swamp

- Recommended Type: Solo
  - Recommended Level: Level 97 - Level 99
  - Changes: XP & SP rewards increased
- Raider's Crossroads
  - Recommended Type: Party
  - Recommended Level: Level 97 - Level 99
  - Changes: XP & SP rewards increased, Level and resistance of some monsters changed
- Beleth's Magic Circle
  - Recommended Type: Solo
  - Recommended Level: Level 99+
  - Changes: XP & SP rewards increased
- Changed the attribute of Dartanion and Transformed: Dartanion from Wind to Earth.
- Adjusted the difficulty of some hunting zones.
- Increased the level of monsters in Nightmare Kamaloka from 99 to 100.
  - **Greatly reduced the HP on all monsters in Nightmare Kamaloka.**
  - Increased the level of monsters in the Crystal Caverns from 97 - 98 to 98 - 99, and changed the minimum party size to 5 players.
  - Increased the level of Baylor from 98 to 99.
  - Increased the level of monsters in Kartia's Labyrinth to be 2 - 3 levels higher than the entry level.
  - Adjusted the balance and rewards of monsters with increased levels.
  - Level 85 boss Zellaka in Kartia's Labyrinth now has Zellaka's Seismic Wave with a knock back effect instead of Zellaka's Roar with a fear effect.
- Reduced the number of waves in Kartia's Labyrinth.
  - Party Labyrinth has been reduced from 7 to 5 waves, and Solo Labyrinth from 7 to 3 waves.
- Increased the chance of an Enchant Type boss appearing when entering the Crystal Caverns.
- Removed the entry requirement for Hellbound.
  - Characters below Level 99 can now enter Hellbound through a warp gate placed in Heine.
  - Visitation Scroll: Hellbound is no longer sold and any Visitation Scroll: Hellbound that players have can be sold at NPC stores.
  - Visitation Scroll: Hellbound will be completely removed on Dec 30.
  - Changed the entry requirement for the Raid Zone: Beleth in Hellbound so that Level 95+ may enter.
- Added Spear Resistance, Dangerous Area Attack Resistance, and Instant Kill Resistance to monsters spawning in the Phantasmal Ridge. Accordingly, increased the level and rewards of some monsters.
- Fixed the issue of Fury Kerberos Leger in the Garden of Spirits hunting zone sometimes moving to characters far away from it.
- The Adventure Guildsman who appeared when an instanced dungeon is cleared no longer appears.
  - Adventurer's Marks and Seals given by the NPC can be exchanged by the PC Manager Adventure Guildsman in each town.
  - Changed the settings for Crystal Caverns instanced dungeons as shown below.

- The chance of an enchant type boss appearing has significantly increased.
- Type and amount of items normal and enchant type bosses drop has been adjusted.
- HP and defense of the Water Cannons spawning in the Emerald Square has been increased.
- Combat abilities of Spirit Protectors and three other monsters spawning in the Steam Corridor have been increased.
- After the boss is defeated, there is a 24-hour cooldown and the Crystal Caverns instanced dungeon will reset at 6:30 am the following day.
- Using an Entrance Pass: Crystal Caverns removes the cooldown and allows two more entries to the instanced dungeons.
- Lucky Pigs will no longer appear in the World.
- Changed the settings for Ashen Shadow Revolutionaries instanced dungeon as shown below.
  - Level requirement for entering the instanced dungeon has been changed to Level 99.
  - Shadow weapon crafting materials, Spy NPC's Adena drop, and the reward of the related daily quest have been adjusted according to the change in level requirement.
- Changed part of Mystic Tavern - Kelbim instanced dungeon as follows.
  - While fighting Typhoon, luring Tycoon out of the room now resets the battle.
  - Moving to the area where the last boss appears now closes the door.
- Reset information of instanced dungeons of Mystic Tavern and Crystal Caverns, previously divided into three types, have been combined into Mystic Tavern and Crystal Caverns.
  - Reset information of instanced dungeons are now displayed in the combined name regardless of the instance type.
- Fixed the issue of the Guard NPC not spawning after rescuing the prisoners in Kartia's Labyrinth (solo) instanced dungeon.
- Fixed the issue where characters were in areas that allow access to Underground Gainak but sometimes could not teleport.
- NPC Riley now regularly gives information on how to reenter Mystic Tavern instanced dungeons.
- Characters who turn into Accursed Mutation at the Orbis Temple can now use the [Spread Abnormality] skill on characters other than themselves only.
- Fixed the issue of grocer in Town of Gludio sometimes appearing in abnormal locations.

## Skills

- Added new skill enchantment routes as shown below:

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

- Added skill enchantment routes to the following class skills:

Class	Skill	Route
Sigel Phoenix Knight	Paladin's Aura	Adjust Op.1

		Adjust Op.2
Sigel Hell Knight	Avenger's Aura	Adjust Op.1
		Adjust Op.2
Sigel Eva's Templar	Sentinel's Aura	Adjust Op.1
		Adjust Op.2
Sigel Shillien Templar	Templar's Aura	Adjust Op.1
		Adjust Op.2
Aeore Healer Class Common	Sustain	Power
		Recovery Melody
	Balance Heal	Power
		Recovery Melody
	Dissolve	Shield
		Magic Shield
Iss Enchanter Class Common	Quick Escape	Shield
		Magic Shield
		Wind Walk
	Disperse	Shield
		Magic Shield
	Polymorph	Major
		Relax
		Penalty
Wynn Summoner Class Common	Servitor Balance Life	Shield
		Magic Shield

- Expanded the skill level of Servitor Balance Life to Level 2 in order to allow Level 97+ Wynn Summoner classes to learn it.
- Fixed the glitch of characters being displayed as knocked down when they have reflected the Knock Down abnormal state.
- The effects of the dual class verification skills are changed as follows:

Skill name	Before Renewal	After Renewal
Dual - Specialized for P. Atk.	P. Atk. is increased by 9% and P. Def. and M. Def. are decreased by 9%	P. Atk. is increased by 9% and P. Def. and M. Def. is decreased by 6%
Dual - Specialized for M. Atk.	M. Atk. is increased by 13%, and P. Def. and M. Def. are decreased by	M. Atk. is increased by 13%, and P. Def. and M. Def. are decreased

	9%.	by 6%
Dual - Light of Protection	When hit, there is a chance that P. Def. and M. Def. will increase by 27%	When hit, there is a chance that P. Def. and M. Def. will increase by 40%
Dual - Light of Blessing	When hit, there is a chance that HP will be restored by 5,000	When hit, there is a chance that HP will be restored by 10,000

- Fixed the issue where the Recovery skill tooltip was incorrectly displayed.
- Fixed the issue where the skill effect in the skill tooltip of the Drum Melody Lv. 4 was incorrectly instructed.
- Fixed the issue where the skill effect in the passive skill tooltip of the Lindvior's Earring item was incorrectly instructed.
- Fixed the issue of Winged Spear skill's stun effect ignoring Stun resistance.
- Added two types of Conversion skills in Alchemy.
  - When acquired, these skills allow the crafting of following items:

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

- Added a new abnormal state Dangerous Area.
- Dangerous Area is a skill effect that creates continuous mez effect in a selected area.
- Skills classified to have Dangerous Area effect are as follows.
  - Shadow Snare, Poison Zone, and Summon Death Gate
- Skills added with Dangerous Area resistance are as follows
  - Arcane Protection, Eminent Trait Resistance, Eye of the Storm, Sayha's Blessing, Eminent Trait Resistance, Air Light, Steel Mind.
- Items imbued with Dangerous Area resistance are as follows:
  - Lindvior's Earring, Earth Wyrms Heart Ring
- Added Dangerous Area resistance to some monsters.
- Added Action Prohibition effect to Transform and Mass Transform skills.
- Changed Wynn Summoner class skills as shown below.

Skill	Changes
Mass Servitor Blessing	Added debuff immunity
Summon Barrier	Changed to invincibility that is not removed when attacking Usage requirement deleted Duration reduced Debuff removal effect added

Servitor Major Heal	Casting time reduced Cooldown reduced MP consumption increased
Summon Death Gate	Higher chance of successful Hold Hold cooldown reduced Hold duration reduced Death Gate Servitor immortality setting added Death Gate Servitor's HP gauge no longer displayed
Mark of Fire	Speed decreased and Fear effect added Cooldown increased
Dimensional Binding	Target's P. Def. / M. Def. reduced

- Changed the graphic effects of Wind Hiding, a skill triggered when Sayha's Seer class skill Wind Blend is used.
- Fixed the issue of sword shaped graphic effects not displaying when some dance skills are used.
- Fixed the issue of Soulshot not being used as the first normal attack after using Tyrant class skill Burning Fist.
- Mass Warrior Bane and Mass Mage Bane are now deleted when Feoh Soultaker class players learn Ignore Divinity.
- Players can no longer move to siege area in battle using the Belief of the Exalted skill.
- Fixed the issue of players getting knocked down while resisting the following skills.
  - Air Rush
  - Storm Rage
  - Distant Kick
  - Pressure Punch
- Fixed the issue of transformation not applying correctly when a character under both buff and debuff type transformation effects deletes the buffs.
  - Appearance transformation effects due to debuffs are now applied correctly after deleting the buffs.
- Added the following new skills for the Iss Enchanter class:

Class	Skill	Effects	Acquired Level
Common	Blessing Barrier	Creates a barrier that has a chance to absorb damage when attacked.	Level 99
Iss Swordsinger	Song of Wisdom	Increases the M. Atk. of all party members by 30% for 30 seconds.	Level 101

Iss Spectral Dancer	Dance of Assault	Increases the physical skill damage of all party members by 30% for 30 seconds.	Level 101
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- Added the following new passive skill for the classes Tyr Maestro, Iss Sword Muse, and Iss Dominator:

Skill	Effects	Acquired Level
Superior Shield Mastery	Increases Parry Rate by 50% and Shield Defense by 40%	Level 85

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

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

- Spoil Success graphic effects are now displayed more clearly when Effect Quality is set as Low in Graphic Options.
- The stat increases of skills and designated elemental stat increase effects now apply only when the equipment (weapon, accessory, armor etc.) bestowed with elemental attributes is equipped.
- Fixed the skill tooltip that described the effects incorrectly when the Avenger's Aura skill is upgraded via Adjust Op.2 route.
- Fixed the issue of the Mark of Trick skill effects not applying to raid bosses.
- Changed Shadow Fake Death and Fake Death skills so that the following actions are disabled while the skills are in use.
  - Use of items and skills
  - Duel challenge
  - Couple actions
- Fixed the issue of Shadow Fake Death or Fake Death skill being used again after either of the skills are used and deactivated while a toggle or aura skill is activated.
- Fixed an issue during skill enchanting where the description displayed is not the effects after enchanting but the currently applied effects.
- Fixed an issue during skill enchanting where the skill tooltip does not display any details after enchanting a specific skill by +1.
- Fixed the issue of the tooltip for Fate of the Exalted being displayed incorrectly.

## Ability Points

The amount of SP needed to convert into Ability Points has been reduced:

- 1 ~ 4 Points: 200,000,000 SP per Ability Point
- 5 ~ 8 Points: 400,000,000 SP per Ability Point
- 9 ~ 12 Points: 600,000,000 SP per Ability Point
- 13 ~ 16 Points: 800,000,000 SP per Ability Point

## Mentor System

- Improved the mentor/mentee buff system (NCWest Exclusive).
  - **All Mentor Hunting Buffs are now available even when the Mentor is offline.**
  - Mentor's Guidance XP buff is only available when the Mentor is online.
  - Mentor's Guidance XP buff is removed after 5 Minutes of the Mentor logging offline.

## Daily Reward System



- **A Daily reward system has been added for Lv. 85 and above players (NCWest Exclusive).**
- Daily Coin and Daily Mission Reward Chests can be earned for participation in game activities:
  - Logging in on Saturday and Sunday
  - Logging in everyday of the month
  - Completing two daily quests
  - Participate as a clan member that is registered for a castle siege

- Participate in two Olympiad Matches
  - Participate in two Ceremony of Chaos Matches
  - Defeat two instance Bosses
  - Catch a fish 100 times, 3 times.
- Redeem Daily Coin for special rewards at the High Priest Franco NPC in Talking Island Village:
  - Blessed Scroll of Resurrection
  - Blessed Scroll of Escape
  - Top-grade Spirit Stone
  - Maphr's Wind Scroll
  - Vitality Maintaining Potion (10-minute)
  - Kaliel's Energy Box
  - Scroll of Blessing: Weapon (R-grade)
  - Scroll of Blessing: Weapon (R95-grade)
  - Scroll of Blessing: Weapon (R99-grade)
  - Scroll of Blessing: Armor (R-grade)
  - Scroll of Blessing: Armor (R95-grade)
  - Scroll of Blessing: Armor (R99-grade)
  - Sealed Talisman of Longing

## New Player Reward System



- **Added new player level-up rewards (NCWest Exclusive).**
  - Level-up Rewards are found in the new Daily Mission window.

- Armor, Weapons, and Jewelry are now available from D-Grade to S-Grade.
- Additional rewards including XP Runes (1-hour), shirts, accessories, and other items.
- Players can receive the XP Rune I (Lv. 1-85) 100% Pack (1-hour) upon reaching the following levels:
  - Lv. 46, 50-51, 54-57, 60, 62-64, and 66-84.
- Rewards are only available for the main class.
- The Fated Support Box is no longer given upon character creation.
- Rocking Horse Mount, Adventurer Hat, and Adventurer's Scroll of Escape are now available from Daily Mission rewards.
- **Steel Door System has been improved (NCWest Exclusive).**
  - Wind of Bard buff (100% XP/SP for 1-hour) is given automatically after completing a Steel Door quest. Cannot be stacked with Maphr's Wind Scroll or Freya's Frozen Scroll.
  - A Scroll of Escape for any Steel Door Quest hunting zone can now be purchased for 50 Steel Door Coins at the Adventurers' Guide NPC or any Steel Door Quest NPC.
  - The Steel Door Equipment exchange is temporarily disabled. More information will later be available regarding this issue.

## Items

- **The Aden Reconstruction NPC can now exchange sealed pendants for a 2-Stat Pendant Box.**
  - A hair accessory without a stat is required in the inventory for the exchange to work.
  - 2-Stat Pendant Box exchange requirements:
    - 2 Sealed Pendants
    - 1 Hair Accessory (no stats)
    - 170 Gemstone (R-grade)
    - 1350 Crystal (R-grade)
- Treasure Chests and Hero's Treasure Chests have been updated with new rewards.
  - Requirements for exchanging materials for treasure chests have changed.
  - Existing Treasure Chests will still remain in the game and will not be updated.
- Fixed the issue of Soulshot sound being played when Spiritshot is used after equipping Sapphire.
- Fixed the issue of incorrect graphic effects being displayed when Talisman - Infinity is equipped.
- Fixed the issue of character's idle animation playing too quickly when Shiny Platform is used while under Speed increasing buff.
- Fixed the glitch of the tooltip for Screaming Vengeance - Concentration {PvP} being displayed incorrectly.
- Fixed the issue of Vitality decreasing upon reconnecting after using a Vitality Recharge item in the Dimension server.
- The Fortune Pocket item is no longer available for use in the chaotic state.
  - The related guide message is added to the item tooltip.
- **New rare items have been added to the Item Broker (Auction) NPC.**
- Fixed the issue where users could not exchange the Supply Orders - Event Item through the Warehouse Chief NPC. It now can be exchanged for the Item Set Pack.
- The icon of the Gemstone (D-grade) item is changed.
- **Hair Accessory Appearance Stones can now be purchased through the Merchant of Mammon NPC for 30,000,000 Adena.**

- The Scroll of Escape item which can be obtained from the Scroll of Escape Pack: Village (Event) item is no longer available for exchange/transaction/sale.
- Fixed the issue where the applicable level of the Summon Scroll: Bratty Angma item was incorrectly instructed.
- Fixed the issue where the enchanting effect was displayed in the tooltip of the Fish Stew item.
- Fixed the issue where some of the pack-type items were unavailable even when the inventory has empty slots.
- Toma's Living Guide will no longer be given after creating a new character.
- Fixed the issue where the effect of the enchant graphics of the Bloody Amaranthine Dualsword and the Amaranthine Shooter was displayed smaller than before.
- Fixed the issue where the tooltip for the Uniform Hat Appearance Stone was incorrectly displayed.
- Fixed the issue where no graphic effects or effect sounds were displayed or generated when the Fortune Pocket - Stage 3 or the Fortune Pocket - Stage 5 is used.
- Fixed the issue where no Spiritshot (No-grade) loading effect of a no-grade item as follows was displayed.
  - Shadow Item: Voodoo Doll
  - Shadow Item: Crucifix of Blessing
- Fixed the issue where no Critical Stun Soul Crystal effect was activated.
- Added instructions on how to use Glimmers obtained in Fairy Settlement to the tooltip.
- Fixed the issue of the enchant effects of some daggers displaying as long swords.
- Fixed the issue of graphic effects due to equipped talismans disappearing when the character dies.
- Fixed the issue of enchanting and augmentation graphic effects not displaying when following items are used to change weapon appearance.
  - Love Potion
  - Low-grade Love Potion
  - Mid-grade Love Potion
  - High-grade Love Potion
  - Hensel's Weapon Modification Potion
- It will no longer be possible to bestow PVP effects on A - S80-grade items.
- It will no longer be possible to unbind D - S80-grade items.
  - As these items can no longer be unbound, unbind scrolls (D - S80) will be renamed and become possible to sell in shops.

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

Unbind Scroll (S80-grade)	Corroded Unbind Scroll (S80-grade)
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- It will no longer be possible to change B - S80-grade weapons to Rare equipment.
  - Neolithic Crystals will be removed:

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

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

Name	Before Update:		After Update:	
	P. Atk.	M. Atk.	P. Atk.	M. Atk.
[Tauti's One-handed Axe]	638	278	698	303
[Tauti's Axe]	776	278	849	303
[Tauti's Dual Axe]	776	278	849	303
[Kelbim's Dagger]	647	322	707	352
[Kelbim Dual Dagger]	740	322	809	352
[Kelbim's Bow]	1457	322	1592	352
[Kelbim Crossbow]	1312	322	1434	352
[Shadow Shaper]	575	286	629	312
[Shadow Cutter]	658	286	719	312
[Shadow Slasher]	800	286	875	312
[Shadow Fighter]	800	286	875	312
[Shadow Stormer]	658	286	719	312
[Shadow Thrower]	1295	286	1415	312

[Shadow Shooter]	1166	286	1274	312
[Shadow Buster]	526	382	575	417
[Shadow Retributer]	640	420	700	458
[Shadow Dualsword]	800	286	875	312

- It is no longer possible to bestow PVP effects on A - S80-grade items.
  - PVP effects can be removed from existing items.
- It is no longer possible to unbind D - S80-grade items.
  - As these items can no longer be unbound, associated unbind scrolls have been changed to corroded items and may be sold in shops.

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

- It is no longer possible to change B - S84-grade weapons to Rare equipment.
  - Neolithic Crystals that were used for changing weapons into Rare equipment have been removed.

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

- Changed the items that can be obtained from Ruler's Consideration items and Mysterious Boxes.
  - Among the items that can be obtained, Soul Crystal Fragment has been replaced by Scroll: Enchant Weapon (R-grade).
- The brightness of graphic effects displayed during Soulshot attacks has been dimmed.
- Enabled the access of following items through Warehouse Chief NPC.

- Attack Orders
  - Defense Orders
- Added a requirement for using Birthday Cake item.
  - Can be used by characters who are Level 85 or higher.
- Fixed the issue of bangs poking through the tiara when Ertheia characters wear certain tiaras.  
Affected items are as follows:
  - Replica Tiara
  - Exalted Tiara
- Removed Soul Crystals as items that can be obtained from Orbis Reward Boxes:

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

- Changed the name of Top-grade Life Stone Pack to Top-grade Augment Stone Treasure Chest.
- Fixed the visual glitch of the shoulder parts of Blue Wolf Breastplate displaying abnormally when the armor is worn by Human Female Warriors in the minimum frame graphic option.
- Fixed the issue of sound not playing when Talisman - Insanity is equipped.
- Fixed the issue of sound not playing when Happy Birthday Potion is used.
- Fixed the issue of the enchant effect graphics of Bloody Amaranthine Dualsword and Amaranthine Shooter displaying smaller than before.
- Fixed the issue of sound not playing when Scroll of Escape: Blackbird Campsite is used.

# Clan

## Clan Reward System (NCWest Exclusive)



- Clan rewards system has been added.
  - Can be found in the clan window by pressing the reward bag icon under clan level.
- Clan rewards are divided into Hunting and Login rewards.
  - **Clan Login Bonus grants access to Clan Teamwork Buff:**
    - Stage 1 - XP/SP +8%, Vitality Consumption Speed -3% for 3 Hours
    - Stage 2 - XP/SP +16%, Vitality Consumption Speed -3%, PvE Damage +2% for 3 Hours
    - Stage 3 - XP/SP +24%, Vitality Consumption Speed -5%, PvE Damage +5% for 3 Hours
    - Stage 4 - XP/SP +35%, Vitality Consumption Speed -5%, PvE Damage +8%, Received Raid Boss damage -8% for 3 Hours
  - **Hunting Bonus grants access to time-limited rewards:**
    - Stage 1 - Lindvior's Earring (7-day)
    - Stage 2 - Lindvior's Earring (15-day)
    - Stage 3 - Lindvior's Earring (30-day)
    - Stage 4 - Lindvior's Earring (30-day)
  - The clan rewards for logging in and hunting are reset every day at 6:30 AM Server time.
  - Once you reach the goal for each stage, an icon for the next day's reward will be activated, and you can see the details by hovering over the icon.

- You must reach the login and hunting goals to receive the rewards for the next day.
- Once the reward is activated, click on the [Receive Reward] button to retrieve your reward.
- Click on [Refresh] to check your progress towards the goal.
- The hunting bonus increases depending on the XP acquired from monster hunting.
- You must be logged in for 30 minutes for the Clan's attendance bonus to increase.
- The activities of all clan members, including the Academy, will be applied to the clan rewards.
- New clan members can only contribute and receive rewards after the rewards reset once at 6:30 am, depending on when they join.
- **Clan level-up items can now be purchased from the Merchant of Mammon NPC:**
  - Proof of Blood – 2,500,000 Adena (Upgrade clan level to 3)
  - Proof of Alliance – 18,500,000 Adena (Upgrade clan level to 4)
  - Proof of Aspiration – 32,000,000 Adena (Upgrade clan level to 5)
- Fixed the issue of wrong information being given when Chamberlains and Clan Hall Managers have low MP and are unable to give buffs.
- Fixed the issue of some castles and Clan Halls (Auction) giving an outdated teleport list and levels of Enchanted Valley hunting zone.
- Fixed the issue where deactivating extra functions of the clan hall or castle did not display relevant HTML details.
- The armor appearance change effect is added to prevent users from distinguishing allies from enemies based on the equipped armor inside the Ceremony of Chaos.
  - While inside the Ceremony of Chaos arena, the armor's appearance changes to that of the Blue Dynasty Armor.
  - Fixed the issue of Rage and Rage Aura's debuffs not applying to other challengers in the Ceremony of Chaos.

## Quests

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

Quest	Level	Description	Type	Level
Command Post Raid	100	Devianne requests that you to rescue the prisoners in the Command Post and foil Burnstein's plot.	Daily	Devianne [Command Post]
Begin the Bloody Battle - Supply Raid	101	Elikia instructs you to meet Blackbird Clan Member Glenkinchie on the 1st Floor of Atelia Fortress and stop the expansion of the Embryo.	One-off	Elikia [Blackbird Campsite]
Begin the Bloody Battle - Rescue the Blacksmiths	101	Hurak asks for the rescue of blacksmiths who have been captured by the Embryo.	One-off	Hurak [Atelia Fortress]

Begin the Bloody Battle - Encounter with the Commander	101	Hurak requests that you vanquish Commander Burnstein, who has appeared on the 3rd Floor of Atelia Fortress.	One-off	Hurak [Atelia Fortress]
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- Adjusted the rewards of some quests for characters under Level 85.
- Fixed the incorrect display of the zone name in the town on Talking Island that can be visited during the quest Red Thread of Fate and its coordinates given by /Location command.
- Fixed the issue of the quest Waiting for Pa'agrio sometimes not progressing to the next stage when the player repeatedly obtains Magma Ore.
- Fixed the issue where the quest info of Begin the Bloody Battle - Encounter with the Commander sometimes did not update after defeating Burnstein, a field monster in Atelia Fortress.

- Adjusted the rewards of some one-off quests under Level 85:

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

- The following repeatable quests will be changed to daily quests:

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

- Changed the following repeatable quests to daily quests:

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

- Fixed the issue of the rescued blacksmith NPC's voiced dialog not playing automatically during Begin the Bloody Battle quest.
- Fixed the issue of the completion icon displaying incorrectly to the Quest NPC when the four Utilize the Darkness quests are accepted.
  - Utilize the Darkness - Seed of Destruction
  - Utilize the Darkness - Seed of Infinity
  - Utilize the Darkness - Seed of Annihilation
  - Utilize the Darkness - Seed of Hellfire
- Fixed the issue of incorrect quest rewards being given for collecting at least 500 Soul Stone Dust during Utilize the Darkness - Seed of Annihilation quest.
- Forced teleport via quest info is no longer possible in the Ceremony of Chaos and Olympiad.
- The following quests will be either removed or changed.

<Quests to be Removed>

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

<Quests to be Changed>

Quest Name
1000 years, the End of Lamentation
Ghosts of Batur
Triol's Movement
The Fallen King's Men
Waiting for Pa'agrio

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

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

- Triol's Movement quest no longer gives Pagan Blood.
  - As Pagan Blood is no longer given, NPC Theomorg has been removed.
  - Pagan Blood in inventory may be exchanged for different items through NPC Razen.
- Changed the required level for parts of Raider's Crossroads quests from Level 99 to Level 97:

Quest Name
An Impending Threat
Operation Roaring Flame

- Added Maximum Required Level to some quests below Level 85:

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

- Removed the additional quest stage that is carried out after handing in the quest items during the quest 1000 years, the End of Lamentation.
- Changed the quest Ghosts of Batur from an unlimited repeatable quest to a daily quest.
- Removed the following quests and associated quest items:

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

- Fixed the issue of NPC displaying unnecessary messages during the quest Seven Flowers.
- The quest progress of Retrieving the Fragment of Chaos will be reset as the quest details have changed.

- The quest item Chaos Fragment will also be deleted.
- Updated the Soul Crystal tutorial quest The Soul of a Sword in line with the update of the Soul Crystal system.
  - Starting level has been lowered to 40 and the rewards list has changed.
  - Characters who have already completed the previous Soul Crystal tutorial quest can attempt the quest again.
- Added a one-off quest related to Mystic Tavern:

Quest	Level	Description	Type	Starting Point NPC
Opening Event, Please Visit Our Tavern	Level 99 or higher	Tavern Keeper Settlen spreads word about his newly opened tavern in Underground Gainak.	One-off	[Underground Gainak] Tavern Keeper Settlen

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

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

- Added a one-time quest related to Nightmare Kamaloka:

Quest	Level	Description	Type	Starting Point NPC
Block the Exit	Level 99 or higher	Aden has offered a bounty to adventurers who are willing to eradicate the monsters in Nightmare Kamaloka.	Daily	[Town of Aden] Captain Kurtiz

- Added a one-off quest related to Hellbound - Phantasmal Ridge:

Quest	Level	Description	Type	Starting Point NPC
Vestige of Magic	Level 99 or higher	Leona asks adventurers to gather High-grade Chaos Fragments found in the Phantasmal Ridge and foil Beleth's plot.	Daily	[Refugee Cavern] Leona Blackbird

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

Item	Description
Cemetery	The Fallen King's Men
The Pagan Temple	Triol's Movement
Blazing Swamp	Waiting for Pa'agrio

- The quest progress of the quest Retrieving the Fragment of Chaos has been reset as the quest details have changed.
- Fixed the issue of the quest stage change sound effect being heard when a character who gained ability points logs in during the quest Exalted, One Who Faces the Limit.
- Fixed the issue of players sometimes being unable to collect at least 300 Nymph Stamens during the quest Disappeared Race, New Fairy.
- Fixed the issue in the quest Audience with the Land Dragon where clicking Ask about the Abyss Jewel button during a dialog with Warehouse Chief Moke does not return any response.
  - After defeating the Abyss Jewel and Jewel Guardian spawning in Gludio's Northwestern Shore, take the quest item to Moke to proceed to the next stage of the quest.
- Fixed the issue in the quest A Clan's Fame where defeating the Plague Golem does not drop the quest item.
  - Hestia, Guardian Deity of the Hot Springs, and Demon's Agent Falston allow progress in the quest.
- Fixed the issue where the Starting Point NPC of the Command Post Raid quest is displayed in an incorrect location on the map.
- Fixed the issue where after accepting the quest Kekropus' Letter: The Origins of a Rumor, talking to Gosta did not update the quest information in the Quest window.
- Fixed the issue where the Dragon Claws Defier quest couldn't progress even after Kelbim was eliminated.
- Fixed the issue where the Pitiful Melissa quest could not progress even after Freya was eliminated.

## User Interface

### Automatic Soulshot and Spiritshot System (NCWest Exclusive)



- Soulshot UI has been added to the skillbar.
  - It is only visible when soulshots/spiritshots are in your inventory.
- By default, shots are automatically enabled to auto cast:
  - Autocast can be disabled with right click.
  - Shots are automatically selected depending on the weapon grade.
  - Shots can still be added to skillbar for existing macro support.

- Pet Shots are hidden until pet or servitor is summoned.
  - Shots are deactivated upon entry into Ceremony of Chaos and Olympiad.
- Different Shot Selection
  - Separate UI added to select different types of shots (Mysterious, Normal, Blessed etc).
  - Can be found by left-clicking on the automatic soulshot or spiritshot icon.
- Fixed the issue where users couldn't click the arrow button smoothly when the scrollbar for the restricted usage list of the Instanced Zone UI becomes enabled.
- The detailed information will now be displayed when moving the mouse cursor over the item to craft in the Item Craft popup.
- The location where the XP/SP toggle view tooltip should be brought is changed so that it will not hide the chat window.
- In case the additional Soul Crystal option is added to a weapon with a Soul Crystal, the existing Soul Crystal option of the weapon is no longer visible in the options list.
- In case a weapon grade-D to A is exchanged for another weapon of the same grade but different type, a weapon with a Soul Crystal is now available for exchange.
- Moving the mouse pointer over character status (STR, INT, DEX, WIT, CON, MEN, LUC, CHA) in Character Creation Screen, Character Info window, and Dye window now displays relevant information.
- Skill tooltips now display the skill's cooldown time and casting time.
- The following interfaces now display the unit price of each item.
  - Shop Sell/Buy
  - Private Shop Sell/Buy/Sell All
- Moving the mouse pointer over an item now displays the full tooltip in the following interfaces.
  - Items that can be registered in the Auction House
  - Shop Sell/Buy/Buy Again
  - Private Shop Sell/Buy/Sell All
- Added a Play Report window.



- Clicking the Restart or Quit Game button pops up the Play Report window.
  - This interface displays the information on XP, Adena, and items obtained during the gameplay.
  - Information on XP, Adena, and items can be reset by clicking the Reset button.
- Fixed the issue where same stackable items have been obtained, but the End Report UI indicates that different items were obtained.

## Other

- Enabled fishing in the peace zone Giran Harbor.
- **Birthday Vitality Potions (4-hour) can now be exchanged at the Dimensional Merchant NPC for x4 (1-hour) potions.**
- Fixed the glitch of the fishing icon being displayed in Devil's Isle and Pirate Tunnel.
- Fixed the issue Sit/Stand animation playing in higher speed when a character dies and resurrects during fishing.
- The following areas now display a shark shaped fishing dock icon on the map.
  - Iris Lake, Narsell Lake with Coliseum, Giran Harbor, Near Plains of the Lizardmen, Water Near Town of Gludio, Neutral Zone, Heine, Fellmere Lake, Bridge Near Town of Giran
- Changed wielding poses for Two-handed Swords.
  - Idle, running, and walking poses for Human Male Warriors wielding Two-handed Swords have been changed.
  - Idle pose for Human Female Warriors and Orc Male Warriors wielding Two-handed Swords have been changed.
- Traveling between the Wharf of Gludio Airships and Town of Gludio now consumes Adena.
- Fixed the issue of not displaying more than 5 instance dungeon resets.
- Fixed the issue of mail with item attachment being deleted upon receipt when the mail does not contain text.

- Fixed the issue of World Info - Hunting Zone Tab displaying information of areas that are not hunting zones.
- Fixed the issue of the Strider of Dusk's level decreasing to 54 when a Level 55 Strider of Dusk with 0.00% XP is summoned.
- Fixed the glitch of the jump action stopping when a character uses a Sayune while in autorun (Numlock).
- Fixed the issue of the Chat window sometimes moving to the bottom of the screen.
- Fixed the issue of the Radar Map sometimes disappearing.
- Fixed the issue of irrelevant messages sometimes showing above the Altar of Evil in the Map window.
- Players can no longer register more than the allowed number of stackable items in private shops.
- Fixed the issue of Agathions not being able to follow when the character is traveling quickly.
- Fixed the issue of some NPC animations looking awkward in the parade held on the Fantasy Isle.
- Players can now use the Dismount context menu while riding transformation mounts.
- Fixed the issue of characters becoming immobilized when a specific toggle skill and Sayune are used at the same time.
- Added warning in the tooltip for Party Duel Challenge action.
- Fixed the glitch of the ground terrain near the entrance of Stakato Nest not displaying correctly.
- Fixed the issue of the pets Strider and Hatchling not being able to use their skills.
- Fixed the issue of the cooldown time not displaying on the Macro icon when %c command is used in a Macro and then deleted.
- Fixed the glitch of in-game font size changing according to the Windows display size settings.
- Fixed the issue of the Outer Castle Gate of the Fortress of the Dead sometimes not opening after all monsters in front of the gate have been defeated.
- Fixed the glitch of the Radar Map sometimes expanding to fill the entire screen.
- Fixed the glitch of the Sayune effect sometimes not displaying at the destination after using Sayune.
- Fixed the issue where items are not acquired normally when Fame is used to exchange for items.
- Fixed the issue of the Town of Rune on the teleport list of the gatekeeper deployed in Underground Gainak is actually set as Gludin village.
- Fixed the issue of bangs not disappearing when Elf Female characters wear a hair accessory while equipping a cloak.
- Fixed the issue of the pop-up window to teleport to the nearest village not activating when characters die at specific terrains in Atelia Fortress.
- Fixed the issue of the casting effects for imprinting skills displaying after casting has ended.



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