

INFINITE ODYSSEY

Content Update

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STORY	2
LEVEL CAP REMOVED	2
EXALTED	3
NEW HUNTING ZONES	6
KELBIM RAID	10
CHANGES TO EXISTING HUNTING ZONES	12
ASHEN SHADOW REVOLUTIONARIES	15
NEW SKILLS	18
CHANGES TO EXISTING SKILLS	24
SKILL ENCHANT SYSTEM RENEWAL	41
AUGMENTATION SYSTEM RENEWAL	42
ALCHEMY	47
ITEMS	47
OLYMPIAD & CEREMONY OF CHAOS	51
CLAN	58
DIMENSIONAL RAID	59
QUESTS	59
USER INTERFACE	60
OTHER	62

Story

Leona Blackbird and the Blackbird Army, in pursuit of Etis van Etna, the Head of Embryo, hurry to Ye Sagira. When they arrive, an ambush lies in wait. Across the continent, Embryo's strike teams attack the Blackbird Army forces, who are either slaughtered or taken prisoner.

Attempting to find her captured comrades, she interrogates Iason Heine, but learns nothing from him. Determined, she sets out to visit all the battlefields where the Blackbird Army battled Embryo. She surveys scenes of intense fighting, but finds no helpful clues. After much searching, she discovers a soldier who barely escaped. Traumatized, he tells Leona what little he can.

Based on the intel she's gathered, Leona and her team depart for the location of the Embryo stronghold.

Level Cap Removed

With this expansion comes new ways for heroes to increase their power. Level 99 is no longer the end of the leveling journey. Heroes can now fight their way to 100 and beyond.

The max level cap has been removed for Main and Dual Class. Sub-classes are still capped at level 80.

Exalted



Although the Material Realm still faces trials, the gods no longer pay attention. The last gift from the goddess Eva was the Noblesse position. Now, humans are ready to overcome the corruption of their birth, and overcome the limits set by the gods. Other races who have interacted with human society are also imbued with this change. They will become the Exalted.

Exalted is a new rank above Noblesse, and is granted to one who has spent a great deal of time in Aden. To earn Exalted status, the most difficult quests must be completed. A player who becomes Exalted is able to use multiple unique skills, and earn various benefits and rewards.

- Added Noblesse's high rank position, 'Exalted'.
 - One can become 'Exalted' by completing the 15 new quests below:

- The Exalted quests are divided into main quest and sub quest, 1 main quest has 4 sub quests.
- It is conducted in a way that one must complete all 4 sub quests in order to complete main quest.
- Exalted quests can only be taken by level 99+ and Noblesse.

Quest	Level	Description	Type	Start NPC	Rewards
[Main 1] Exalted, One Who Faces the Limit (Above Lv. 99)	99	Lionel Hunter says in order to pass his test, one has to possess all of the conditions he mentioned and come back after passing tests given by his deputies.	One-time	[Heine] Eva's Knight Lionel Hunter	Spellbook: Dignity of the Exalted Lv. 1
[Sub 1-1] Facing Sadness	99	Elikia says if one passes her long test, she will recognize the qualification and give a certificate.	One-time	[Heine] Verdure Elder Elikia	498,204,432 SP
[Sub 1-2] For Glory	99	Mysterious Butler says in order to prove that one has the qualification, one has to bring a proof of duel.	One-time	Mysterious Butler	120 Battle Quick Healing Potions
[Sub 1-3] One Who Faces the Limit	99	Galladucci says one has to take some efforts in order to possess that match one's position.	One-time	[Town of Giran] Weapon Merchant Galladucci	Replica Tiara
[Sub 1-4] Step Up	99	Sir Eric Rodemai says in order to be promoted to high position, one must be able to influence the public.	One-time	[Town of Aden] Sir Eric Rodemai	Rodemai's Rune Box (15-day expiratory)
[Main 2] Exalted, One Who Overcomes the Limit (Above Lv. 99)	99	Lionel Hunter says in order to pass his second test, one has to possess all of the conditions he mentioned and come back after passing tests given by his deputies.	One-time	[Heine] Eva's Knight Lionel Hunter	Spellbook: Dignity of Exalted Lv.2 Spellbook: Belief of Exalted
[Sub 2-1] Facing Sadness	99	Daichir says if one has the qualification, one has to defeat giant monster that threatens the world.	One-time	[Town of Schuttgart] Head Priest of the Earth Daichir	Skill Point 193,815,839,115
[Sub 2-2] For Honor	99	Olympiad Manager says one has to bring proof of battle in order for one to prove that one has the qualification.	One-time	Olympiad Manager	180 Battle HP Recovery

[Sub 2-3] Relationships Befitting of the Status	99	Ishuma says if one is right for that position, one has to be able to take care of their own equipment and tells you to bring few items.	One-time	[Wharf of Gludio Airships] Maestro Ishuma	Eternal Armor Crafting Pack
[Sub 2-4] Helping Others	99	Sir Kristof Rodemai says not to neglect the effort to propagating his know-how to future generation and helping others.	One-time	[Town of Giran] Sir Kristof Rodemai	Spellbook: Favor of Exalted Lv.1
[Main 3] Exalted, One Who Shatters the Limit (Above Lv. 100)	100	Lionel Hunter says for the last time, possess all of the conditions he mentioned and come back after passing tests given by his new deputies.	One-time	[Heine] Eva's Knight Lionel Hunter	Exalted Status Spellbook: Dignity of Exalted Lv.3 Exalted Tiara Exalted Cloak
[Sub 3-1] Confronting the Greatest Danger	100	Merlot says he will recognize one's ability and give certificate if one defeats Embryo drove.	One-time	[Hunter's Village] Merlot	Spellbook: Blessing of Exalted
[Sub 3-2] For Victory	100	Participate in castle sieges or dimensional castle sieges.	One-time	Kurtiz	Spellbook: Summon Battle Potion
[Sub 3-3] Luck Befitting of the Status	100	Blacksmith of Mammon says true powerful person needs luck and gut and tells one to pass his test.	One-time	Blacksmith of Mammon	Magic Scroll – Fate of Exalted Select 1 R99 Weapon
[Sub 3-4] Step Up to Lead	100	Gustav Athebalt says if one has the power, one should naturally possess distribution that can lead others.	One-time	[Town of Oren] Sir Gustav Athebaldt	Magic Scroll – Favor of Exalted Lv.2

- Skills that 'Exalted' can obtain are as follows:
 - Exalted related skills can be obtained by using a Spellbook, which are rewards for completing Exalted quests.
 - Main class and dual class share the Exalted related skills, but sub class is not shared.

Skill	Effects
Dignity of the Exalted Lv. 1	STR/DEX/CON/MEN/INT/WIT/CHA +1
Dignity of the Exalted Lv. 2	STR/DEX/CON/MEN/INT/WIT/CHA +2
Dignity of the Exalted Lv. 3	STR/DEX/CON/MEN/INT/WIT/CHA +3 +10 World Chat (all levels)
Blessing of Exalted	Give 'Blessing of Noblesses' effect to every party member. Consume 40 Spirit Ores.
Belief of Exalted	Teleport to selected party member. Consume 100 Spirit Ores.

Favor of the Exalted Lv. 1	XP/SP +3 % for one hour
Favor of the Exalted Lv. 2	40 Spirit Ore XP/SP +10 % for one hour 120 Spirit Ore
Fate of Exalted	LUC + 3
Summon Battle Potion	Summon 5 'Battle Quick Healing Potion'. Consumes 40 Crystal – R Grade.

New Hunting Zones



Garden of Spirits

The Garden of Spirits is where the spirits of the Wind Realm went to find eternal peace. Also, it was the holy land where important rituals, such as the inaugurations of the King of Ertheia or High Priests took place. As this Garden of Spirits was forcefully transferred to the Material Realm by Etis van Etina, the spirits that had been ready for eternal peace were awakened by a strong shock. These ancient spirits, without the foundation of normal reasoning and thinking, are repeating the behavior of destroying every organism of the Aden continent habitat.

- This is a party hunting zone. Monsters of levels 100-101 appear here.
- Day and Night monsters have different attributes.
- Sometimes El Floatos are spotted across all the hunting zones and they have a small chance to drop Spirit's Evil Thoughts when killed.
- You can use Spirit's Evil Thoughts on the Wall of Evil Thoughts in order to attack Harpe, a special monster.
- If you kill Gatekeeper Croamis that spawns in the center of the hunting zone, you can challenge raid boss Isabella to a fight.
- Increased the HP Recovery Power of Garden of Spirits Raid Boss Isabella.

- One-off quests and daily quests have been added for the Garden of Spirits hunting zone.
 - You can now obtain a Mark of Trust by completing a daily quest, Obtaining Ferin's Trust.
 - Repeating the daily quest upgrades Mark of Trust that you obtain as rewards.
 - High grades of Marks of Trust enable you to do additional quests.
 - Higher grades of Marks of Trust enable you to get better rewards, when you completed the quest - Obtaining Ferin's Trust.

Quest	Level	Description	Prerequisite	Starting Point NPC
In Search of the Cause	100	One-time	-	Town of Oren
				Cardinal Seresin
The Lost Garden of Spirits	100	One-time	Complete the quest, In Search of the Cause.	Blackbird Campsite
				Master Cyphona
Obtaining Ferin's Trust	100	Daily	-	Blackbird Campsite
				Master Cyphona
Unbelievable Sight	100	One-time	Complete the quest, The Lost Garden of Spirits.	Blackbird Campsite
			Mark of Trust (Low-grade)	Magister Belas
Energy of Sadness and Anger	100	One-time	Complete the quest, Unbelievable Sight.	Blackbird Campsite
			Mark of Trust (Mid-grade)	Magister Belas
Put the Queen of Spirits to Sleep	100	One-time	Complete the quest, Energy of Sadness and Anger.	Blackbird Campsite
			Mark of Trust (High-grade)	Ferin



Atelia Fortress

The first outpost fortress of Embryo that was built to refine Dark Atelia in order to use as a power source of the Grail.

When Garden of Spirits was transferred to the Material Realm, a tremendous amount of dimensional teleport energy started to form. Embryo constructed a magic engineering base in order to create Dark Atelia Crystals by collecting and refining this dimensional energy. Dark Atelia Crystals that were created from this base were transferred to the storage that Etis van Etina built, and they stored them there to use as the power source of the Grail. Embryo made this factory into a fortress, preventing outsiders from going in, and setting it as a bridgehead for invading the continent.

- This is a party hunting zone. Monsters of levels 101-104 appear here.
- This place is composed of 4 Strongholds. When you occupy Stronghold 3 and 4, a Warehouse Keeper or Grocer NPC spawns to offer services to you.
- When you occupy a Stronghold, you also acquire a 1-day Teleport Device that can move you there immediately.
- Some dying monsters use the Atelia Activation skill to put you in an Abnormal State. As this Abnormal State gets more serious, the wider range of monsters can recognize you.
- Changed so that the following monsters located in Atelia Fortress resist the Paralyze skill and Stun skill:
 - Fortress Guardian Captain
 - Atelia Elite Captain
 - Fortress Archon
 - Atelia High Priest
 - Kelbim's Call Fortress Guardian Captain
 - Kelbim's Call Atelia Elite Captain
 - Kelbim's Call Fortress Archon
 - Kelbim's Call Atelia High Priest

- Atelia Infuser Atelia Elite Captain
- Atelia Infuser Atelia High Priest
- One-off quests and daily quests have been added for the hunting field of Atelia Fortress.
 - You can now obtain an Honorary Member Certificate by completing the daily quest, Plans to Repair the Stronghold.
 - Repeating the daily quest upgrades Honorary Member Certificate that you obtain as rewards.
 - Higher grades of Honorary Member Certificate enable you to get better rewards, when you completed the quest, Plans to Repair the Stronghold.

Quest	Level	Description	Prerequisite	Starting Point NPC
Disappeared Clan Member	101	One-off	-	Blackbird Campsite
				Verdure Elder Elikia
Looking for the Blackbird Clan Member	101	One-off	Obtain a Blackbird Seal.	Blackbird Campsite
				Aden Vanguard Captain Adolph
The Reason For Not Being Able to Get Out.	101	One-off	Obtain a Blackbird Seal.	Atelia Fortress
				Blackbird Clan Member Hurak
Blackbird's Name Value	101	One-off	Obtain a Blackbird Seal.	Atelia Fortress
				Blackbird Clan Member Laffian
Time to Recover	101	One-off	Obtain a Blackbird Seal.	Atelia Fortress
				Blackbird Clan Member Sherry
Plans to Repair the Stronghold	101	Daily	-	Blackbird Campsite
				Aden Vanguard Captain Adolph
Quest	Level	Description	Prerequisite	Starting Point NPC
Deep Inside Atelia Fortress	101	One-off	-	Blackbird Campsite
				Verdure Elder Elikia
Black Atelia Research	101	Daily	Deep Inside Atelia Fortress	Town of Oren
				Shadai's Disciple Kaysia

- Blackbird Campsite has been added as a new teleport route from the Town of Oren.

- The Town of Oren has been added as a new teleport route from Dark Elf Village.
- Scroll of Escape location for Garden of Spirits and Atelia Fortress is Dark Elf Village.
- Cloud Mountain Fortress in Oren has been removed and is no longer available as a fortress. The Garden of Spirits now occupies that location.
- When you're in the new Hunting Zone, you cannot register or use My Teleport bookmark. Both Summon and Flight are not available here.

Kelbim Raid



Embryo's high priest and ruler of the Atelia fortress, who was granted the authority of the 'Seal of Calamity' from Etis van Etina.

With powerful wings of dark iron acting as armor, he wields a sword forged from the Seal of Calamity to deliver powerful attacks.

Kelbim is currently in charge of the Atelia Fortress, and is also responsible for carrying out Etis van Etina's order to create Dark Atelia using the energy produced from the Garden of Spirits.

- Atelia Fortress - Kelbim Raid
 - Atelia Gateway opens when you defeat Atelia Trial Guardian Captain. Then use the Castle Teleport Device to go to the area where Kelbim Raid Boss spawns.
 - Only one Command Channel consisting of 3 parties (21 players) to 5 parties (35 players) can participate at a time.
 - If you defeat Kelbim, you can get materials for making a Kelbim weapon at a certain rate.
- Four Kelbim weapon items were added.
- To craft a Kelbim weapon, you need various materials and 'Kelbim's Atelia Fragment' which you can potentially get by defeating the Fallen Guardian of Atelia from Atelia Fortress.
 - Kelbim's Atelia Fragment x1

- Crystal (R-grade) x 40931
- Gemstone (R-grade) x 3411
- To create a Kelbim weapon, visit Shadai's Disciple 'Kaysia' at the blacksmith's shop in the Town of Oren.

Name	Description	Stats
Kelbim Dagger	Weapon made by augmenting Kelbim's Atelia Fragment. 15% PVP damage, 25% maximum HP, 10% Atk., 15% Atk. Spd., 15% P. Critical Damage increase. 20% of damage received is returned to the target that attacked. Enchant, Soul, Augment, Crystallizing, Appearance Modification, and Bestowing Attribute not available. Fragmentation/Selling not available.	647 / 322
Kelbim Dual Dagger	Weapon made by augmenting Kelbim's Atelia Fragment. 15% PVP damage, 25% maximum HP, 10% Atk., 15% Atk. Spd., 15% P. Critical Damage increase. 20% of damage received is returned to the target that attacked. Enchant, Soul, Augment, Crystallizing, Appearance Modification, and Bestowing Attribute not available. Fragmentation/Selling not available.	740 / 322
Kelbim Crossbow	Weapon made by augmenting Kelbim's Atelia Fragment. 15% PVP damage, 25% maximum HP, 10% Atk., 15% Atk. Spd., 15% P. Critical Damage increase. 20% of damage received is returned to the target that attacked. Enchant, Soul, Augment, Crystallizing, Appearance Modification, and Bestowing Attribute not available. Fragmentation/Selling not available.	1312 / 322
Kelbim Bow	Weapon made by augmenting Kelbim's Atelia Fragment. 15% PVP damage, 25% maximum HP, 10% Atk., 15% Atk. Spd., 15% P. Critical Damage increase. 20% of damage received is returned to the target that attacked. Enchant, Soul, Augment, Crystallizing, Appearance Modification, and Bestowing Attribute not available. Fragmentation/Selling not available.	1457 / 322

Changes to Existing Hunting Zones



Enchanted Valley

Elder Cronos delivered news that currently every fairy in the Enchanted Valley disappeared except for Mimyu, a mysterious fairy-like being that is occupying the Enchanted Valley.

- Changed the existing 'Enchanted Valley' hunting zone area as follow:

Level	Type	Hunting Zone Description
Lv.100 and Above	Solo	1. The monsters in Enchanted Valley have been completely replaced by various types of Nymphs and flowers.
		2. When killing monsters in Enchanted Valley, there is a chance to get the "Pollen Spray" status effect. This is related to a certain bud and is not directly harmful.
		3. Out of Enchanted Valley monsters, only certain monsters drop herb of recovery.
		4. Quest NPCs "Herb Collector Eric" and "Mimyu" are now located in the middle of Enchanted Valley.
		5. Access to hunting zone is available through the Gatekeeper in Hunter's Village. The teleport location is set to the middle of Enchanted Valley and a Sayune Jump point is placed nearby for convenience.

- Added 2 quests related to Enchanted Valley hunting zone.

Quest	Level	Description	Type	Starting NPC
Anomaly in the Enchanted Valley	100	Elder Cronos tells to meet Mimyu to find out about the secrets of the Enchanted Valley.	One-time	[Hunters Village] Elder Cronos

Disappeared Race, New Fairy	100	Fairy Mimyu asks to bring the evidence after killing the monster in order to investigate about the monster that appeared in the Fairy Forest.	Repeated	[Enchanted Valley] Fairy Mimyu
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- Increased the Adena drop amount for several level 85-level 99 hunting zones by 15%-20%. The following hunting zones are as follows:
 - Harnak Underground Ruins
 - Seed of Annihilation
 - Fairy Settlement
 - Prison of Darkness
 - Isle of Souls
 - Nornil's Cave
 - Orbis Temple
 - Seal of Shilen
 - Cemetery
 - Blazing Swamp
 - Pagan Temple
 - Raider's Crossroads
 - Land of Chaos
 - Hellbound (Beleth's Magic Circle, Phantasmal Ridge, Desert Quarry)
- The amount of items that you can acquire in a level 85+ hunting zone has increased.
- The Adena drop amount for Guillotine Fortress has decreased.
- Changed so that when there is an inventory weight/slot restriction, it is unable to use 'Box Containing Magic Power', 'Magic Filled Box' that can be earned from Istina boss battle.
- Combat abilities of Antharas, Valakas and Lindvior have been enhanced according to each character's combat ability.
- You can now acquire Adventurer's Mark by hunting.
 - Your current Adventurer's Mark and Seal can be exchanged for other items as before through Adventure Guildsman.
- System has been changed so that Beleth should not die before the final phase in the Beleth raid.
- Fixed in an issue where characters would fall under the ground in a certain area of Immortal Plateau, Southern Region.
- Fixed an issue where the character could not move in a certain area of Partisan's Hideaway.
- Fixed an issue where two command channels could not enter the Beleth Raid at the same time.
- You can now use the gate in the Town of Aden located to the north of the town.
- In the previous version, a monster appeared in the wrong place when you defeated the machine deployed to Seed of Hellfire. Now this problem has been fixed.
- Changed the probability of an Enchant Type boss monster appearing in the Crystal Caverns Instance Dungeon.

- Fixed an issue where characters appear naked during the Tauti introduction cutscene.
- Fixed an issue where the levels of 'Antharas', 'Valakas', 'Lindvior' are incorrectly displayed in the raid information window.
- Fixed an issue where characters fall below the terrain in certain areas of Frost Lake.
- Fixed an issue where the Pagan temple waiting room gatekeepers and Chapel Gatekeeper monsters reacted to character skills.
- Fixed an issue where an incorrect screen message was displayed when the Fire Stigma skill was applied while hunting in the Blazing Swamp area.
- Fixed an issue where a map window's location information is not updated until moving for a certain distance after entering Monastery of Silence 3rd floor.
- Fixed an issue where animation and effects are not displayed when Eye of Pilgrim monster uses 'Hydro Blast' skill.
- Fixed an issue where it is possible for more than 2 clans to enter into Lilith, Anakim raid areas simultaneously.
- Fixed an issue where sometimes it is possible for more than 200 clan members to enter Antharas, Valakas raid areas.
- Fixed an issue where sometimes a character does not move to the Dark Elf Village inside the Memory of Disaster Instance Dungeon.
- Fixed the problem of Lindvior not counterattacking when attacked by another character.
- Servitors have been adjusted to receive more damage when characters attack.
 - Applies to monsters in Beleth's Magic Circle, Seed of Destruction, and Seed of Infinity hunting grounds.
 - Applies to field raid bosses and subordinate monsters.
- The quest monster Calpico and subordinates have been removed from Atelia Fortress.
- Fixed the issue of Jenna sometimes not giving out tiered rewards during a Lindvior raid.
- Changed so that the core room can be opened with the "System Control Room Key" during a Cruma Tower core raid.
 - 'Acquire the "System Control Room Key" by defeating the "Susceptor" monster standing right before the core raid space.
 - "System Control Room Key" can be stacked/deleted/exchanged/Warehoused, but cannot be sold by proxy/sold in shop.

Ashen Shadow Revolutionaries



- Added the instance dungeon "Ashen Shadow Revolutionary" to Gludin Village.
 - Only 1 party consisting of 5+ characters Lv. 100+ may enter through Refugee Neti, located in front of the warrior guild in the Town of Gludio.
 - The instance dungeon lasts for 60 minutes, and is reset every Wednesday and Saturday at 6:30 a.m.
 - Talk to the Treasure Chest, which spawns one of the 6 NPCs in the quest table below that will give a daily quest.
 - The instance dungeon is divided into west and east regions, once you win against the Commander's attack in the west, you can take on the Revolutionaries in the east.
 - Each region's Commander appears once the Unit Signalmen at the warehouse (west) and the Temple of Einhasad (east) have been defeated.
 - Defeat the Commander and get a Shadow Weapon.
 - Defeat Revolutionaries inside the dungeon to get items needed to enchant the Shadow Weapon.
 - Defeat the Commander in the east region to get Shadow Ingots necessary for exchanging for better Shadow Weapons.
 - You can exchange +10 Shadow Weapons and Shadow Ingots for improved Shadow Weapons with Refugee Neti.
 - Shadow Weapons cannot be traded, dropped or sold.
 - Shadow Enchant Scroll and Shadow Ingot necessary for Shadow Weapons can be traded, dropped, or sold.

- Six daily quests have been added for Ashen Shadow Revolutionaries:

Quest	Level	Description	Category	Starting NPC
In Search of the Secret Weapon	100	Refugee Neti, the Gludin Village Herald, asks you to defeat the Shadow Revolutionaries and collect Certificates.	Daily	[Town of Gludio] Refugee Neti
Einhasad's Order	100	Sir Klaus Vasper asks you to collect the Ashen Shadow Revolutionaries' Strategic Map Piece in order to find out their plan and their mastermind.	Daily	[Ashen Shadow Revolutionaries] Sir Klaus Vasper
Eva's Blessing	100	Priest Adonius asks you to rescue the residents of Gludin Village from the Ashen Shadow Revolutionaries.	Daily	[Ashen Shadow Revolutionaries] Priest Adonius
Maphr's Salvation	100	Blacksmith Kluto says that a chest important to the Ashen Shadow Revolutionaries has been found, so bring back the chest's contents.	Daily	[Ashen Shadow Revolutionaries] Blacksmith Kluto
The Way of the Giant's Pawn	100	Grand Master Yeniche cannot forgive the Ashen Shadow Revolutionaries' brutality, so he asks you to defeat them.	Daily	[Ashen Shadow Revolutionaries] Grand Master Yeniche
Sayha's Scheme	100	Wanderer Yuyuria asks you to destroy the altar, in order to cause the collapse of the Ashen Shadow Revolutionaries' solidarity.	Daily	[Ashen Shadow Revolutionaries] Wanderer Yuyuria

- Shadow Weapons have been added:

Name	Description	P. Atk. / M. Atk
Shadow Shaper	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	443 / 176
Shadow Cutter	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	526 / 176
Shadow Buster	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	394 / 176

Shadow Dualsword	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	646 / 176
Shadow Slasher	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	646 / 176
Shadow Thrower	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	1031 / 176
Shadow Shooter	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	1012 / 176
Shadow Retriber	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	486 / 310
Shadow Stormer	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	526 / 176
Shadow Fighter	Weapon of the Ashen Shadow Revolutionaries. Can only be enchanted up to + 10 with a Scroll: Enchant Shadow Weapon. Soul Crystal enhancement, augmentation, crystallization, modification is impossible. Exchange, drop, Private Store or Auction House sale are not available.	646 / 176

New Skills



- New skills that can be obtained by each class will be added. Skills that are added through this update are as follows:

Warrior	Name	Level	Description
Tyrr Duelist	Duelist Wrath	101	Increases P. Atk. by 20% for 60 seconds when a dualsword/dual blunt is equipped. Critical Rate of skills that consume Momentum greatly increases, and their Power increases by 20%. Consumes 5 Soulstones.
Tyrr Dreadnought	Winged Spear	101	Increases P. Atk. by 30% for 60 seconds when a spear is equipped. Range of regular skills increases by 80 and has a 10% chance to Stun when striking. Consumes 5 Soulstones.
Tyrr Titan	Furious Slasher	101	Increases P. Atk. by 30% for 60 seconds when a two-handed sword/two-handed blunt weapon is equipped. Attack 5 enemies at the same time with a regular attack. Consumes 5 Soulstones.
Tyrr Grand Khavatari	Furious Fist	101	Increases P. Atk. by 30% and P. Critical Damage by 10% for 60 seconds when a fist weapon is equipped. Has 10% chance to decrease Fist Weapon Resistance by

			30% when striking. Consumes 5 Soulstones.
Tyrr Doombringer	Blade Slasher	101	Attacks enemies in front with 16214 Power added to P. Atk. If the target is stunned, attacks with 48641 power. Can be used while a sword or blunt weapon is equipped. Consumes 1 Soulstone.
Rogue			
Othell Adventurer	Armor Breaker	101	Cancels target's armor for 3 seconds. Requires dagger/dual dagger. Consumes 2 Soulstones.
Othell Ghost Hunter	Mass Power Bluff	101	Reveals the enemy's back and inflicts Stun for 3 seconds. Requires dagger/dual dagger. Consumes 2 Soulstones.
Othell Wind Rider	Shadow Walking	101	Front Critical Rate - 10%, Side Critical Rate + 10%, Critical Damage + 10%, Rear Critical Rate + 20%, Critical Damage + 20%.
Wizard			
Feoh Archmage	Meteor	101	Drops meteors to attack surrounding enemies and deals great damage. Inflicts abnormal state and deals continuous damage. The higher the level of the abnormal state, the greater the damage. Consumes 5 Spirit Ores.
Feoh Soutaker	Black Pool	101	Creates a black swamp in the selected location, dealing great damage, and receiving 50% of the target's damage as HP. Inflicts abnormal state and decreases Speed. The higher the level of the abnormal state, the greater the damage, and at the last stage, Shocks the target. Consumes 5 Spirit Ores.
Feoh Mystic Muse	Snow Storm	101	Creates an ice storm in the selected location, dealing continuous damage. Inflicts abnormal state and decreases Speed. The higher the level of the abnormal state, the greater the damage, and at the last stage, Freezes the target. Consumes 5 Spirit Ores.

Feoh Storm Screamer	Tornado	101	Creates a tornado in the selected location, dealing great damage. Inflicts abnormal state and decreases Speed. The higher the level of the abnormal state, the greater the damage, and at the last stage, locks the target in an Aerial Yoke. Consumes 5 Spirit Ores.
Feoh Soulhound	Soul Barrage	101	Detonates the soul in the selected location to attack surrounding enemies. Inflicts abnormal state and increases PvP Damage. The effect increases as the level of the abnormal state increases. Consumes 5 Spirit Ores.
Summoner			
Wynn Arcana Lord	Summon Commando Cat	100	Summons Commando Cat. Consumes 2 summon points.
	Summon Witch Cat	100	Summons Witch Cat. Consumes 2 summon points.
	Arcana's Call	101	Uses the power of nature to increase M. Atk. and M. Critical Rate for 30 seconds. Additionally increases your servitor's P. Atk. And success rate of Knock Back / Knock Down. Consumes 10 Spirit Ores.
Wynn Elemental Master	Summon Unicorn Lancer	100	Summons Unicorn Lancer. Consumes 2 summon points.
	Summon Unicorn Cherub	100	Summons Unicorn Cherub. Consumes 2 summon points.
	Elemental's Call	101	Uses the power of spirits to increase M. Atk. And Casting Spd. for 30 seconds. Additionally increases your servitor's P. Atk. and Atk. Spd, and decreases cooldown. Consumes 10 Spirit Ores.
Wynn Spectral Master	Summon Dark Crusader	100	Summons Dark Crusader. Consumes 2 summon points.
	Summon Banshee Queen	100	Summons Banshee Queen. Consumes 2 summon points.
	Spectral's Call	101	Use the power of ghosts to increase M. Atk. And M. Critical Damage for 30 seconds. Additionally increases your servitor's P. Critical Damage and vital point attack rate. Consumes 10 Spirit Ores.

Wynn Summoner (All)	Sharing Equipment	99	For 30 minutes, the abilities of the equipped PvP/PvE weapons or armor transfer to your servitor. Consumes 5 Spiritshots.
Enchanter			
Iss Hierophant	Prophecy of Might	101	Increases Critical Rate and Damage of general attacks and skills of selected party member by 25% for 5 minutes. Consumes 5 Spirit Ores.
Iss Sword Muse	Song of Thief	101	Increases Dagger/Dual Dagger Resistance of all party members by 50% for 30 seconds. Consumes 5 Spirit Ores.
	Song of Archery	101	Increases Bow/Crossbow Resistance of all party members by 50% for 30 seconds. Consumes 5 Spirit Ores.
Iss Spectral Dancer	Sage's Dance	101	Increases M. Def. of all party members by 50% for 30 seconds. Consumes 5 Spirit Ores.
Iss Doomcryer	Chant of Bison	101	Increases P. Atk./M. Atk. by 10% and P. Accuracy/M. Accuracy by 4 for all party members for 5 minutes. Consumes 10 Spirit Ores.
Iss Dominator	Seal of Restriction	101	Casts a curse that prevents the target and nearby enemies from receiving Invincibility for 30 seconds during PvP. Consumes 5 Spirit Ores.
Healer			
Aeore Cardinal	Divinity of Einhasad	101	Decreases Magic Skill MP Consumption by 30% and has a 100% to result in a Critical when using 'Radiant Heal', 'Panic Heal', or 'Brilliant Heal'. Consumes 5 Spirit Ores.
Aeore Eva's Saint	Summon Tree of Sephiroth	101	Summons an Enchanted Tree of Life that cannot be targeted. The summoned tree heals nearby party members for 30 seconds and casts a debuff canceling blessing. Consumes 5 Spirit Ores.
Aeore Shillien's Saint	Shillien Protection	101	Puts a barrier around a party member for 30 seconds. Recovers 100% CP/HP if dealt a death blow. Buff is deleted when the effect is applied. Consumes 5 Spirit Ores.
Archer			

Yul Sagittarius	Survival Instinct	101	For 60 sec., increases P. Atk. by 40%, P. Def/M. Def. by 20%, and increases Max HP/CP by 20%. Consumes 5 Soulstones.
Yul Moonlight Sentinel	Hunting Instinct	101	For 60 sec., increases Atk. Spd. by 20%, Skill Power by 20%, P. Skill Critical Rate by 40%, and Skill Critical Damage by 20%. Consumes 5 Soulstones.
Yul Ghost Sentinel	Counter Instinct	101	For 60 sec., increases Skill Power by 40%, P. Skill Critical Rate by 20%, and Skill Critical Damage by 40%. Consumes 5 Soulstones.
Yul Trickster	Bloody Instinct	101	For 60 sec., increases PvP Damage by 20%, and Skill Power by 20%. Consumes 5 Soulstones.
	Ultimate Bullseye	99	Decreases target's Bow/Crossbow Resistance by 60% for 6 seconds. Does not cancel when striking. Consumes 1 Soulstone.
Yul Archer (All)	Polishing Arrows: Atk. Spd.	85	Creates 250 Enhanced Orichalcum Arrows with increased Atk. Spd. Consumes 1 Crystal (R-grade).
	Polishing Bolts: Atk. Spd.	85	Creates 250 Enhanced Orichalcum Bolts with increased Atk. Spd. Consumes 1 Crystal (R-grade).
	Polishing Arrows: P. Atk.	85	Creates 250 Enhanced Orichalcum Arrows with increased P. Atk. Consumes 1 Crystal (R-grade).
	Polishing Bolts: P. Atk.	85	Creates 250 Enhanced Orichalcum Bolts with increased P. Atk. Consumes 1 Crystal (R-grade).
	Polishing Arrows: Additional Hit	90	Creates 250 Enhanced Orichalcum Arrows with Additional Hit. Consumes 1 Crystal (R-grade).
	Polishing Bolts: Additional Hit	90	Creates 250 Enhanced Orichalcum Bolts with Additional Hit. Consumes 1 Crystal (R-grade).
Knight			
Sigel Phoenix Knight	Paladin's Aura	101	Increases P. Def. by 25%, Received Heal by 25%, and decreases Received P. Critical Damage by 25%. Increases party members' P. Def. by 20%, Received Heal by 20%, and decreases Received Critical Damage by 20%. Only one Knight's Aura can

			be active at any time.
Sigel Hell Knight	Avenger's Aura	101	Increases P. Atk./Atk. Spd by 25%, P. Critical Rate by 80, P. Critical Damage by 25%, and Speed by 20. Decreases P./M. Atk. by 30%, Atk. Spd./Casting Spd. by 30%, Speed by 20 and Received Critical Damage by 15% of nearby enemies. Only one Knight's Aura can be active at any time.
Sigel Eva's Templar	Sentinel's Aura	101	Increases M. Def. by 25%, Attribute Resistance by 50, and Debuff Resistance by 25%. Increases party members' M. Def. by 20%, Attribute Resistance by 40, and Debuff Resistance by 20%. Only one Knight's Aura can be active at any time.
Sigel Shillien's Templar	Templar's Aura	101	Increases P. Atk. by 15%, Atk. Spd. by 15%, and Speed by 10. Increases party members' P. Atk. by 10%, Atk. Spd. by 10%, M. Atk. by 10%, Casting Spd. by 10% and Speed by 10. Only one Knight's Aura can be active at any time.
Ertheia			
Eviscerator	Flying Knee Kick	85	Lands a knee kick on the target. Target is knocked down for 3 seconds. Fist weapon must be equipped.
	Stamp Punch	99	Throws a powerful punch to a fallen target with 91570 Power added to P. Atk. Ignores 50% of target's P. Def. Fist weapon must be equipped.
All Classes			
All	Divine Expansion	100	Increases the number of buffs an individual can receive by 1.

- New Summoner Pets skills are as follows:
 - New pets are PvP focused compared to other pets, with each class having specific skills.

Name	Skill	Skill Changes
Commando Cat	Commando Double Slash	Deals damage to the target and knocks down for 3 seconds.

	Commando Jump Attack	Pounces on the enemy to inflict damage and decreases their speed by 100.
Witch Cat	Elemental Slam	Pushes the target and those around while dealing damage.
	Witch Cat Power	Creates a space of death near the enemy to inflict damage.
Unicorn Lancer	Lancer Rush	Rushes to the enemy to inflict damage and Stun for 5 seconds.
	Power Stamp	Deals damage to enemies around and pushes them back.
Unicorn Cherub	Multiple Icicles	Deals damage to the target and those around, and decreases their speed by 5 seconds.
	Cherub Power	Deals damage to the target and those around.
Dark Crusader	Phantom Sword Attack	Launches a powerful slashing attack.
	Phantom Blow	Aims at the enemy's vital spot.
Banshee Queen	Phantom Spike	Aims at the enemy's vital spot from long range.
	Phantom Crash	Deals damage to the target.

Changes to Existing Skills

- The following classes' active skills have had their levels raised, so that higher level skills can be acquired beyond Lv 100:

Class	Skills
Sigel Knight	Gust Blade
	Chain Galaxy
	Chain Strike
	Chain Hydra
	King of Beasts
	Superior Aggression
	Superior Aggression Aura
	Shield Charge
	Last Judgment
	Justice Punishment
	Shield Impact
	Shield Wave
	Final Ultimate Defense
	Protection of Faith
	Spike Shield
	Focus Shield
	Sacrifice
Riot Shield	
Mass Shackling	
Summon Blood Panther	

	Shadow Slash
	Summon Buff Cubic
	Summon Guardian Cubic
	Mass Freezing Strike
	Summon Phantom Cubic
	Summon Hex Cubic
	Lightning Strike
	Mass Lightning Strike
Tyrr Warrior	Armor Destruction
	Mega Strike
	Power Bomber
	Hurricane Blaster
	Eruption
	Hurricane Rush
	Jump Attack
	Infinity Strike
	Sonic Star
	Hurricane Storm
	Last Attack
	Provoke
	Disarm
	Giant Punch
	Sonic Storm
	Triple Sonic Slash
	Sonic Rage
	Sonic Flash
	Force Storm
	Thunder Storm
	Wrath
	Dreadful Roar
	Thunder Spear
	Raging Force
	Momentum Flash
	Rush Impact
	Blade Slasher
	Power Hammer Crush
Othell Rogue	Blood Stab
	Heart Breaker
	Chain Blow

	Reverse
	Dagger Explosion
	Razor Rain
	Clone Attack
	Shadow Dash
	Dark Paralysis
	Shadow Chase
	Poison Zone
	Mischief
	Mass Trick
	Shadow Flash
	Throw Dagger
	Throw Sand
	Throw Poison Needle
	Uppercut
	Kick
	Power Bluff
	Armor Breaker
	Mass Power Bluff
	Shadow Walking
	Critical Wound
	Mug
	Plunder
Yul Archer	Bow Strike
	Tornado Shot
	Quick Shot
	Pinpoint Shot
	Impact Shot
	Recoil Shot
	Slow Shot
	Multiple Arrow
	Heavy Arrow Rain
	Lure Shot
	Phoenix Arrow
	Flare
	Confusion Decoy
	Time Bomb
	Frost Trap
	Gravity Trap
	Bullseye

	Mass Bullseye
Feoh Wizard	Elemental Spike
	Elemental Crash
	Elemental Destruction
	Death Howl
	Devil's Curse
	Mass Devil's Curse
	Ignore Divinity
	Shadow Snare
	Ultimate Body To Mind
	Unleash Hell
	Death Mass Unleash Hell
	Hell Binding
	Mass Hell Binding
	Death Fear
	Mass Death Fear
	Magical Evasion
	Magical Charge
	Elemental Mass Burst
	Elemental Speed Burst
	Aqua Crash
	Elemental Power Burst
	Physical Soul Barrier
	Lightning Shock
	Curse Gloom
Summon Reanimated Man	
Summon Cursed Man	
Wynn Summoner	Invoke
	Summon Death Gate
	Summon Avenging Cubic
	Mass Servitor Heal
	Mark Retriever
	Exile
	Mass Exile
	Mark of Fire
	Servitor Major Heal
	Ultimate Servitor Share

	Mass Servitor Ultimate Defense
	Mark of Weakness
	Mark of Void
	Mark of Plague
	Mark of Trick
	Dimensional Binding
	Arcane Rage
	Summon Protection Stone
	Elemental Rage
	Summon Moving Portal
	Spectral Rage
	Summon Demonic Crucifix
Iss Enchanter	Assault Rush
	Death Strike
	Crippling Attack
	Shadow Blade
	Chaos Symphony
	Mass Crippling Attack
	Mass Shadow Blade
	Freezing Flame
	Divine Cancel
	Quick Escape
	Angel's Touch
	Disperse
	Transform
	Mass Giant Root
	Petrify
	Giant Root
	Mass Transform
	Dance of Medusa
	Song of Silence
	Seal of Blockade
	Seal of Limit
	Pa'agrio's Fist
	Shocking Blow
Aeore Healer	Sustain
	Radiant Heal

	Panic Heal
	Brilliant Heal
	Radiant Recharge
	Brilliant Recharge
	Dark Blast
	Mass Dark Veil
	Giant's Favor
	Dark Force
	Dark Rain
	Erase Impact
	Crystal Regeneration
	Dark Backfire
	Mark of Lumi
	Fatal Sleep
	Dark Devour
	Mass Fatal Sleep
Dark Vampirism	
Eviscerator	Lateral Hit
	Backspin Blow
	Spinning Kick
	Gravity Hit
	Pressure Punch
	Distant Kick
	Stamp Punch
	Air Light
	Distortion
	Fluid Weave
	Steel Mind
	Chin Strike
	Left Sidestep
	Right Sidestep
	Back Step
	Heavy Hand
Reverse Weight	
Crushing Air	
Flying Knee Kick	
Sayha's Seer	Hydro Attack
	Hydro Flare
	Hydro Strike
	Storm Rage

	Hydro Drain
	Air Rush
	Windy Refuge
	Eye of the Storm
	Squall
	Sayha's Blessing
	Threatening Wind
	Compelling Wind
	Sayha's Word
	Divine Storm

- Each of the following skills below have additional levels:

Class	Skills	Skill Description (Max level of skill)
Tyrr Duelist	Faceoff	Lv. 3 - Engages target in 1:1 combat. Invincible for 30 seconds, and Duelist's Fury is applied, increasing PvP Damage by 30%, Speed by 66, and Debuff Resistance by 90%.
	Duelist's Fury	Lv.3 - PvP Damage + 30%, Speed + 66, Debuff Resistance + 90%.
Yul Archer	Impact Shot	Lv.9 - Fires an arrow at the enemy with 47744 Power added to P. Atk. Stuns the enemy for 5 seconds. Requires a bow or crossbow to be equipped. Over-hit.
Iss Enchanter	Angel's Resurrection	Lv.4 - Resurrects a dead target and restores 70% of the XP lost.
Eviscerator	Air Light	Lv. 5 - For 30 min., you're less bound by gravity and P. Atk. + 25%, Knock Back / Knock Down / Pull / Aerial Yoke Resistance + 30.
	Distortion	Lv.3 - For 60 sec., distorts space to attack from behind. Increases P. Atk. by 15%, P. Critical Damage by 15%, and P. Skill Power by 15%. Requires a fist weapon.
Sigel Knight	Superior Sword/Blunt Weapon Mastery	Lv. 7 - P. Atk. + 1629 when a Sword or Blunt weapon is equipped. Increases enmity toward you by 60% of the damage. STR + 2. There is a chance the Cooldown of skills will reset or the duration double depending on your STR.
	Superior Heavy Armor Mastery	Lv.7 - Max HP + 6883 and P. Def. + 2990 when equipped with Heavy Armor. MP Recovery Bonus + 8.4 and Critical Damage received - 35%. STR + 2. Reflects 10% of incurred damage back to the opponent.
	Superior Shield Mastery	Lv.7 - Shield Defense becomes possible in all directions. Shield Defense Success Rate + 100%, Shield Defense + 110%. STR + 2.
	Superior M. Def.	Lv.7 - M. Def. + 1668, and M. Def. + 25%. STR + 2.

	Superior Mental Attack Resistance	Lv.7 - Resistance + 34% to Hold/Sleep/Paralysis/Mental Attacks/Poison/Bleed/Stun. STR + 2. In addition, has a 10% chance of reflecting P./M. abnormal states back to the attacker.
	Superior Elemental Mastery	Lv.7 - Attribute Resistance + 34. STR + 2.
Tyrr Warrior	Superior Weapon Mastery	Lv.7 - P. Atk. + 30%, additional P. Atk. + 3258, Atk. Spd + 25%, P. Accuracy + 8 when a sword, blunt, or spear is equipped. Increases the number of possible targets during a spear attack. STR + 2. Depending on your STR, the Cooldown resets or the duration increases by 2 times.
	Superior Dual Weapon Mastery	Lv.7 - P. Atk. + 30%, additional P. Atk. + 3258, Atk. Spd. + 25%, and P. Accuracy + 8 when using a dualsword, dual blunt, or fist weapon. STR + 2.
	Superior Heavy Armor Mastery	Lv.7 - Max HP + 5368 and P. Def. + 2718 when equipped with Heavy Armor. STR + 2.
	Superior Light Armor Mastery	Lv.7 - Max HP + 5368, P. Def. + 2365, Atk. Spd. + 10%, P. Accuracy + 3, P. Evasion + 6, Speed + 10, and P. Accuracy + 3. Chance of receiving a critical attack - 35%. STR + 2.
	Superior Momentum Mastery	Lv.7 - Absorbs Momentum by 34% during a normal physical attack and 40% during a critical attack. Can absorb up to 10 Momentum levels.
	Superior HP Mastery	Lv.7 - Max HP + 1352, Max CP + 660, HP Recovery Bonus + 12, MP Recovery Bonus + 6. When HP falls below 60%, P. Atk. + 1982. STR + 2. When receiving damage, has a chance of recovering 10% of Max HP.
	Superior Resistance	Lv.7 - M. Def. + 1365, and Fire/Water/Wind/Earth Resistance + 34. STR + 2.
Othell Rogue	Superior Dagger Mastery	Lv.7 - P. Atk. + 1425, Atk. Spd. + 25%, Accuracy + 8, and vital spot attack success rate + 5%. STR + 2. Depending on your STR, Cooldown can be reset or abnormal status duration increases + 2 times.
	Superior Dual Dagger Mastery	Lv.7 - P. Atk. + 1629, Atk. Spd. + 25%, Accuracy + 8, and vital spot attack success rate + 5%. STR + 2.
	Superior Light Armor Mastery	Lv.7 - Max HP + 4880, P. Def. + 2365, P. Evasion + 20, and chance of receiving Critical Damage -35% when equipped with Light Armor. Depending on your DEX, Spd. and P. Skill Critical Rate change. STR. + 2. Upon evasion, 10% chance of obtaining an Assassin's Reflex effect.
	Superior Movement	Lv.7 - Speed + 24, HP Recovery Bonus + 12, MP Recovery Bonus + 6. STR + 2.
	Superior Critical Mastery	Lv.7 - P. Critical Rate + 60%, P. Critical Damage + 1200, +1000% chance of triggering skill mastery. STR + 2.

	Superior Resistance	Lv.7 - M. Def. + 1365, and Fire/Water/Wind/Earth Resistance + 34. STR + 2.
Yul Archer	Superior Bow/Crossbow Mastery	Lv. 7 - P. Atk. + 10%, Additional P. Atk. + 3208, Atk. Spd. + 15%, P. Accuracy + 8 when using a bow or crossbow. STR + 2. Depending on your STR, the Cooldown resets or the abnormal status duration increases + 2 times.
	Superior Light Armor Mastery	Lv. 7 - Max HP + 4783, P. Def. + 2365, P. Evasion + 14, MP recovery bonus + 6, and chance of receiving critical attacks - 35% when equipped with Light Armor. Spd. and P. Skill Critical Rate change depending on DEX. STR + 2.
	Superior Survival Ability	Lv. 7 - Speed + 24, Weight Limit + 51%, and Terrain Damage - 30%. STR + 2. When inflicting a critical during, Survival Movement is triggered.
	Superior Mental Attack Resistance	Lv. 7 - Resistance + 34% to Hold/Sleep/Paralysis/Mental Attacks/Poison/Bleed/Stun. STR + 2. In addition, has a 10% chance of reflecting P./M. abnormal states back to the attacker.
	Superior Critical Arrow	Lv. 7 - P. Critical Rate + 25%, and P. Critical Damage + 14%, Skill Mastery rate + 1000%. STR + 2.
	Superior M. Def.	Lv. 7 - M. Def. + 1365, and M. Def. + 25%. STR + 2.
	Superior Elemental Resistance	Lv. 7 - Fire/Water/Wind/Earth Resistance + 34. STR + 2.
Feoh Wizard	Superior Weapon Mastery	Lv. 7 - M. Atk. + 17%, additional M. Atk. + 1893, Casting Spd. + 23%. Depending on your INT, the Cooldown resets or the duration increases by 2 times.
	Superior Robe Mastery	Lv. 7 - Max HP + 4447, P. Def. + 1903, and M. Def. + 10% when equipped with a Robe.
	Superior Anti Magic	Lv. 7 - M. Def. + 1517, Magic Attack Resistance + 35%. INT + 2.
	Superior MP Boost	Lv. 7 - Max MP + 704. INT + 2.
	Superior Fast MP Recovery	Lv. 7 - MP Recovery Bonus + 7.8. INT + 2.
	Superior Clear Mind	Lv. 7 - MP Recovery Bonus + 9.3 while walking and + 10.7 while standing. INT + 2.
Wynn Summoner	Superior Weapon Mastery	Lv. 7 - M. Atk. + 24%, additional M. Atk. + 2083, Casting Spd. + 23%, M. Critical Rate + 6. P. Atk. + 105%, Additional P. Atk. + 1586, P. Accuracy + 4 when a dual blunt weapon is equipped. INT + 2. Depending on your INT, the Cooldown resets or the duration increases by 2 times.
	Superior Robe Mastery	Lv. 7 - Max HP + 4151, P. Def. + 1903, and M. Def. + 10% when equipped with a Robe. INT + 2.
	Superior Magic Mastery	Lv. 7 - M. Def. + 1517, Magic Attack Resistance + 35%, Magic skill Cooldown - 25%, MP Consumption - 10%.

		INT +2.
	Superior Resistance	Lv. 7 - Fire/Water/Wind/Earth Resistance + 34. INT + 2.
	Superior Light Armor Mastery	Lv. 7 - Max HP + 4151, P. Def. + 1892 when equipped with Light Armor. INT + 2.
Iss Enchanter	Superior Dual Weapon Mastery	Lv. 7 - P. Atk. + 30%, Additional P. Atk. + 1982, Atk. Spd. + 30%, P. Critical Damage + 15% when a dualsword/blunt is equipped. Normal hit damage to monsters + 20%. Chance to activate Physical Pose during a normal attack. Depending on STR, your STR can reset cooldown or double skill effect duration.
	Superior Sword/Blunt Weapon Mastery	Lv. 7 - P. Atk. + 30%, Additional P. Atk. + 1982, Atk. Spd. + 30%, P. Critical Damage + 15% when a sword or blunt weapon is equipped.
	Superior Robe Mastery	Lv. 7 - Max HP + 4636, P. Def. + 1522 when equipped with a Robe.
	Superior Light Armor Mastery	Lv. 7 - Max HP + 4636, P. Def. + 2128 when equipped with Light Armor.
	Superior Heavy Armor Mastery	Lv. 7 - Max HP + 4636, P. Def. + 2446 when equipped with Heavy Armor.
	Superior Anti Magic	Lv. 7 - M. Def. + 1365 and Attack M. Def. Rate + 35%.
	Superior HP Boost	Lv. 7 - Max HP + 904. STR + 2.
	Superior MP Boost	Lv. 7 - Max MP + 704. INT + 2.
	Superior HP Recovery	Lv. 7 - HP Recovery Bonus + 7. STR + 2.
Aeore Healer	Superior Magic Weapon Mastery	Lv. 7 - M. Atk. + 24%, Additional M. Atk. + 1893, M. Critical Rate + 6%. INT + 2. Depending on your INT, the Cooldown resets or the duration increases by 2 times.
	Superior Armor Mastery	Lv. 7 - Max HP + 4299, P. Def. + 1903, M. Def + 10%, HP Recovery Bonus + 7.8, MP Recovery Bonus + 8.6 when equipped with a Robe/Light Armor. INT + 2.
	Superior Casting Mastery	Lv. 7 - Max MP + 704, Casting Spd. + 23%, MP Consumption for magic skills - 15%, and Cooldown - 25%. INT + 2.
	Superior Anti Magic	Lv. 7 - M. Def. + 1517, Attack Magic Resistance + 35%. INT + 2.
	Superior Elemental Resistance	Lv. 7 - Fire/Water/Wind/Earth Resistance + 34. INT + 2.
	Superior Mental Attack Resistance	Lv. 7 - Resistance + 34% to Hold/Sleep/Paralysis/Mental Attacks/Poison/Bleed/Stun. INT + 2. In addition, has a 10% chance of reflecting P./M. abnormal states back to the attacker.
Eviscerator	Eminent Fist Weapon Mastery	Lv. 14 - When equipped with a fist weapon, P. Atk. + 45% and + 6517, Atk. Spd. + 15%, P. Accuracy + 8,

		Critical Rate + 60, Critical Damage + 45%.
	Eminent Light Armor Mastery	Lv. 14 - When equipped with light armor, P. Def. + 10%, Additional P. Def. + 2601, M. Def. + 10%, Additional M. Def. + 1668, P. Evasion + 12, and Received P./M. Critical Rate - 35%.
	Eminent Stability	Lv. 10 - Max HP + 7227, Max CP 657, HP Recovery Bonus + 12, MP Recovery Bonus + 6, CP Recovery Bonus + 12, Speed + 14.
	Eminent Attribute Resistance	Lv. 8 - Attack Attribute Bonus + 34 Attribute Resistance + 34.
Sayha's Seer	Eminent Blunt Weapon Mastery	Lv. 14 - When equipped with a blunt weapon, M. Atk. +40% and + 3787, Casting Spd. + 30%, M. Critical Rate + 10%, M. Critical Damage + 10%. and brands target with Storm Sign when using Hydro Attack. When using Hydro Flare, has a 33% chance of branding target with Storm Sign Stage 4. Brands target with Storm Sign Lv. 3 when using Sayha's Word.
	Eminent Robe Mastery	Lv. 14 - When equipped with a robe, P. Def. + 10%, Additional P. Def. + 2093, M. Def. + 10%, Additional M. Def. + 1668, Attack Magic Resistance + 35%. Shields and Sigils are not worn, as you move with the wind.
	Eminent Quick Recovery	Lv. 10 - Max. HP + 4891, Max. MP + 954, MP Recovery Bonus + 12, and M. Skill Cooldown - 30%, M. Skill MP Consumption - 7%.
	Eminent Attribute Resistance	Lv. 8 - Attack Attribute Bonus + 34, Attribute Resistance + 34.

- Class Passive skills have been changed.
 - Descriptions about Class Passive skills have been organized.
 - M. Def power increases when leveling up the following skills:

Class	Skills
Sigel Knight Class	Superior M.Def.
Tyrr Warrior Class	Superior Resistance
Othell Rogue Class	Superior Resistance
Yul Archer Class	Superior Magic Resistance
Feoh Wizard Class	Superior Anti Magic
Wynn Summoner Class	Superior Magic Mastery
Iss Enchanter Class	Superior Anti Magic
Aeore Healer Class	Superior Anti Magic
Eviscerator	Eminent Light Armor Mastery
Sayha's Seer	Eminent Robe Mastery

- The effects of the following skills have been changed for each class:

Class	Skills	Changes
Tyrr Duelist	Faceoff	Increased duration.
	Duelist's Fury	Added PVP damage increase, Removed P. Atk. effects.
Yul Sagittarius Yul Moonlight Sentinel Yul Ghost Sentinel Yul Trickster	Tornado Shot	Increased Skill Critical Rate.
	Heavy Arrow Rain	Increased Skill Critical Rate.
	Multiple Arrow	Increased Skill Critical Rate.
	Phoenix Arrow	Increased Skill Critical Rate.
	Bow Strike	Increased Skill Critical Rate.
	Quick Shot	Increased Skill Critical Rate. Increased Skill Power. Decreased Cooldown. Can ignore defense of enemies.
	Pinpoint Shot	Increased Skill Critical Rate. Increased Skill Power.
	Impact Shot	Increased Skill Critical Rate. Increased Skill Power.
	Recoil Shot	Increased Skill Critical Rate. Increased Skill Power.
	Slow Shot	Increased Skill Critical Rate. Increased Skill Power.
Eviscerator	Back Step	Decreased movement distance. Removed HP recovery effects. Decreased Cooldown. Added P. Atk. boost.
	Right Sidestep	Fist Weapon Resistance now remains effective even when hit, but the duration is reduced.
	Distant Kick	Increased Knock Down duration.

	Chin Strike	Decreased the distance that the target is moved back.
	Lateral Hit	Increased Debuff duration.
	Air Light	Increased duration.
	Infighter	When you use Left or Right Sidestep, Inside Position skill is activated.
	Battle Dash	Added P. Def. and M. Def. boost.
	Backspin Blow	Can ignore defense of enemies.
	Inside Position	Added P. Skill Critical Rate boost.
	Distortion	Added Atk., P. Skill Critical Damage, and P. Skill power boost.
Feoh Soultaker	Transfer Pain	Increased Damage Transfer Rate.
Aeore Eva's Saint	Summon Tree of Sephiroth	Increased the summoned Pet's HP and defense.

- Changes to the Yul Archer class' skill effects are explained below:

Skill	Before	After
Flare	Undoes the trap or hideout effect in one's surroundings. Can be used on an enemy target.	Undoes the trap or hideout effect in one's surroundings. Can use a hideout-blocker debuff on a target at Lv 3. Can use on both neutral and enemies.

- Changed Sayha's Seer class' 'Wind Blend' skill as follows:

Class	Skill	Effects
Sayha's Seer	Wind Blend	Damaged received decreases for 3 seconds, and assimilate by wind for 7 seconds afterward, and movement speed increases.

- Challenge Aura, Iron Aura, Aura Resistance, Recovery Aura, area increased from 300 to 1000 distance.
 - Specific skill changes below:

Skill	Old Effect	New Effect
Rage Aura	When equipped with a sword or blunt weapon, increases P. Atk. Atk. Spd. and P. Critical Damage by 10%, and Speed by 10. Decreases nearby enemies' P. Atk. and Atk. Spd. by 20%. Only one Sigel Knight's Aura can be active at any time.	P. Atk./Atk. Spd + 15%, P. Critical Rate + 50, P. Critical Damage + 15%, Speed + 10, and enemies within range get P./M. Atk. - 20% and Atk. Spd./Casting Spd. - 20%. Only one Knight's Aura can be active at any time.
Challenge Aura	When a sword or blunt weapon is equipped, increases aggression power. Additionally, increases party members' P. Atk. and Atk. Spd. by 5% and decreases skill MP Consumption by 20%. Only one Sigel Knight's Aura can be active at any time.	Skill MP Consumption - 25%, Skill Cooldown - 10%. Additionally, party members' Skill MP Consumption - 15%, and Skill Cooldown - 5%. Only one Knight's Aura can be active at any time.
Iron Aura	P. Atk. and Atk. Spd. + 5%. P. Def. + 215, Shield Defense + 50%, shield defense rate + 100% when equipped with heavy armor. Bow/Crossbow Resistance + 20%. Damage from critical attack - 15%. Only one Sigel Knight's Aura can be active at any time.	P. Def. + 15%, and Received Critical Damage - 15%. Additionally, party members' P. Def. + 10%, and Received Critical Damage - 10%. Only one Knight's Aura can be active at any time.

Aura Resistance	P. Atk. and Atk. Spd. + 5%, M. Def. + 10%, Fire/Water/Wind/Earth Resistance + 20. Only one Sigel Knight's Aura can be active at any time.	M. Def. + 15%, and Attribute Resistance + 30. Additionally, party members' M. Def + 10%, and Attribute Resistance + 20. Only one Knight's Aura can be active at any time.
Recovery Aura	P. Atk. and Atk. Spd. + 5%, and P. Mez/Debuff Resistance + 20. Additionally, Heal Amount by healing skills + 10% and HP Recovery Bonus + 10%. Only one Sigel Knight's Aura can be active at any time.	Heal amount + 15%, Stun/Knock Back/Knock Down/Hold Resistance + 25%. Additionally, party members' heal amount + 10%, Stun/Knock Back/Knock Down/Hold Resistance + 20%. Only one Knight's Aura can be active at any time.
Spirit Aura	P. Atk. and Atk. Spd. + 5%, and M. Mez/Debuff Resistance + 20. Additionally, Additionally, MP Recovery Amount and MP Recovery Bonus + 10%. Only one Sigel Knight's Aura can be active at any time.	Heal amount + 15%, Mental/Paralysis/Aerial Yoke Resistance + 25%. Additionally, party members' heal amount + 10%, Mental/Paralysis/Aerial Yoke + 20%. Only one Knight's Aura can be active at any time.

- The maximum amount of SP that can be earned depending on class has been changed to 50 billion SP.
- When using Party Rescue, all the party members sitting are now displayed as sitting.
- You can no longer move to the No Summon Area by using the Belief of the Exalted skill.
- You can no longer use the Belief of the Exalted skill to a dead party member.
- You can now use Einhasad's Silence when you're in Action Prohibition.
- Fixed an issue that when selected 'Wind' route and reinforced skill, enchant effect is only applied to 1Lv skill.
- Fixed an issue where Yul Archer type class cannot acquire 'Impact Shot' Lv6 skill.
- Fixed an issue where Second Wind would not restore HP when character had an unusually high maximum HP.
- Fixed an issue where the following new servitor skills cannot be used during transformed state.
 - Witch Cat, Commando Cat, Unicorn Cherub, Unicorn Lancer, Soul Specter, Banshee Queen
- Fixed an issue where icon is not activated even after satisfying the usage requirement when using some skills that enchanted with penalty route.
- Fixed an issue where the skills the characters acquired are reset when restarted after adding or changing sub class or dual class.

- Fixed an issue that when Ertheia race characters use the following skills, the skills' graphical effect is not displayed in the space.
 - Tornado, Black Pool, Snow Storm
- Changed so that 'Price of Summoning' de-buff is not applied when using the following skills:
 - Summon Lion
 - Summon Lumi
- Fixed an issue where the details of equipped weapon are incorrectly displayed in the 'Full Swing' skill description.
- Fixed an issue where there is no character animation when an Ertheia race character uses 'Tauti's Wrath' skill.
- Fixed an issue where skill power is incorrectly displayed in the Lv5 'Power Strike' skill description.
- Fixed an issue where skill power is incorrectly displayed in the Lv 10 'Heal' skill description.
- Fixed an issue where the skill effect is not maintained for 5 minutes when using 5-minute return skill with '/Escape' command.
- Fixed an issue where the skill power is incorrectly displayed in the 'Heavy Punch' skill description.
- Fixed an issue where Flame Strike 2~3 grades' actual power and tooltip's power are different.
- Fixed an issue that in 'Blade Slasher' skill description, details regarding weapon-equipping requirements are not displayed.
- Fixed an issue where the Defense Power value of 'Grant Heavy Armor Mastery' 2 Lv skill is set higher than the top-level skill.
- Changed so that the following new servitors do not conflict with characters.
 - Witch Cat
 - Commando Cat
 - Soul Spector
 - Banshee Queen
 - Unicorn Lancer
 - Unicorn Cherub
- Fixed an issue where projectile effects are not displayed when the following servitors attack.
 - Summon Lumi
 - Summon Grim Reaper
 - Summon Banshee Queen
 - Summon Witch Cat
 - Summon Seraphim
 - Summon Wynn Soulless
 - Summon Wynn Feline Queen
 - Summon Unicorn Cherub
- Fixed an issue where a usage requirement is not specified in the 'Bleed' skill description.
- Fixed an issue where sometimes Vampiric effect is not applied when used a skill to another target after killing a monster.
- Ultimate Servitor Share
 - The character's physical critical damage ability is transferred to its Servitor.
 - Fixed the issue of incorrect information showing regarding the defense skill transfer rate (in actuality, no changes will be made to this value).

- Magic abilities that don't affect Servitors' fighting abilities have been changed so their abilities don't transfer.
- Mark Skills
 - Continuous damage attack has been improved so that damage can be decisive depending on the character's M. Atk. and the target's M. Def. while the character is using Mark skills.
 - Changed so that Mark of Void's HP/MP recovery rate restores at the designated value when the skill is used.
- "Switch Places" can no longer be used if there are drastic differences in height with the target.
- The following skills' classifications have been changed to better suit the nature of said skills.
 - Crippling Attack (moved from weaken -> physical)
 - Shadow Blade (moved from weaken -> physical)
 - Chaos Symphony (moved from weaken -> physical)
 - Slow Shot (moved from weaken -> physical)
 - Freezing Flame (moved from weaken -> magic)
- Fixed the issue of the "Provoke" skill's tool tip providing incorrect information regarding the skill's duration times.
- Fixed the issue of the Dual Dagger skill icon activating while the character is not equipped with anything.
- Fixed the issue of the party aura effect being occasionally applied to oneself when using "Spirit Aura" and "Aura Resistance."
- Fixed the issue of there being no motion when female Dark Elf characters use the "Rapid Fire Stance" and "Hawk Eye" skills.
- Fixed the issue of the toggle skill's graphical effects showing when a character transforms.
- Fixed the issue of characters returning to re-use delay instead of moving on certain topography when using the "Quick Charge" and "Quick Evasion" skills.
- Fixed the issue of a particular sentence appearing multiple times in the tool tip for "Right Sidestep" Lv 24.
- Fixed the issue of wrong information displaying in the tool tip for Paladin's Aura's physical critical damage reduction effect.
- Fixed an issue with the "Shield Strike" skill where Soulshots are not used when the first hit is thrown.
- Fixed the issue of the "Blood Panther" servitor's passive skill, "Death Touch," not activating.
- Fixed the issue of the "Bike Ability" skill effect disappearing after landing from Air Bike.

Skill Enchant System Renewal



- Maximum stage of skill enchantments has been raised higher than stage 10.
 - Infinite Odyssey Update has raised it up to stage 20.
 - The changed Skill Enchantment system resets all the current stages to stage 0.
 - Compensation for skill enchantment reset: An Immortal Scroll will be sent to your Private Warehouse based on the enchant stage.
- Skill enchantments are divided into two sections with 10 stages each. If you fail in normal enchanting, enchantments are reset to the initial stage of each section.
- For example, if you fail at section 10 - 19, your enchantments are reset to stage 10.
- Due to the new stages and methods in skill enchantments, the required items are changed and divided as follows:

Enchantment Method	Before Renewal:	After Renewal:	
General	Superior Giant's Codex	+1 ~ +10	Superior Giant's Codex
		+11 ~ +20	Superior Giant's Codex Chapter 1
Blessed Enchant Skills	Superior Giant's Codex - Mastery	+1 ~ +10	Superior Giant's Codex - Mastery
		+11 ~ +20	Superior Giant's Codex - Mastery Chapter 1
Immortal Scroll: Enchant	Immortal Scroll	+1 ~ +10	Immortal Scroll
		+11 ~	Immortal Scroll Chapter 1

		+20	
Change Path	Superior Giant's Codex - Discipline	+1 ~ +10	Superior Giant's Codex - Discipline
		+11 ~ +20	Superior Giant's Codex - Discipline Chapter 1

- The interface for skill enchanting has been changed.
- Passive Skills can no longer be enchanted.
- Some Active skills can also no longer be enchanted.
- You can sell the Superior Giant's Codex - Oblivion at the store if it is not needed anymore.
- All 2nd and 3rd class skills with enchantments will be reset to stage 0. These skills will not be deleted.
 - Only partial compensation will be given for 2nd and 3rd classes skills enchanted to +30.

Augmentation System Renewal



- The Augment system has been changed.
 - A new Augment stone called 'Spirit Stone' has been added.
 - Augmenting using the existing 'Life Stone' is still available even after the change.
- Added the new Spirit Stones:
 - The new Augment stone 'Spirit Stone' item is classified into 4 grades: Standard/Mid-grade/High-grade/Top-grade.

- Able to apply new Augment option to an item using the new Augment stone.
- 'Spirit Stone' exists for weapons, accessories, and hair accessories.
- Existing 'Life Stones' will no longer drop or be rewarded:
- Monster drops, Ceremony of Chaos reward, Castle Chamberlain product sales, and item production through Clan Hall Stewards.
- Weapon Augments using the existing 'Life Stone' can be processed the same as before.
- The existing Augment option applied to a weapon will not be removed.
- Existing Life Stones can be exchanged for Spirit Stones through a town blacksmith.
- Changed some Augment options applied to the weapon through 'Life Stone Instilled with Giants' Power', and greatly increased the effects.
- Changed graphical effect of a weapon with an Augment option applied.
 - Weapon Augment graphical effects are now classified to 4 grades according to the level of the Augment skill applied to the weapon, regardless of the grades of 'Spirit Stone' used.
- New Passive Skill Augment Options:

Augment Options (Passive)	Description
P. Def.	P. Def. + 5%.
Elemental Resistance	Elemental Resistance + 30.
Attribute Resistance	Alignment Resistance + 30.
Decrease P. Skill MP Consumption	P. Skill MP Consumption - 1%.
Decrease M. Skill MP Consumption	M. Skill MP Consumption - 1%.
Decrease Skill Cooldown	Skill Cooldown - 1%.
P. Critical Damage	P. Skill Critical Damage + 1%.
M. Critical Damage	M. Skill Critical Damage + 1%.
Heal Amount	Received Heal Amount + 1%.
Fire Resistance	Fire Resistance + 20.
Water Resistance	Water Resistance + 20.
Wind Resistance	Wind Resistance + 20.
Earth Resistance	Earth Resistance + 20.
Holy Resistance	Holy Resistance + 20.
Dark Resistance	Dark Resistance + 20.
Fire Resistance	Fire Resistance + 10.
Water Resistance	Water Resistance + 10.
Wind Resistance	Wind Resistance + 10.
Earth Resistance	Earth Resistance + 10.
Holy Resistance	Holy Resistance + 10.
Dark Resistance	Dark Resistance + 10.
P. Atk.	P. Atk. + 212.
M. Atk.	M. Atk. + 498.
P. Accuracy	P. Accuracy + 2.
M. Accuracy	M. Accuracy + 2.

M. Def.	M. Def. 5%.
Stun/ Knock Back/ Knock Down Resistance	Stun/ Knock Back/Knock Down Resistance + 10.
Petrify/ Hold Resistance	Petrify/ Hold Resistance + 10.
Men/ Aerial Yoke Resistance	Mental/ Aerial Yoke Resistance + 10.
Paralysis/ Pull Resistance	Paralysis/ Pull Resistance + 10.
STR	STR + 1.
DEX	DEX + 1.
CON	CON + 1.
INT	INT + 1.
WIT	WIT + 1.
MEN	MEN + 1.
Speed	Speed + 7.
Stun Resistance	Stun Resistance + 10.
Hold Resistance	Hold Resistance + 10.
Bleed Resistance	Bleed Resistance + 10.
Paralysis Resistance	Paralysis Resistance + 10.
Mental Resistance	Mental Resistance + 10.
Sleep Resistance	Sleep Resistance + 10.
Poison Resistance	Poison Resistance + 10.
Knock Back/ Knock Down Resistance	Knock Back/Knock Down Resistance + 10.
Aerial Yoke Resistance	Aerial Yoke Resistance + 10.
Pull Resistance	Pull Resistance + 10.
Petrify Resistance	Petrify Resistance + 10.
Stun Resistance	Stun Resistance + 5.
Hold Resistance	Hold Resistance + 5.
Bleed Resistance	Bleed Resistance + 5.
Paralysis Resistance	Paralysis Resistance + 5.
Mental Resistance	Mental Resistance + 5.
Sleep Resistance	Sleep Resistance + 5.
Poison Resistance	Poison Resistance + 5.
Knock Back/ Knock Down Resistance	Knock Back/Knock Down Resistance + 5.
Aerial Yoke Resistance	Aerial Yoke Resistance + 5.
Pull Resistance	Pull Resistance + 5.
Petrify Resistance	Petrify Resistance + 5.
HP	Max HP + 266/ HP Recovery Bonus + 8.
MP	Max MP + 117/ MP Recovery Bonus + 4.
CP	Max CP + 266/ CP Recovery Bonus + 8.

- New Rare Skill Augment Options:

Augment Options (Rare Skill)	Description	Max Level
Damage Reflect Resistance	For 30 min., Damage Reflect Resistance + 20%.	12
Disable Target	For 6 sec., the enemy cannot target you.	12
Invincibility	Becomes invincible for 6 sec.	12
Power Eruption	Attacks nearby enemies with 25951 Power added to P. Atk.	12
Power Multi Shot	Attacks target and nearby enemies with 25951 Power added to P. Atk.	12
Power Shot	Attacks target with 33365 Power added to P. Atk.	12
Power Storm	Attacks target and nearby enemies with 25951 Power added to P. Atk.	12
Power Strike	Attacks target with 37073 Power added to P. Atk.	12
Aerial Yoke (AoE)	For 5 sec., inflicts Aerial Yoke on target and nearby enemies.	12
Fear (AoE)	For 5 sec., inflicts Fear on target and nearby enemies.	12
Hold (AoE)	For 5 sec., inflicts Hold on target and nearby enemies.	12
Knock Down (AoE)	For 5 sec., inflicts Knock Down on target and nearby enemies.	12
Paralyze (AoE)	For 5 sec., inflicts Paralysis on target and nearby enemies.	12
Silence (AoE)	For 5 sec., inflicts Silence on target and nearby enemies.	12
Sleep (AoE)	For 5 sec., inflicts Sleep on target and nearby enemies.	12
Slow (AoE)	For 10 sec., decreases the Speed of target and nearby enemies by 80.	12
Stun (AoE)	For 5 sec., inflicts Stun on target and nearby enemies.	12
Cancel Target (AoE)	Cancels target of nearby enemies.	4
Aerial Yoke	For 5 sec., inflicts Aerial Yoke on target.	12
Fear	For 5 sec., inflicts Fear on target.	12
Silence	For 5 sec., inflicts Silence on target.	12
Sleep	For 5 sec., inflicts Sleep on target.	12
Slow	For 10 sec., decreases the Speed of target by 80.	12
Stun	For 5 sec., inflicts Stun on target.	12
Hold	For 5 sec., inflicts Hold on target.	12
Knock Down	For 5 sec., inflicts Knock Down on target.	12
Paralyze	For 5 sec., inflicts Paralysis on target.	12
Trick	Cancels enemy's target.	4
Wind Circle	Attacks nearby enemies with 164 Power added to M. Atk.	12
Wind Flare	Attacks target with 231 Power added to M. Atk.	12
Wind Flash	Attacks target and nearby enemies with 164 Power added to M. Atk.	12

Wind Storm	Attacks target and nearby enemies with 164 Power added to M. Atk.	12
Wind Strike	Attacks target with 213 Power added to M. Atk.	12
Atk. Spd. Increase	Increases Atk. Spd. by 10% when equipped.	12
Max CP Increase	Increases Max CP by 10% when equipped.	12
Damage Reflect	Reflects 20% of Received Damage when equipped.	12
XP Bonus	Increases XP Gain by 10% when equipped.	9
Max HP Increase	Increases Max HP by 10% when equipped.	12
MP Consumption Decrease	Decreases M. Skill MP Consumption by 10% when equipped.	12
M. Atk. Increase	Increases M. Atk. by 10% when equipped.	12
M. Def. Increase	Increases M. Def. by 10% when equipped.	12
Max MP Increase	Increases Max MP by 10% when equipped.	12
Casting Spd. Increase	Increases Casting Spd. by 10% when equipped.	12
P. Def. Increase	Increases P. Def. by 10% when equipped.	12
PvE Damage Decrease	Decreases received PvE Damage by 10% when equipped.	9
PvE Damage Increase	Increases PvE Damage by 10% when equipped.	9
PvP Damage Decrease	Decreases received PvP Damage by 10% when equipped.	9
PvP Damage Increase	Increases PvP Damage by 10% when equipped.	9
SP Bonus	Increases SP Gain by 10% when equipped.	9
Speed Increase	Increases Spd. by 30 when equipped.	12
Vampiric Rage	Recovers 10% of Damage as HP with a certain probability.	12
Attack Attribute Bonus	Increases Attack Attribute Bonus by 70 when equipped.	40
Aerial Yoke, Petrification Resistance	Increases Aerial Yoke, Petrification Resistance by 7% when equipped.	6
Pull, Petrification Resistance	Increases Pull, Petrification Resistance by 7% when equipped.	6
Knock Back/Knock Down, Petrification Resistance	Increases Knock Back/Knock Down, Petrification Resistance by 7% when equipped.	6
Poison, Petrification Resistance	Increases Poison, Petrification Resistance by 7% when equipped.	6
M. Skill Critical Damage Increase	Increases M. Skill Critical Damage by 15% when equipped.	40
M. Skill Critical Rate Increase	Increases M. Skill Critical Rate by 30% when equipped.	40
M. Evasion	Increases M. Evasion by 3 when equipped.	11
Paralysis, Petrification Resistance	Increases Paralysis, Petrification Resistance by 7% when equipped.	6
P. Skill Critical Rate Increase	Increases P. Skill Critical Rate by 15% when equipped.	40
Petrification Resistance	Increases Petrification Resistance by 5% when equipped.	12
Petrification Success Rate Increase	Increases Petrification Success Rate by 30% when equipped.	34
Stun, Petrification Resistance	Increases Stun, Petrification Resistance by 7% when equipped.	6

Sleep, Petrification Resistance	Increases Sleep, Petrification Resistance by 7% when equipped.	6
Mental Attack, Petrification Resistance	Increases Mental Attack, Petrification Resistance by 7% when equipped.	6
Bleed, Petrification Resistance	Increases Bleed, Petrification Resistance by 7% when equipped.	6
Hold, Petrification Resistance	Increases Hold, Petrification Resistance by 7% when equipped.	6

Alchemy

- The Alchemy recipes for Life Stones have been removed and replaced with ones for Spirit Stones.
- Currently learned Alchemy recipes for Life Stones have been deleted.
- The Adena and items used to learn these recipes will be refunded and sent to the private warehouse.
- Deleted alchemy skill list is as follows:
 - Mid-grade Life Stone – R Grade
 - High-grade Life Stone – R Grade
 - Top-grade Life Stone – R Grade
 - Mid-grade Life Stone – R95 Grade
 - High-grade Life Stone – R95 Grade
 - Top-grade Life Stone – R95 Grade
 - Mid-grade Life Stone – R99 Grade
 - High-grade Life Stone – R99 Grade
 - Top-grade Life Stone – R99 Grade
- Changed alchemy recipe ‘Life Stone Instilled with Giant’s Power’ to require Spirit Stone instead of Life Stone.
- Added alchemy skill that converts the new Augment Stone items.
 - Mid-grade Spirit Stone
 - High-grade Spirit Stone
 - Top-grade Spirit Stone

Items

- Changed Tauti weapon’s attack power and magic attack power as follows:

Name	P. Atk.	M. Atk.
Tauti’s One-handed Axe	638	278
Tauti’s Axe	776	278
Tauti’s Dual Axe	776	278

- Changed Tauti weapon’s special ability as follows:
 - PVP Damage 15%, Maximum HP 25%, P. Atk. 10%, Attack Speed 15%, P. Critical Rate +150
- Added graphical effects in order to emphasize the Tauti weapon even more.
- Increased the abilities of Dragon Claw (world boss weapon)’s skills.

- Changed the passive skills and active skills as follows:

Weapon Grade	Previous Effects	Effects After Change	
Standard	- PVP Damage 15% Increase	- PVP Damage 30% Increase	
	- HP/MP/CP 30% Increase	- HP/MP/CP 30% Increase	
	- Attack Speed 300 Increase	- Attack Speed 30% Increase	
	- Additional Damage on Dragon 100% Increase	- Additional Damage on Dragon 100% Increase	
	- Attack Property: 500	- Attack Property: 500	
	Fighter Weapons		
	- Physical Critical Probability 100 Increase	- Physical Critical Probability 100 Increase	
	-	- Physical Skill Critical Probability 30% Increase	
	-	- Physical Skill Critical Damage 30% Increase	
	Wizard Weapons		
	- Magic Critical Probability 100 Increase	- Magic Critical Probability 100 Increase	
	-	- Magic Skill Critical Probability 30% Increase	
	-	- Magic Skill Critical Damage 30% Increase	
	High-grade	- PVP Damage 15% Increase	- PVP Damage 30% Increase
		- HP/MP/CP 30% Increase	- HP/MP/CP 30% Increase
- Attack Speed 300 Increase		- Attack Speed 30% Increase	
- Additional Damage on Dragon 100% Increase		- Additional Damage on Dragon 100% Increase	
- Attack Property: 999		- Attack Property: 999	
- Skill Used: Protection		- Skill Used: Dignity, CP Attack	
Fighter Weapons			
- Physical Critical Probability 100 Increase		- Physical Critical Probability 100 Increase	
-		- Physical Skill Critical Probability 30% Increase	

	-	- Physical Skill Critical Damage 30% Increase
	Wizard Weapons	
	- Magic Critical Probability 100 Increase	- Magic Critical Probability 100 Increase
	-	- Magic Skill Critical Probability 30% Increase
	-	- Magic Skill Critical Damage 30% Increase
Top-grade	- PVP Damage 30% Increase	- PVP Damage 50% Increase
	- HP/MP 100% Increase	- HP/MP/CP 100% Increase
	- CP 200% Increase	-
	- Additional Damage on Dragon 300% Increase	- Additional Damage on Dragon 300% Increase
	- Attack Property: 999	- Attack Property: 999
	- Skill Used: Protection, CP Attack, Breath	- Skill Used: Dignity, CP Attack, Breath
	Fighter Weapons	
	- Attack Speed 1,500 Increase	- Attack Speed 100% Increase
	- Physical Critical Probability 500 Increase	- Physical Critical Probability 500 Increase
	-	- Physical Skill Critical Probability 50% Increase
	-	- Physical Skill Critical Damage 50% Increase
	Wizard Weapons	
	- Casting Speed 1,999 Increase	- Casting Speed 100% Increase
	- Magic Critical Probability 500 Increase	- Magic Critical Probability 500 Increase
	-	- Magic Skill Critical Probability 50% Increase
	-	- Magic Skill Critical Damage 50% Increase

- Changed the Dragon Claw's skill name as follow.
 - 'Protection' → 'Dignity'
 - 'Antharas Tail Blow' → 'Antharas Lash'
 - 'Valakas Meteor' → 'Valakas Bite'
 - 'Lindvior Wingbeat' → 'Lindvior Wingbeat'
- Changed the graphical effects per grade of the Dragon Claw.

- Fragment and Standard have the original effect while High-Grade and Top-Grade have the additional effect
- Changed the usage effect of 'Birthday Cake' item as follows.
 - Maintained for 5 minutes and replenished the energy of the near party member for every predetermined time.
- New recipes for Tyrr Maestro are added as follows:
 - Recipe: Mysterious Soulshot (R-grade)
 - Recipe: Mysterious Blessed Spiritshot (R-grade)
- Corroded Fishing Shot (D-grade), Corroded Fishing Shot (C-grade), Recipe: Corroded Greater Fish Oil item' weight has been changed to 0.
- Prices of the Angel and the Little Devil Agathions that you can get from Alexandria at the Town of Giran Luxury Goods have been changed so as to fit in the new fishing system.
- Fixed an issue where some Hair Accessory items did not display correctly for Ertheia characters.
- Fixed an issue with the Raccoon Ears appearance on the Ertheia race. It will no longer be displayed as Cat Ears.
- All hero characters including Tyrr Warrior can now attack multiple targets when equipping the Infinity Stormer.
- Fixed the description about Whale Blubber rewards.
- Fixed the appearance of the Santa Cloak when used with a Robe chest piece.
- Fixed an issue where augment and enchantment glow effect positions were incorrect when an Apprentice's Spellbook or a Voodoo Doll appearance were applied to a weapon.
- Lv. 4 Legendary STR Dye (LUC) will no longer be displayed as Lv2 Dye icon.
- Fixed an issue that occurred with Orichalcum Arrows and Orichalcum Bolts that were obtained in exchange for Diplomas. You can now use them for Alchemic Combination.
- Fixed an issue with the tooltip window's size that occurred when Elemental Shirts were enchanted at a higher grade.
- Talisman - Battle: Support can now remove Invincibility Effect without fail.
- Fixed an issue where the attack power increase value is incorrectly displayed in the item description of 'Specter Stormer' with Damage Up + HP Drain Soul Crystal option.
- Fixed an issue where the extract target item name is not displayed in the modification confirmation message when modifying an item.
- Fixed an issue that displayed the light armor version of 'Dark Crystal Gloves (Robe)' when equipped by the Ertheia race.
- Fixed an issue that displayed the heavy armor version of 'Divine Gloves' when equipped by the Ertheia race.
- Fixed an issue that displayed the 'Uniform Hat' when a 'White Uniform Hat' was equipped by the Ertheia race.
- Fixed an issue when Kamael characters wear 'Apella Plate Armor', 'Apella Doublet', the armor appearance is displayed the same as 'Leather Armor of Nightmare'.
- Fixed an issue where the 'Nerva's Temporary Prison Key' icon background color was displayed in black.
- Fixed an issue where the appearance of a dropped weapon was displayed to be floating in the air.
- Fixed an issue where the decreased stat value information after applying a dye was displayed incorrectly in the character information window.

- Fixed an issue where Augment graphical effects were not displayed after using a weapon appearance with either the Emerald Weapon Appearance Stone or Monster Weapon Appearance Stone.
- Fixed an issue where character's CP/HP/MP values decreased when reconnecting to the game after equipping items that increased maximum CP/HP/MP.
- Fixed an issue where dual dagger animations displayed when a character equipped with a Kelbim Dagger used a blow skill.
- Fixed an issue where Soulshot effects did not display in some No-grade ~ D-grade weapons.
- Fixed an issue where the effect was not displayed on the Kelbim weapon.
- Fixed an issue where the trade and sell settings of the 'Elixir of Blessing' item that can be acquired after Ertheia 3rd liberation were different from the settings of the 'Elixir of Blessing' that other classes can acquire while awakening.
- Fixed an issue where the hat color was incorrectly displayed when an Ertheia race character equipped a 'Refined Dapper Cap'.
- Fixed an issue where the remaining time is abnormally displayed during the rare item auction, and the auction did not end by the scheduled time.
- Fixed the issue of extra defense being applied when One-Piece type armor is equipped.
- Fixed the issue of the Soul Crystal option displaying incorrectly in the tool tip for the "Dynasty Staff" item
- Fixed the issue of incorrect information displaying in the tool tip for "Attribute Master Yin's/Yang's Sword" item.
- Fixed the issue of the Vesper Noble Leather Breastplate {PvP}'s tool tip not activating set effects when the item is equipped.
- Fixed the issue of Vitality being depleted again after using a Vitality recharge item on the Dimensional Siege server and returning to one's original server.

Olympiad & Ceremony of Chaos

- All system functionality is identical, except you receive Mark of Battle items now for Participation in Olympiad and Ceremony of Chaos.
- Legacy reward items can still be purchased by converting Mark of Battle back into either Olympiad Tokens or Mysterious Marks. You cannot purchase Mark of Battle with legacy reward items.
- The Ceremony of Chaos clan level entry requirement has increased from level 3 to level 6.
- Exchange Rate for New to Old Reward Items:

1 Mark of Battle	50 Olympiad Tokens
2 Mark of Battle	1 Mysterious Mark

- New Olympiad & Ceremony of Chaos Rewards:

Item Name	Grade	Description	Cooldown Time	Exchange
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Talisman - Battle: Attack (1-day)	-	Active Skill: P. Atk/M. Atk/Skill Critical Rate/ Skill Critical Damage + 20% for 10 seconds. Ceremony of Chaos and Olympiad Only	120 Seconds	16 - Mark of Battle
Talisman - Battle: Attack (3-day)	-	Active Skill: P. Atk/M. Atk/Skill Critical Rate/ Skill Critical Damage + 20% for 10 seconds. Ceremony of Chaos and Olympiad Only	120 Seconds	48 - Mark of Battle
Talisman - Battle: Speed(1-day)	-	Active Skill: Atk. Spd/Casting Spd. +20%, Speed +60 and Skill Cooldown Time - 20% for 10 seconds. Ceremony of Chaos and Olympiad Only.	120 Seconds	16 - Mark of Battle
Talisman - Battle: Speed(3-day)	-	Active Skill: Atk. Spd/Casting Spd. +20%, Speed +60 and Skill Cooldown Time - 20% for 10 seconds. Ceremony of Chaos and Olympiad Only.	120 Seconds	48 - Mark of Battle
Talisman - Battle: Support (1-day)	-	Active Skill: Cancels hide, invincibility and talisman buffs of nearby targets. Ceremony of Chaos and Olympiad Only.	90 Seconds	16 - Mark of Battle
Talisman - Battle: Support (3-day)	-	Active Skill: Cancels hide, invincibility and talisman buffs of nearby targets. Ceremony of Chaos and Olympiad Only.	90 Seconds	48 - Mark of Battle
Special Water Resistance Necklace	R	MP + 65, Max CP + 10%, M. Skill Cooldown -5%, + 100 Water Defense.	Item: Passive	3300 - Mark of Battle
				1 - Top-grade Water Resistance Necklace
Special Fire Resistance Necklace	R	MP + 65, Max CP + 10%, M. Skill Cooldown -5%, + 100 Fire Defense.	Item: Passive	3300 - Mark of Battle
				1 - Top-grade Fire Resistance Necklace
Special Holy Resistance Necklace	R	MP + 65, Max CP + 10%, M. Skill Cooldown -5%. + 100 Holy Defense.	Item: Passive	3300 - Mark of Battle
				1 - Top-grade Holy Resistance Necklace
Special Dark Resistance Necklace	R	MP + 65, Max CP + 10%, M. Skill Cooldown -5%. + 100 Dark Defense.	Item: Passive	3300 - Mark of Battle
				1 - Top-grade Dark Resistance Necklace

Special Wind Resistance Necklace	R	MP + 65, Max CP + 10%, M. Skill Cooldown -5%. + 100 Wind Defense.	Item: Passive	3300 - Mark of Battle
				1 - Top-grade Wind Resistance Necklace
Special Earth Resistance Necklace	R	MP + 65, Max CP + 10%, M. Skill Cooldown -5%. + 100 Earth Defense.	Item: Passive	3300 - Mark of Battle
				1 - Top-grade Earth Resistance Necklace
Special Earth Resistance Ring	R	MP + 33, Max CP + 1-%, P./M. Critical Damage + 5%. + 50 Earth Defense.	Item: Passive	1630 - Mark of Battle
				1 - Top-grade Earth Resistance Ring
Special Water Resistance Ring	R	MP + 33, Max CP + 1-%, P./M. Critical Damage + 5%. + 50 Water Defense.	Item: Passive	1630 - Mark of Battle
				1 - Top-grade Water Resistance Ring
Special Fire Resistance Ring	R	MP + 33, Max CP + 1-%, P./M. Critical Damage + 5%. + 50 Fire Defense.	Item: Passive	1630 - Mark of Battle
				1 - Top-grade Fire Resistance Ring
Special Holy Resistance Ring	R	MP + 33, Max CP + 1-%, P./M. Critical Damage + 5%. + 50 Holy Defense.	Item: Passive	1630 - Mark of Battle
				1 - Top-grade Holy Resistance Ring
Special Dark Resistance Ring	R	MP + 33, Max CP + 1-%, P./M. Critical Damage + 5%. + 50 Dark Defense.	Item: Passive	1630 - Mark of Battle
				1 - Top-grade Dark Resistance Ring
Special Wind Resistance Ring	R	MP + 33, Max CP + 1-%, P./M. Critical Damage + 5%. + 50 Wind Defense.	Item: Passive	1630 - Mark of Battle
				1 - Top-grade Wind Resistance Ring
Special Resistance Earring - Stun	R	MP + 49, CP + 10%, Stun attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Stun
Special Resistance Earring - Hold	R	MP + 49, CP + 10%, Hold attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Hold
Special Resistance	R	MP + 49, CP + 10%, Bleed	Item:	2460 - Mark of Battle

Earring - Bleed		attack/Resistance + 40%, Vampiric Rage + 3%.	Passive	1 - Top-grade Resistance Earring - Bleed
Special Resistance Earring - Paralyze	R	MP + 49, CP + 10%, Paralyze attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Paralyze
Special Resistance Earring - Mental Attack	R	MP + 49, CP + 10%, Mental Attack attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Mental Attack
Special Resistance Earring - Poison	R	MP + 49, CP + 10%, Poison attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Poison
Special Resistance Earring - Sleep	R	MP + 49, CP + 10%, Sleep attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Sleep
Special Resistance Earring - Knock Back/Knockdown	R	MP + 49, CP + 10%, Knock Back/Knockdown attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Knock Back/Knockdown
Special Resistance Earring - Aerial Yoke	R	MP + 49, CP + 10%, Aerial Yoke attack/Resistance + 40%, Vampiric Rage + 3%.	Item: Passive	2460 - Mark of Battle
				1 - Top-grade Resistance Earring - Aerial Yoke
Special Magic Ornament Eternal Belt (PVE Attack)	R-99	Weight + 12800, Inventory Slots + 18, PVE Attack Damage + 6%	Item: Passive	4800 - Mark of Battle, 1 of the following:
				Top-grade Magic Rune Clip Eternal Belt - HP Recovery
				Top-grade Magic Rune Clip Eternal Belt - MP Recovery
				Top-grade Magic Ornament Eternal Belt - PvP Physical Attack

				Top-grade Magic Ornament Eternal Belt - PvP Skill Attack
				Top-grade Magic Ornament Eternal Belt - PvP Defense
Special Magic Ornament Eternal Belt (PVE Defense)	R-99	Weight + 12800, Inventory Slots + 18, Received PVE Damage - 7%	Item: Passive	4800 - Mark of Battle, 1 of the following:
				Top-grade Magic Rune Clip Eternal Belt - HP Recovery
				Top-grade Magic Rune Clip Eternal Belt - MP Recovery
				Top-grade Magic Ornament Eternal Belt - PvP Physical Attack
				Top-grade Magic Ornament Eternal Belt - PvP Skill Attack
				Top-grade Magic Ornament Eternal Belt - PvP Defense
Special Magic Ornament Eternal Belt (PVP Attack)	R-99	Weight + 12800, Inventory Slots + 18, PVP Attack Damage + 6%	Item: Passive	4800 - Mark of Battle, 1 of the following:
				Top-grade Magic Rune Clip Eternal Belt - HP Recovery
				Top-grade Magic Rune Clip Eternal Belt - MP Recovery
				Top-grade Magic Ornament Eternal Belt - PvP Physical Attack
				Top-grade Magic Ornament Eternal Belt - PvP Skill Attack
				Top-grade Magic Ornament Eternal Belt - PvP Defense

Special Magic Ornament Eternal Belt (PVP Defense)	R-99	Weight + 12800, Inventory Slots + 18, Received PVP Damage - 7%	Item: Passive	4800 - Mark of Battle, 1 of the following:
				Top-grade Magic Rune Clip Eternal Belt - HP Recovery
				Top-grade Magic Rune Clip Eternal Belt - MP Recovery
				Top-grade Magic Ornament Eternal Belt - Pvp Physical Attack
				Top-grade Magic Ornament Eternal Belt - Pvp Skill Attack
				Top-grade Magic Ornament Eternal Belt - Pvp Defense

- Changed the Hero weapons' attack power and magic power as follows:

Name	P. Atk.	M. Atk.
Infinity Shaper	845	420
Infinity Cutter	966	420
Infinity Slasher	1175	420
Infinity Avenger	966	420
Infinity Fighter	1175	420
Infinity Stormer	966	420
Infinity Thrower	1902	420
Infinity Shooter	1712	420
Infinity Dual Sword	1175	420
Infinity Dual Dagger	966	420
Infinity Dual Blunt Weapon	1175	420
Infinity Buster	772	561
Infinity Caster	772	561
Infinity Retriber	940	617

- Changed the Hero weapon's special ability as follows:
 - Fighter type: PVP damage 30%, maximum HP/MP/CP 30%, attack power 25%, attack speed 15%, physical skill critical damage 15% increase
 - Mage type: PVP damage 30%, maximum HP/MP/CP 30%, magic power 25%, casting speed 15%, magic skill critical damage 15% increase

- Increased the ability of Olympiad cloaks:
- Hero's Cloak
 - Decreased PVP damage by 15%
 - STR, DEX, CON, INT, WIT, MEN +3
 - Attribute Resistance + 15
- Glorious Cloak
- Decreased PVP damage by 5%
 - STR, DEX, CON, INT, WIT, MEN +2
 - Attribute Resistance +10
- Increased the effects of Hero skills as follows:

Name	Before Change	After Change
Heroic Miracle	Increase the defense power by 5400, magic resistance by 4050, resistance on buff release attack by 80, and movement speed by 5, for 30 seconds. Consume 40 Spirit Ore.	Increases P. Def. by 10800, M. Def. by 8100, and Speed by 60, for 1 minute. In addition, Buff Release Resistance increases by 80%. Hero's Weakening effect is not applied at the same time. Consumes 80 Soulstones. Cannot be used in the Olympiad.
Heroic Berserker	Increase the accuracy by 8, P. Atk. by 500, M. Atk. by 500, Attack Speed by 100, Casting Speed by 100, Speed by 20, resistance on buff release attack by 80, and receiving HP recovery magic effect by 100% for 2 minutes, and apply complete resistance on de-buff attack. Decrease defense power by 25%, magic resistance by 25%, and dodging by 8. Consume 40 Spirit Ore.	Increases Atk. Spd. by 30%, Casting Spd. by 30%, Speed by 30%, Normal Attack and Skill Critical Damage by 30%, and decreases Skill Cooldown by 15%, for 1 minute. In addition, becomes invincible from de-buff attacks. Hero's Weakening effect is not applied at the same time. Consumes 80 Soulstones. Cannot be used in the Olympiad.
Heroic Valor	Increase the near clan members' attack power by 250, defense power by 500, and resistance on buff release attack by 40, for 2 minutes. Consume 80 Spirit Ore.	Increases surrounding clan members' P. Atk. by 10%, M. Atk. by 10%, and Speed by 30, for 1 minute. Hero's Weakening effect is not applied at the same time. Consumes 120 Spirit Ores. Cannot be used in the Olympiad.
Heroic Grandeur	Decrease the surrounding enemies' defense power by 50%, magic defense by 50, dodging by 16, and shield defense probability by 50%, increase the damage that will cancel the magic by 100, and block all of the physical/magic skills, for 15 seconds. Consume 80 Spirit Ore.	Decreases surrounding enemies' P. Def. by 50%, M. Def. by 50%, and Speed by 50, and blocks them from using skills for 15 seconds. Hero's Weakening effect is not applied at the same time, and release is not possible. Consumes 120 Spirit Ores. Cannot be used in the Olympiad.

Heroic Dread	Get the surrounding enemies into terror for 8 seconds so that they run away while the movement speed is increased by 66. Consume 80 Spirit Ore.	For 8 seconds, instills nearby enemies with fear and causes them to flee, and decreases their Speed by 100. Hero's Weakening effect is not applied at the same time, and release is not possible Consumes 120 Spirit Ores. Cannot be used in the Olympiad.
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- Once you requested entry to Ceremony of Chaos, you cannot change your class.
- When you're damaged in the Olympiad and your HP is lower than 1, you may have luck not to lose the battle.
- To see the records of Class Battle of All-Class Battle, use the command "Battle History" on the 1st week.
- Fixed an issue where some stadiums' information is not displayed when stadium list exceeds a certain number of viewers in watch mode.
- Fixed an issue where sometimes characters get out of the stadium by knockdown skill in the Olympiad stadium.
- Fixed an issue where the incorrect system message is displayed when the match registration is canceled before entering the stadium.

Clan

- Increased the abilities of the Cloak of Light and Cloak of Darkness:
- Cloak of Radiant Light, Cloak of Cold Darkness
 - Decrease all damage received 15%,
 - STR, DEX, CON, INT, WIT, MEN, LUC, CHA +3
 - Attribute Resistance +15
 - Blessed Castle Escape ability
- Cloak of Light, Cloak of Darkness
 - Decrease all damage received 5%,
 - STR, DEX, CON, INT, WIT, MEN +2
 - Attribute Resistance +15
 - Castle Escape ability
- Added an ability that releases the surrounding enemies' Stealth and assimilate effects to the clan flag ability.
- Fixed an issue where the low unit special skill was unavailable through the castle's Court Wizard and Fortress Support Unit Captain.
- Fixed an issue where the Ally/Clan crest graphic overlaps names in the target window.
- Fixed an issue where the 'Deactivate' link is unnaturally displayed in the castle, fortress, clan hall management functions.
- Fixed the problem of the Fortress Supply Box sometimes not dropping an item for characters Lv 101 or above.
- Fixed an issue where it is able to activate A grade clan hall function in the B grade auction clan hall management menu.
 - For the A grade function used by the corresponding clan hall from before, it will be reset in the future.

- In order to fix the problem of B-class Clan Hall (Auction) being able to use A-class Clan Hall features, HP recovery, MP recovery, XP recovery, and assistance magic features have been reset.

Clan Hall Location	Clan Hall Grade	Clan Hall Name
Gludin Village	B	Crystal Hall, Onyx Hall, Sapphire Hall, Moonstone Hall, Emerald Hall
Town of Gludio	B	Moonstone Hall, Onyx Hall, Topaz Hall, Ruby Hall, Emerald Hall, Crystal Hall, Sapphire Hall, Aquamarine Hall
Town of Dion	B	Black Barracks, Red Barracks, Green Barracks, Blue Barracks, Brown Barracks, Yellow Barracks, White Barracks
Town of Schuttgart	B	Eisen Hall, Molten Ore Hall, Heavy Metal Hall, Titan Hall

Dimensional Raid

- The Dimensional Raid content has been delayed to allow for more thorough testing. An announcement will be made next month with the schedule and details.

Quests

- In the process of the following quests in the Crystal Caverns, the on-the-spot rewards for monster kills have been changed to quest completion rewards.
 - Breaking through the Emerald Square.
 - Challenge, Steam Corridor.
 - In the Coral Garden.
- In the previous version, one of the duplicate quest names, Do or Die, has been removed, which was displayed when an Ertheia Wizard accepts quests through Magister Ayanthe.
- The wrong background music of Faeron Village that was played in Talking Island in the process of the quest, Red Thread of Fate, has been corrected.
- In the process of the quest, Red Thread of Fate, the problem of the Dark Knight who used to recommend you to use the Scroll of Escape has been corrected.
- In the process of the quest, The Hero's Journey: Kartia's Labyrinth, one of the duplicate reward items was removed.
- Fixed an issue where sometimes the quest was not completed even after killing the quest monster:
 - Blackbird's Name Value
 - The Reason For Not Being Able to Get Out
 - Pailaka – Injured Dragon
 - Hit and Run

- Fixed an issue where the Blackbird Camp is not arranged at the top of teleport list when completing the Garden of Spirits hunting zone related quests.
- Fixed an issue where the gatekeeper is incorrectly displaying the destination at the stage where meeting NPC 'Namo' during 'Letters from the Queen: Dragon Valley' quest.
- Fixed an issue for the 'Little Wing' quest items 'Scale of Wyvern Shamhai', 'Egg of Wyvern Shamhai' description, related hunting zones and monsters were incorrectly displayed.
- Fixed an issue where the description of 'Michaela's Soul Stone' item, which can be acquired during the quest that is completed by fighting the giant monster, was incorrectly displayed.
- Due to the update related to Enchanted Valley, 'Warehouse Keeper's Ambition' quest will be deleted.
 - Related quest item Jade Crystal will be deleted as well.
- Deleted 'Warehouse Keeper's Ambition' quest and related items according to the change in Enchanted Valley hunting field.
- Fixed an issue where information related to the deleted quest 'Target of Opportunity' is displayed on the quest list.
- Fixed an issue where quest items are not acquired when killed a quest monster with range skill while performing the 'Terror of Town' quest.
- Fixed an issue where 'Cruma Tower' is displayed incorrectly as 'Tower of Insolence' in the chat screen of NPC 'Rieyi'.
- Fixed the issue of the "Guardian Soul's Pendant" not being reissued during Varangka's chase quest.
- Fixed the issue of the the Pailaka - Devil's Legacy quest sometimes not completing when Lematan is defeated.
- Fixed an issue where Adena rewards were incorrectly displayed in the Wind of Destiny, Meeting quest.
- Fixed an issue where sometimes players are unable to receive rewards when hunted all of the Assisting the Rebel Forces quest monsters.
- Modified typos among the following quest information details:
 - The Finest Ingredients – Part 1
- Fixed an issue where players are unable to process the 'Seize Your Destiny' quest through NPC 'Giant's Minion Hadel'.
- Fixed the issue of acquiring a certain number of "Stronghold Flag Repair Cloth" preventing the reward from being distributed for the "Plans to Repair the Stronghold" quest.
- Fixed the issue of acquiring a certain number of "Mutated Spirit's Soul" preventing the reward from being distributed for the "Obtaining Ferin's Trust" quest.
- Fixed the issue of quest NPCs displaying lower than actual quest levels for the following quests:
 - In Search of the Secret Weapon, Einhasad's Order, Eva's Blessing, Maphr's Salvation, The Way of the Giant's Pawn, Sayha's Scheme.

User Interface

- Changed so that even when changing the play environment after saving the following interface settings information in the server, the settings are maintained.
 - Target window location, size, and information display status
 - Party window location, size, option items settings status
 - Pet/Servitor window location, size, abnormal conditions view settings status

- Chatting window size, text size settings, chatting settings status for each tab
 - Environment settings' enter chatting settings status
 - Shortcut's tooltip on/off settings, horizontal/vertical placement settings status
- Changed so that the following interface items' locations are automatically corrected according to the screen resolution.
 - Chatting Environment Settings Location
 - Video Recording Window Location
 - Ceremony of Chaos Waiting Window Location
 - Player Commendation Point Window Location
 - Quest Notification Window Location
- Fixed an issue where crystallization warning message is incorrectly displayed when reinforcing an item using 'Windy Lucky Enchant Stone' item'.
- Fixed an issue where sometimes a context menu is not displayed when mouse right-clicked in the target window.
- Fixed the issue of the game abnormally terminating if changing the screen resolution after playing back a replay.
- Fixed an issue where sometimes skill reinforcement effect sound effect is not displayed when trying for fast continuous skill reinforcement.
- Fixed an issue that if selected the first slot item when releasing properties, the first property among the properties applied to the item is not automatically selected.
- Fixed an issue where sometimes the description of awakening segmentation class is not displayed in the character creation screen's Transfer Tree.
- Fixed an issue where 'Symbol Maker' NPC's engrave, erase engrave pop-up window is not displayed in the screen while game client is window mode status.
- Fixed an issue where the game abnormally ends when clicking on the maximize button during game loading.
- Fixed the issue of the character sometimes being unable to move after leaving a Ceremony of Chaos match.
- Fixed the issue of being unable to use the interface if another character drops an item as it pertains to the following:
 - Exchange
 - Party Invite
 - Couple Action
 - Duel Request
- Fixed the issue of a character's equipment information in its inventory sometimes not displaying when logging on after playing back a replay.
- Fixed the issue of party members' IDs and titles not displaying.
- Fixed the issue of the package send window not closing when restarting when activating the window through the Dimensional Merchant.
- Fixed the issue of the dialogue icon displaying half clear.
- Fixed the issue of short cuts resetting when the action of resetting short cuts is canceled.
- Fixed the issue of Enchant effect displaying incorrectly in the tool tip after upgrading an item from normal to Blessed through the Blacksmith of Mammon.
- Fixed the issue of the party window where you cannot see Special Abnormal States that occurred when you entered <Alt+F>, a hotkey for party buff changes.

- Fixed the wrong display of the Convert Material in your possession in the convert process for Alchemy.
- Fixed the issue of the basic abilities changes that were displayed as minus values in the Engraving window when the character's basic abilities are 128 or higher.
- Fixed the issue of delayed display of learned skills in the Alchemy Convert window after you learned Alchemy.
- You can now see the cursor without fail when you click a box to enter a number.
- You can now see the correct waiting time for deleting a character even when you restart after logging on the game.

Other

- You have a new Joyful Birthday Pack that you can get on your character's birthday.
 - When you open the Joyful Birthday Pack you received by mail after 4/22 (Wed), you can get a Happy Birthday Potion and a Birthday Hat.
 - A Happy Birthday Potion recovers 3/4 of Vitality gauge.
- Changed so that in character selection screen, character creating screen, regardless of the video option's modeling quality settings, modeling quality is always set to high.
- Fixed an issue where sometimes access is terminated after coming back to the original server from dimensional server.
- Fixed an issue where the 'Kick' skill cannot be used with /useskillforce.
- Fixed an issue where Adena 'A' text was lower case.
- Fixed an issue where Mysterious Hunt Dye was active outside the Olympiad.
- Fixed an issue where a Tree was floating in midair near Gludin Village.
- Fixed an issue where inventory expansion skill effects were not applied when coming back to the original server from dimensional server.
- Fixed an issue that sometimes when requested an exchange to a character that is using store, the both sides become exchange unavailable state.
- Fixed an issue that when moving from inside of the Talking Island Village Museum to the outside, you are moved to an abnormal terrain.
- Modified a terrain where the water of Northwestern Oren Castle is disconnected.
- Fixed an issue when receiving whisper from the characters of Lv.100 and up, the characters' level icon is incorrectly displayed to Lv.1 icon.
- Players of level 90 or lower can get a free buff from Adventurer's Guide or NPC.
- L2 Bulletin has been changed to L2 Family Bulletin.
- Fixed an issue where the Region Status was temporarily given Battleground Status when you enter Gainak from the Dimension Server.
- Fixed an issue where the quest clients are not displayed if filtered by Region when the quest clients are indicated as "none" in the quest information of the World information.
- Changed so that raid blessing buff is not released when riding on a pet.
- Fixed an issue where sometimes the clan mark of Clan Cloak disappears after using Scroll of Escape.
- Fixed an issue where background music is played when the environment setting's 'Background Music' sound option is set to the lowest.
- Fixed an issue where an animation that looks toward a target when a race character targets an object is not displayed.

- Fixed an issue where a target UI disappears after playing the cut scene.
- Fixed an issue where recovery facility's HP/MP/Experience Points recovery rates are incorrectly displayed in the Saint Chamberlain's facility management menu.
- Fixed an issue that when the transformation is removed after receiving transformation effect during the Olympiad and Ceremony of Chaos matches, action usage available status in the action window is displayed differently from the actual one.
- Fixed an issue where level information is not updated in the friend window when a friend character logs out after a level up.
- Fixed an issue that prevented players from targeting a summoned mentor character after a mentee character summoned them.
- Fixed an issue where the level requirement was displayed incorrectly for party leaders changing in the middle of party matching.
- Changed the fishing related details in the help section to match the current fishing system.
- Changed so that fishing is unavailable in the areas near Oren Castle.
- The following list of fish have been added for use when exchanging for "Fish Stew" items through each village's Fishing Guild Member.
 - Fresh Marlin, Fresh Catfish, Fresh Tuna, Fresh Carp
- Blessed Zodiac Agathion Pack (30-day) has been added to the reward list for the "Golden Treasure Chest," acquired while fishing.
 - Using the treasure chest item will yield 1 of 12 types of Blessed Zodiac Agathion (30-day).



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