



Release Date: **July 30, 2014**

Localization of some terms and phrases may change after Ertheia launches. Please post all questions and discussion about the patch notes [here](#).

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Character



- The new race 'Ertheia' has been added.
 - The Ertheia class can only create female characters.
 - The Ertheia class character can choose to be either an Ertheia Fighter or an Ertheia Wizard.
 - Ertheia can finish the 1st, 2nd and 3rd Liberation (Class Transfers) at Lv. 40, Lv. 76, and Lv. 85.
 - Ertheia Wizards cannot equip shields and sigils.
 - The Ertheia classes will not receive chain skill pop-ups when a target is knocked down or airborne.
 - Awakened classes nearby will still get chain skill popups, even if Ertheia-specific Classes use Knockdown/Knockback skills.
 - The Ertheia class skills cannot be enchanted.
 - All Cloaks are displayed as small wings for the Ertheia.
 - Two new cloaks have been added for the two Ertheia classes: Eviscerator Cloak and Sayha's Seer Cloak (available after completion of 3rd Liberation quest).



- New hairstyles and faces for the Ertheia race have been added to the Beauty Shop.
- There are only 14 armor set appearances per Ertheia class. Click [here](#) to view them.
- Metal Suit Outfit, Santa Outfit, and Formal Wear can be used with Armor Appearance Stones on the Ertheia. (Ninja, Swimsuit, Maid, Military, and Tribal Warrior cannot be used at this time).



- The following is the information about how to get a sub/dual class for Ertheia.
 - The Ertheia race cannot create a sub-class.
 - The dual class will be available once players reach Level 85, complete the 3rd Liberation and the Winds of Fate: Encroaching Shadows quest, and talk to Raina.
 - The Ertheia race's dual class is created at the Level 85 awakened class status. Only one slot is set aside for dual class.
 - The dual class can be any class except for the Ertheia race class (Eviscerator/Sayha's Seer is NOT possible), Tyrr Maestro, and Iss Dominator.
 - Ertheia classes cannot learn sub-class skills since they cannot create a sub-class.
- Two basic stats, LUC and CHA, have been added.
- LUC (LUCK)
 - LUC shows your fortune. The main effects are the following:
 - Item enchantment, crafting, spoil and sweep will succeed when LUC is triggered. A 4-Leaf Clover Visual Effect appears when LUC triggers on Craft/Enchant (Includes Lady Luck system message).
 - When using spoil and sweep, or Plunder, if LUC is activated, you'll get double the items. When LUC activates using these skills a chat message appears: "Lady Luck smiles upon you!"
 - You'll be able to dodge lethal blows when LUC is activated. Basically, you have a chance to evade killing blows of any damage inflicted in Pvp/PvE. Not related to "Lethal Blow" type attacks.



- If LUC is activated when hunting monsters, you'll get a Fortune Pocket (Level 1).
- You can get XP and SP when using a Fortune Pocket, and the rewards change depending on the level.
- The Fortune Pocket can be upgraded up to Level 5 through Grocer Pelu in Faeron Village.



Fortune Pocket Rewards:

Fortune Pocket Level	Level Use
L1: 400,000 XP	Under Lv.84 only
L2: 1,600,000 XP	Under Lv.85 only
L3: 6,400,000 XP + (Item) <i>Stage 3 Items: (1 randomly)</i> 20,000 Adena 200,000 Adena 2,000,000 Adena Lv.1 Windy LUC Symbol LUC+1 Lv.2 Windy LUC Symbol LUC+2 Lv.3 Windy LUC Symbol LUC+3 Maphr's Luck Potion Fortune Pocket Stage3 x10	Under Lv.85 only
L4: 80,000 SP	Lv. 85+ only
L5: 256,000 SP + (Item) <i>Stage 5 Items:(1 randomly)</i> 100,000 Adena 1,000,000 Adena 10,000,000 Adena Maphr's Luck Potion Fortune Pocket Stage5 x10 Lv.4 Windy LUC Symbol	Lv.85+ only

- **CHA (CHARISMA)**
 - This affects your fighting stats, and symbolizes absolute power. The main effects are the following:
 - Increases P. Atk., P. Def., Attack Spd., M. Atk., M. Def., Casting Spd., Max HP, Max MP, and Max CP.
- **New Race Stats (LUC/CHA):**

Race	LUC	CHA
Human	34	41
Elf	34	41
Dark Elf	32	43
Orc	32	43
Dwarf	35	40
Kamael	33	42
Ertheia	34	41

- The Kamael race can equip heavy armor/robes, no matter the level or class.
 - The Guided Body passive skill does not apply to the Kamael race anymore.
 - They can equip altered heavy armor/robes, no matter the awakening status or item grade.
- The wait time to delete characters has been changed to 1 day.
- The bonus EXP rates for 2-6 member parties have been increased. Example below:

Number	Valiance	Ertheia	Difference	Bonus
Solo	1349426	1349426	0	-
Party 2	742184	877126	134942	18.18%
Party 3	539770	629732	89962	16.67%
Party 4	438562	506034	67472	15.38%
Party 5	377383	431816	54433	14.42%
Party 6	337356	382336	44980	13.33%
Party 7	385550	385550	0	0.00%

- There will be a penalty on the amount of XP earned when there's a level difference of 6 or greater between party members. (When the level difference is 6 or more between the highest level and lowest level party member, the lowest level party member bonus is significantly decreased.)
 - If the level difference is greater than 10, no XP will be given.

Alchemy

- Ertheia characters can perform Alchemy.
 - Alchemy will be available for Ertheia characters that have completed the 1st Liberation and are above Level 40.
 - Enchanted and refined items cannot be used in Alchemy combinations.
 - If the character is in combat or has the private shop open, the results of Alchemy Combination or Transmutation will not be obtainable.
 - You can open the Alchemy menu by clicking on Alchemy in the inventory.
- There are two kinds of Alchemy: Combination and Transmutation.
 - Combination
 - All items that have value can be combined, but quest items cannot be registered.
 - In the Combination window, a minimum of 1 item or a max of 3 items may be registered.
 - If you register 3 items in the Combination window, an additional Elcyum Crystal may be added to affect bonus rewards.
 - You can get Air Stones as basic rewards, and there's a chance you may get Tempest Stones.
 - Air Stones and Tempest Stones are important ingredients for using Alchemy Transmutation.
 - You can get double the amount of Air Stones at a set rate, apart from the basic and special rewards that you can get from combining.
 - When double-clicking on a Tempest Stone, you can get either a Lower/Medium/Advanced Dye Box, or a Wind Talisman Pack.



- Transmutation
 - This is a skill that you can use to change an item into another item.
 - The various transmutation skills can be learned from the Alchemy NPCs.
 - The Alchemy NPCs are Alchemist Zephyra in Faeron Village and Alchemist Veruti in Town of Rune.
 - There are 4 levels of Transmutation: Elementary, Intermediate, Advanced, and Master.
 - Alchemic Tomes are required to become a Master Alchemist. Alchemic Tomes drop from Epic Raid Bosses (Lindvior, Valakas, Antharas, Istina Extreme, Octavis Extreme, Tauti, and Earth Wyrn Trasken).
 - There are four types of items that can be transmuted: potions, scrolls, dyes, and life stones.
 - Transmutations might fail, and only a few ingredients will be refunded.
 - You can get the new dyes (Luck and Charisma) through Transmutation.
 - You can get the Major Healing Potions and the Quick Healing Potions for the Alchemy lower conversion from the Grocers in each of the towns.



The following are the Alchemy quests:

Quest	Level	Description	Type	Start NPC
A New Craft	Lv. 40	A tutorial to try out the new Alchemy system	One-time	Ertheia Fighter: Faeron Village Master Katalin Ertheia Wizard: Faeron Village Magister Ayanthe
A Whole New Level of Alchemy	Lv. 97	You have to prove your worth to reach the new stage of Alchemy	One-time	Town of Rune Alchemist Veruti

- Enchanted and refined weapons cannot be put on the combination slots.
- The duration of the 4 Love Potions (Low~High) has been reduced from 2 minutes to 15 seconds.
- The names and effects of 'Low-Grade Love Potion - Party' and 'Love Potion - Party' have been changed.
- When on a dual class for the Ertheia race, the Alchemy button won't show up in the inventory anymore.
- The exact amount of items needed for obtaining the Quick Healing Potion transformation skill has been added to the tooltip.

- Fixed an issue where the 'High-grade Life/Mind/CP (R-Grade)' items weren't used as ingredients when making 'Super Elixirs'.
- When using the 'Low-Grade Love Potion - Party' and 'Love Potion - Party', it will only apply to the player.

Path to Awakening Revamp

- The Path to Awakening has been revamped:
 - **NOTE: The Path to Awakening guide map has been delayed by a few weeks.**
- Free equipment rewards can now be claimed in-game through the Fated Support Box item that is automatically given upon character creation.
- Characters that have gone through their 2nd class transfer/1st liberation will be able to open the Fated Support Box at level 40. It will stay in your inventory after use until you reach level 84.
- Fated Support Box equipment is time-limited for 60 days and cannot be exchanged.
- Reaching the next item grade level will unlock the equipment box:
 - Level 40 – C-Grade Steel Door Equipment Box
 - Level 52 – B-Grade Steel Door Equipment Box
 - Level 61 – A-Grade Steel Door Equipment Box
 - Level 76 – S-Grade Steel Door Equipment Box
 - Level 81 – S-Grade (Dynasty) Steel Door Equipment Box
- S80-Grade Equipment will not be provided for free. Loot, craft, or buy from other players.
- Mysterious Soulshots/Blessed Spiritshots (C-Grade to A-Grade) will also no longer be provided for free. Craft, purchase them from the Grocer, or buy them from other players.
- Improved 90-day Path to Awakening gear can be purchased from the L2 Store for 1 NCoin.
- An Adventurer Hat and Rocking Horse Mount have been added to all new characters for free. These items will be automatically equipped upon character creation. Items are dimensional.



New Class Skills



Ertheia race and class skills have been added:

Class Path: Ertheia Fighter (Lv. 1) / Marauder (Lv. 40) / Ripper (Lv. 76) / Eviscerator (Lv. 85)

Type	Skill	Effect
Race Skill	Divine Wind	Lv.1: Wind/Holy Resistance + 10. Lv.2: Wind/Holy Resistance + 20. (Learned at 3 rd Liberation level 85)
	Tenacity	Lv.1: Max. HP + 1%, Speed + 4. Lv.2: Max. HP + 2, Speed + 7. (Learned at 3 rd Liberation level 85)
	Efficacy	Lv.1: MP Consumption - 1%. Lv.2: MP Consumption - 2%. (Learned at 3 rd Liberation level 85)
Ertheia Fighter	Eminent Light Armor Mastery	Lv.1: When equipped with light armor, P. Def. + 14. Lv.2: When equipped with light armor, P. Def. + 17, P. Evasion + 2, and Received P./M. Critical Rate - 15%. Lv.3: When equipped with light armor, P. Def. + 34, P. Evasion + 3, and Received P./M. Critical Rate - 20%. Lv.4: When equipped with light armor, P. Def. + 51, P. Evasion + 3, and Received P./M. Critical Rate - 20%. Lv.5: When equipped with light armor, P. Def. + 69, P. Evasion + 3, and Received P./M. Critical Rate - 20%. Lv.6: When equipped with light armor, P. Def. + 91, P. Evasion + 4, and Received P./M. Critical Rate - 25%. Lv.7: When equipped with light armor, P. Def. + 99, P. Evasion + 4, M. Def. + 3%, M. Def. + 276, and Received P./M. Critical Rate - 25%. Lv.8: When equipped with light armor, P. Def. + 1398, P. Evasion + 8, M. Def. + 5%, M. Def. + 552, and Received P./M. Critical Rate - 35%. Lv.9: When equipped with light armor, P. Def. + 1520, P. Evasion + 8, M. Def. + 5%, M. Def. + 575, and Received P./M. Critical Rate - 35%.

	<p>Lv.10: When equipped with light armor, P. Def. + 1642, P. Evasion + 8, M. Def. + 5%, M. Def. + 598, and Received P./M. Critical Rate - 35%.</p> <p>Lv.11: When equipped with light armor, P. Def. + 1807, P. Evasion + 8, M. Def. + 5%, M. Def. + 630, and Received P./M. Critical Rate - 35%.</p>
Eminent Fist Weapon Mastery	<p>Lv.1: When equipped with a fist weapon, P. Atk. + 10% and + 4.</p> <p>Lv.2: When equipped with a fist weapon, P. Atk. + 10% and + 13, and P. Accuracy + 2.</p> <p>Lv.3: When equipped with a fist weapon, P. Atk. + 10% and + 63, P. Accuracy + 3, Critical Rate + 10.</p> <p>Lv.4: When equipped with a fist weapon, P. Atk. + 10% and + 124, P. Accuracy + 3, Critical Rate + 10.</p> <p>Lv.5: When equipped with a fist weapon, P. Atk. + 10% and + 208, P. Accuracy + 3, Critical Rate + 10.</p> <p>Lv.6: When equipped with a fist weapon, P. Atk. + 10% and + 306, P. Accuracy + 4, Critical Rate + 20, Critical Damage + 10%.</p> <p>Lv.7: When equipped with a fist weapon, P. Atk. + 10% and + 471, P. Accuracy + 4, Critical Rate + 20, Critical Damage + 10%.</p> <p>Lv.8: When equipped with a fist weapon, P. Atk. + 45% and + 2156, P. Accuracy + 8, Atk. Spd. + 10%, Critical Rate + 60, Critical Damage + 45%.</p> <p>Lv.9: When equipped with a fist weapon, P. Atk. + 45% and + 2803, P. Accuracy + 8, Atk. Spd. + 10%, Critical Rate + 60, Critical Damage + 45%.</p> <p>Lv.10: When equipped with a fist weapon, P. Atk. + 45% and + 3342, P. Accuracy + 8, Atk. Spd. + 10%, Critical Rate + 60, Critical Damage + 45%.</p> <p>Lv.11: When equipped with a fist weapon, P. Atk. + 45% and + 4060, P. Accuracy + 8, Atk. Spd. + 10%, Critical Rate + 60, Critical Damage + 45%.</p>
Eminent Stability	<p>Lv.1: Max HP + 58, HP Recovery Bonus + 2.5, MP Recovery Bonus + 1.2.</p> <p>Lv.2: Max HP + 196, HP Recovery Bonus + 4.5, MP Recovery Bonus + 1.8.</p> <p>Lv.3: Max HP + 473, Max CP 231, HP Recovery Bonus + 6.5, MP Recovery Bonus + 2.4, CP Recovery Bonus + 2.4, Speed + 10.</p> <p>Lv.4: Max HP + 5961, Max CP 291, HP Recovery Bonus + 9, MP Recovery Bonus + 3, CP Recovery Bonus + 3, Speed + 14.</p> <p>Lv.5: Max HP + 6077, Max CP 347, HP Recovery Bonus + 10, MP Recovery Bonus + 4, CP Recovery Bonus + 4, Speed + 14.</p> <p>Lv.6: Max HP + 6194, Max CP 404, HP Recovery Bonus + 11, MP Recovery Bonus + 5, CP Recovery Bonus + 5, Speed + 14.</p> <p>Lv.7: Max HP + 6349, Max CP 481, HP Recovery Bonus + 12, MP Recovery Bonus + 6, CP Recovery Bonus + 6, Speed + 14.</p>
Lateral Hit	<p>Lv.1: Attacks target with 22 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p> <p>Lv.2: Attacks target with 77 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p> <p>Lv.3: Attacks target with 141 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p> <p>Lv.4: Attacks target with 221 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p> <p>Lv.5: Attacks target with 669 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist</p>

weapon.

Lv.6: Attacks target with 856 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.7: Attacks target with 1073 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.8: Attacks target with 1323 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.9: Attacks target with 1602 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.10: Attacks target with 1913 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.11: Attacks target with 2256 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.12: Attacks target with 2629 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.13: Attacks target with 3034 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.14: Attacks target with 3879 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.15: Attacks target with 4149 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.16: Attacks target with 4434 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.17: Attacks target with 4733 Power added to P. Atk., and decreases their P. Def. by 10% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.18: Attacks target with 18990 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.19: Attacks target with 20811 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.20: Attacks target with 23098 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.21: Attacks target with 25950 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.

Lv.22: Attacks target with 29500 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist

		<p>weapon.</p> <p>Lv.23: Attacks target with 33928 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p> <p>Lv.24: Attacks target with 39478 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p> <p>Lv.25: Attacks target with 46478 Power added to P. Atk., and decreases their P. Def. by 30% for 10 sec. 20% more damage if target is Stunned. Requires a fist weapon.</p>
	Right Sidestep	<p>Lv.1 ~ Lv.16: Has a chance to disable targeting and finds weakness to the enemy's right. Decreases enemy's resistance to Fist Weapons by 10%. Requires a fist weapon.</p> <p>Lv.17 ~ Lv. 24: Has a chance to disable targeting and finds weakness to the enemy's right. Decreases enemy's resistance to Fist Weapons by 30%. Requires a fist weapon.</p>
	Backspin Blow	<p>Lv.1: Attacks target with 129 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.2: Attacks target with 235 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.3: Attacks target with 369 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.4: Attacks target with 1116 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.5: Attacks target with 1428 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.6: Attacks target with 1789 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.7: Attacks target with 2205 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.8: Attacks target with 2671 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.9: Attacks target with 3189 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.10: Attacks target with 3760 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.11: Attacks target with 4383 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.12: Attacks target with 5058 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.13: Attacks target with 6466 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.14: Attacks target with 6916 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.15: Attacks target with 7390 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.16: Attacks target with 7888 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.17: Attacks target with 28134 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.18: Attacks target with 30832 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.19: Attacks target with 34221 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.20: Attacks target with 38446 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.21: Attacks target with 43706 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.22: Attacks target with 50268 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.23: Attacks target with 58492 Power added to P. Atk. Requires a fist weapon.</p> <p>Lv.24: Attacks target with 68865 Power added to P. Atk. Requires a fist weapon.</p>
Marauder	Eminent Ability	<p>Lv.1: STR + 2.</p> <p>Lv.2: STR + 4. Your STR can reset cooldown or double skill effect duration.</p> <p>Lv.3: STR + 14. Your STR can reset cooldown or double skill effect duration.</p>
	Eminent Attack Movement	<p>Lv.1 +10 Speed for 20 seconds.</p> <p>Lv.2 +20 Speed for 20 seconds.</p> <p>Lv.3 +50 Speed for 20 seconds.</p>
	Air Light	<p>Lv.1: For 10 min., P. Atk. + 10%.</p> <p>Lv.2: For 10 min., P. Atk. + 15%, Knock Back / Knock Down / Pull / Aerial Yoke Resistance + 15.</p> <p>Lv.3: For 10 min., P. Atk. + 20%, Knock Back / Knock Down / Pull / Aerial Yoke Resistance + 20.</p>

	Fluid Weave	Lv.1: For 3 sec., P. Skill Evasion + 50%, P. Evasion + 50, M. Evasion + 50. Requires a fist weapon. Lv.2: For 3 sec., P. Skill Evasion + 70%, P. Evasion + 70, M. Evasion + 70, and blocks a debuff attack once. Requires a fist weapon.
	Left Sidestep	Lv.1 ~ Lv.21: Disables targeting and finds weakness to the enemy's left. Enemy is stunned for 5 sec. Requires a fist weapon.
	Chin Strike	Lv.1 ~ Lv.21: Knocks down target for 3 sec. Requires a fist weapon.
Ripper	Eminent Trait Resistance	Lv.1: Hold/Mental Resistance + 30. Lv.2: Hold/Mental/Pull/Knock Back/Knock Down Resistance + 30.
	Eminent Attribute Resistance	Lv.1: Wind Resistance + 30. Lv.2: Wind/Holy Resistance + 30.
	Heavy Punch	Lv.1: Attack power increased x 5 for normal attacks. Requires a Fist Weapon to activate. Asking devs for more clarification.
	Crushing Air	Lv.1: Reduces Atk. Speed and Casting Speed by 30%. Drastically reduces Speed to 1. Requires a Fist Weapon.
	Back Step	Lv.1: Disables targeting and retreats backwards, recovering 10% HP. Requires a Fist Weapon. Lv.2: Disables targeting and retreats backwards, recovering 20% HP. Requires a Fist Weapon.
	Distortion	Lv.1: For 60 sec., distorts space to attack from behind. Requires a fist weapon. All normal attacks deal backstab damage.
	Gravity Hit	Lv.1: Attacks target with 10417 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.2: Attacks target with 11147 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.3: Attacks target with 11917 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.4: Attacks target with 12727 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.5: Attacks target with 13577 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.6: Attacks target with 35167 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.7: Attacks target with 38540 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.8: Attacks target with 42776 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.9: Attacks target with 48058 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.10: Attacks target with 54633 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.11: Attacks target with 62836 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.12: Attacks target with 73116 Power added to P. Atk. Ignores 50% of target's P. Def. Requires a fist weapon. Lv.13: Attacks target with 86081 Power added to P. Atk. Ignores 50% of target's

		P. Def. Requires a fist weapon.
	Distant Kick	<p>Lv.1: Attacks frontal target with 5164 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.2: Attacks frontal target with 5518 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.3: Attacks frontal target with 5890 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.4: Attacks frontal target with 19693 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.5: Attacks frontal target with 21581 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.6: Attacks frontal target with 23953 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.7: Attacks frontal target with 26909 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.8: Attacks frontal target with 30589 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.9: Attacks frontal target with 35181 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.10: Attacks frontal target with 40936 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p> <p>Lv.11: Attacks frontal target with 48195 Power added to P. Atk. and knocks them back. Requires a fist weapon.</p>
Eviscerator	Reverse Weight	<p>Lv.1: Attacks nearby enemies with 19693 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.2: Attacks nearby enemies with 20582 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.3: Attacks nearby enemies with 22701 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.4: Attacks nearby enemies with 25350 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.5: Attacks nearby enemies with 28648 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.6: Attacks nearby enemies with 32757 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.7: Attacks nearby enemies with 37894 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p> <p>Lv.8: Attacks nearby enemies with 44352 Power added to P. Atk. and knocks them down. Damage increases with the number of enemies affected. Requires a fist weapon.</p>
	Heavy Hand	<p>Lv.1: Increases the effect of gravity on nearby enemies to slow them down and block them from teleporting. Requires a fist weapon. Blocks Shadow Flash, but not Shadow Chase (Othell Rogues)</p> <p>Blocks Hurricane Rush, but not Jump Attack (Tyrr Warriors)</p>

	<p>Blocks Magical Evasion/Magical Charge (Feoh Wizards)</p> <p>Blocks Quick Charge/Quick Evasion (Yul Archers)</p> <p>Blocks Assault Rush (Iss Enchanters)</p> <p>Does not block teleporting to town skills.</p>
Steel Mind	<p>Lv.1: For 30 sec., HP stays at 1. Speed + 50, P. Atk. + 15%, P. Critical Damage + 10%, Skill Critical Damage + 10%, and Knock Back / Knock Down / Pull / Aerial Yoke / Aggression Resistance + 90. Attack power increased x 5 for normal attacks. When duration ends, 30% of HP is restored. Requires a fist weapon.</p> <p>Lv.2: For 30 sec., HP stays at 1. Speed + 70, P. Atk. + 30%, P. Critical Damage + 15%, Skill Critical Damage + 15%, and Knock Back / Knock Down / Pull / Aerial Yoke / Aggression Resistance + 90. Attack power increased x 5 for normal attacks. When duration ends, 30% of HP is restored. Requires a fist weapon.</p>
Pressure Punch	<p>Lv.1: Attacks target with 17266 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p> <p>Lv.2: Attacks target with 19164 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p> <p>Lv.3: Attacks target with 21530 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p> <p>Lv.4: Attacks target with 24475 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p> <p>Lv.5: Attacks target with 28150 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p> <p>Lv.6: Attacks target with 32755 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p> <p>Lv.7: Attacks target with 38563 Power added to P. Atk, causing target to tumble toward you. Requires a fist weapon.</p>
Gravity Barrier	Lv.8: Cancels all debuffs and becomes invincible against all debuffs and damage for 10 seconds.
Warped Space	Lv.1: Creates a warped space where the enemy is trapped and their Atk. Spd., Casting Spd., and Speed are reduced. Requires a fist weapon.
Spallation	Lv.1: Creates a ball that diffuses all ranged attacks for 30 sec. Damaged if attacked within the protective ring. Requires a fist weapon.
Spinning Kick	<p>Lv.1: Attacks target with 35167 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.2: Attacks target with 36755 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.3: Attacks target with 40540 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.4: Attacks target with 45273 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.5: Attacks target with 51165 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.6: Attacks target with 58506 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.7: Attacks target with 67683 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p> <p>Lv.8: Attacks target with 79217 Power added to P. Atk. Ignores Shield Defense. Requires a fist weapon.</p>
Summon Eviscerator Fox	Mount the Eviscerator's pet fox.

Class Path: Ertheia Wizard (Lv. 1) / Cloud Breaker (Lv. 40) / Stratomancer (Lv. 76) / Sahya's Seer (Lv. 85)

Type	Skill	Effect
Ertheia Wizard	Hydro Attack	<p>Lv.1: Attacks target with 6 Power added to M. Atk. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.2: Attacks target with 14 Power added to M. Atk. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.3: Attacks target with 19 Power added to M. Atk. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.4: Attacks target with 25 Power added to M. Atk. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.5: Attacks target with 32 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.6: Attacks target with 36 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.7: Attacks target with 41 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.8: Attacks target with 46 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.9: Attacks target with 50 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.10: Attacks target with 55 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.11: Attacks target with 60 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.12: Attacks target with 64 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.13: Attacks target with 69 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.14: Attacks target with 72 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.15: Attacks target with 75 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.16: Attacks target with 77 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.17: Attacks target with 79 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt</p>

	<p>weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.18: Attacks target with 171 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.19: Attacks target with 179 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.20: Attacks target with 187 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.21: Attacks target with 195 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.22: Attacks target with 203 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.23: Attacks target with 211 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.24: Attacks target with 219 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p> <p>Lv.25: Attacks target with 227 Power added to M. Atk., and brands target with Storm Sign. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.3 to brand Storm Sign.</p>
Hydro Flare	<p>Lv.1: Eliminates Storm Sign and attacks target with 110 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.2: Eliminates Storm Sign and attacks target with 120 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.3: Eliminates Storm Sign and attacks target with 130 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.4: Eliminates Storm Sign and attacks target with 140 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.5: Eliminates Storm Sign and attacks target with 150 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.6: Eliminates Storm Sign and attacks target with 157 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.7: Eliminates Storm Sign and attacks target with 162 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.8: Eliminates Storm Sign and attacks target with 167 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p>

		<p>Lv.9: Eliminates Storm Sign and attacks target with 172 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.10: Eliminates Storm Sign and attacks target with 501 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.11: Eliminates Storm Sign and attacks target with 515 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.12: Eliminates Storm Sign and attacks target with 543 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.13: Eliminates Storm Sign and attacks target with 571 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.14: Eliminates Storm Sign and attacks target with 599 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.15: Eliminates Storm Sign and attacks target with 627 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.16: Eliminates Storm Sign and attacks target with 655 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p> <p>Lv.17: Eliminates Storm Sign and attacks target with 683 Power added to M. Atk. 10% more damage if target is debuffed. Storm Sign Stage 3 only. Has a chance of branding Storm Sign Stage 4, which allows free use of Hydro Flare. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.4.</p>
	Wind Blend	<p>Lv.1: For 10 sec., blends into the wind and Speed + 70. Canceled when using normal attacks or attack skills. Requires a sword or blunt weapon.</p> <p>Lv.2: For 10 sec., blends into the wind and Speed + 100. Canceled when using normal attacks or attack skills. Requires a sword or blunt weapon.</p>
	Eminent Blunt Weapon Mastery	<p>Lv.1: When equipped with a blunt weapon, M. Atk. +17% and + 10, Casting Spd. + 5%.</p> <p>Lv.2: When equipped with a blunt weapon, M. Atk. +17% and + 57, Casting</p>

		<p>Spd. + 5%.</p> <p>Lv.3: When equipped with a blunt weapon, M. Atk. +17% and + 228, Casting Spd. + 10%. and brands target with Storm Sign when using Hydro Attack.</p> <p>Lv.4: When equipped with a blunt weapon, M. Atk. +17% and + 436, Casting Spd. + 10%. and brands target with Storm Sign when using Hydro Attack.</p> <p>Lv.5: When equipped with a blunt weapon, M. Atk. +17% and + 728, Casting Spd. + 10%. and brands target with Storm Sign when using Hydro Attack.</p> <p>Lv.6: When equipped with a blunt weapon, M. Atk. +17% and + 834, Casting Spd. + 15%. and brands target with Storm Sign when using Hydro Attack.</p> <p>Lv.7: When equipped with a blunt weapon, M. Atk. +17% and + 942, Casting Spd. + 20%. and brands target with Storm Sign when using Hydro Attack.</p> <p>Lv.8: When equipped with a blunt weapon, M. Atk. +40% and + 1050, 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.</p> <p>Lv.9: When equipped with a blunt weapon, M. Atk. +40% and + 1252, 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.</p> <p>Lv.10: When equipped with a blunt weapon, M. Atk. +40% and + 1454, 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.</p> <p>Lv.11: When equipped with a blunt weapon, M. Atk. +40% and + 1727, 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.</p>
	<p>Eminent Robe Mastery</p>	<p>Lv.1: When equipped with a robe, P. Def. +7. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.2: When equipped with a robe, P. Def. +12, Magic Resistance + 5%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.3: When equipped with a robe, P. Def. +27, Magic Resistance + 10%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.4: When equipped with a robe, P. Def. +39, Magic Resistance + 15%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.5: When equipped with a robe, P. Def. +55, Magic Resistance + 20%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.6: When equipped with a robe, P. Def. +69, Magic Resistance + 25%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.7: When equipped with a robe, P. Def. +77, M. Def. + 533, M. Def. + 3%, Magic Resistance + 30%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.8: When equipped with a robe, P. Def. +1238, M. Def. + 1156, M. Def. + 5%, Magic Resistance + 35%. Shields and Sigils are not worn, as you move with the wind.</p>

		<p>Lv.9: When equipped with a robe, P. Def. +1347, M. Def. + 1258, M. Def. + 5%, Magic Resistance + 35%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.10: When equipped with a robe, P. Def. +1456, M. Def. + 1360, M. Def. + 5%, Magic Resistance + 35%. Shields and Sigils are not worn, as you move with the wind.</p> <p>Lv.11: When equipped with a robe, P. Def. +1601, M. Def. + 1496, M. Def. + 5%, Magic Resistance + 35%. Shields and Sigils are not worn, as you move with the wind.</p>
	Eminent Quick Recovery	<p>Lv.1: Max. MP + 33, MP Recovery Bonus + 1, and M. Skill Cooldown - 10%.</p> <p>Lv.2: Max. MP + 77, MP Recovery Bonus + 3, and M. Skill Cooldown - 15%.</p> <p>Lv.3: Max. MP + 223, MP Recovery Bonus + 5, and M. Skill Cooldown - 20%, M. Skill MP Consumption - 5%.</p> <p>Lv.4: Max. HP + 4891, Lv.1: Max. MP + 344, MP Recovery Bonus + 7, and M. Skill Cooldown - 30%, M. Skill MP Consumption - 7%.</p> <p>Lv.5: Max. HP + 4891, Lv.1: Max. MP + 411, MP Recovery Bonus + 8, and M. Skill Cooldown - 30%, M. Skill MP Consumption - 7%.</p> <p>Lv.6: Max. HP + 4891, Lv.1: Max. MP + 478, MP Recovery Bonus + 10, and M. Skill Cooldown - 30%, M. Skill MP Consumption - 7%.</p> <p>Lv.7: Max. HP + 4891, Lv.1: Max. MP + 568, MP Recovery Bonus + 11, and M. Skill Cooldown - 30%, M. Skill MP Consumption - 7%.</p>
Cloud Breaker	Hydro Strike	<p>Lv.1: Attacks target with 57 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.2: Attacks target with 66 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.3: Attacks target with 74 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.4: Attacks target with 83 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.5: Attacks target with 92 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.6: Attacks target with 101 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.7: Attacks target with 110 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.8: Attacks target with 118 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.9: Attacks target with 127 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.10: Attacks target with 136 Power added to M. Atk., and knocks out target</p>

		<p>in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.11: Attacks target with 140 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.12: Attacks target with 145 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.13: Attacks target with 149 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.14: Attacks target with 154 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.15: Attacks target with 420 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.16: Attacks target with 442 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.17: Attacks target with 464 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.18: Attacks target with 486 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.19: Attacks target with 508 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.20: Attacks target with 530 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.21: Attacks target with 552 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p> <p>Lv.22: Attacks target with 574 Power added to M. Atk., and knocks out target in a windy trap for 5 sec. Must be blended into wind. Requires a sword or blunt weapon.</p>
	Air Rush	<p>Lv.1: Knocks down target and attacks with 57 Power added to M. Atk. 10% more damage if target is debuffed. If target has Storm Sign, eliminates it and inflicts additional damage. Requires a sword or blunt weapon.</p> <p>Lv.2: Knocks down target and attacks with 66 Power added to M. Atk. 10% more damage if target is debuffed. If target has Storm Sign, eliminates it and inflicts additional damage. Requires a sword or blunt weapon.</p> <p>Lv.3: Knocks down target and attacks with 74 Power added to M. Atk. 10% more damage if target is debuffed. If target has Storm Sign, eliminates it and inflicts additional damage. Requires a sword or blunt weapon.</p> <p>Lv.4: Knocks down target and attacks with 83 Power added to M. Atk. 10% more damage if target is debuffed. If target has Storm Sign, eliminates it and inflicts additional damage. Requires a sword or blunt weapon.</p>

		<p>inflicts additional damage. Requires a sword or blunt weapon.</p> <p>Lv.22: Knocks down target and attacks with 522 Power added to M. Atk. 10% more damage if target is debuffed. If target has Storm Sign, eliminates it and inflicts additional damage. Requires a sword or blunt weapon.</p>
	Eye of the Storm	<p>Lv.1: For 30 sec., M. Critical Rate + 100, P./M. Def. + 30%.</p> <p>Lv.2: For 30 sec., M. Critical Rate + 100, P./M. Def. + 30%, and M. Skill MP Consumption - 50%.</p> <p>Lv.3: For 30 sec., M. Critical Rate + 100, P./M. Def. + 30%, Knock Back / Knock Down / Pull / Aerial Yoke / Aggression Resistance + 90, and M. Skill MP Consumption - 50%.</p>
	Squall	<p>Lv.1: For 10 min., Received P./M. Critical Damage - 15%, and Has a chance of striking target with lightning.</p> <p>Lv.2: For 10 min., Received P./M. Critical Damage - 15%, and Has a chance of striking target with lightning. Speed + 7.</p> <p>Lv.3: Removes all debuffs, and for 10 min., Received P./M. Critical Damage - 15%, and Has a chance of striking target with lightning. Speed + 7.</p>
	Eminent Ability	<p>Lv.1: INT + 2.</p> <p>Lv.2: INT + 4. Your INT can reset cooldown or double skill effect duration.</p> <p>Lv.3: INT + 16. Your INT can reset cooldown or double skill effect duration.</p>
Stratomancer	Hydro Drain	<p>Lv.1: Eliminates Storm Sign and attacks target with 123 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.2: Eliminates Storm Sign and attacks target with 127 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.3: Eliminates Storm Sign and attacks target with 130 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.4: Eliminates Storm Sign and attacks target with 134 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.5: Eliminates Storm Sign and attacks target with 386 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.6: Eliminates Storm Sign and attacks target with 396 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.7: Eliminates Storm Sign and attacks target with 416 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.8: Eliminates Storm Sign and attacks target with 436 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.9: Eliminates Storm Sign and attacks target with 456 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.10: Eliminates Storm Sign and attacks target with 476 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only.</p>

		<p>Requires a sword or blunt weapon.</p> <p>Lv.11: Eliminates Storm Sign and attacks target with 496 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p> <p>Lv.12: Eliminates Storm Sign and attacks target with 516 Power added to M. Atk. and recovers 10% HP and 5% MP. Over-hit. Storm Sign Stage 3 only. Requires a sword or blunt weapon.</p>
	Mass Compelling Wind	Lv.1: Sends a breeze that pushes target and nearby enemies toward you.
	Threatening Wind	Lv.1 ~ Lv.12: Sends a slashing wind to brand target with Storm Sign Stage 3. Requires a sword or blunt Weapon.
	Deceptive Blink	Lv.1 ~ Lv. 10: For 5 sec., blends into the wind and teleports backward, and Speed + 100. Requires a sword or blunt weapon.
	Eminent Attribute Resistance	Lv.1: Wind Resistance + 30. Lv.2: Wind/Holy Resistance + 30.
	Eminent Trait Resistance	Lv.1: Hold/Mental Resistance + 30. Lv.2: Hold/Mental/Pull/Hate Resistance + 30.
Sayha's Seer	Sayha's Seer Aura	Lv.1: Casts Sayha's Seer Force on entire party. M. Critical Rate + 1%
	Magic Potential	Lv.1: Increases the Max M. Critical Rate cap from 500 to 550.
	Sayha's Word	<p>Lv.1: Attacks target with 533 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p> <p>Lv.2: Attacks target with 561 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p> <p>Lv.3: Attacks target with 589 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p> <p>Lv.4: Attacks target with 617 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p> <p>Lv.5: Attacks target with 645 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p>

	<p>Lv.6: Attacks target with 673 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p> <p>Lv.7: Attacks target with 701 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p> <p>Lv.8: Attacks target with 729 Power added to M. Atk., and decreases their Atk./Casting Spd. by 30% and Speed by 180 for 10 sec. Instantly brands target with Storm Sign Stage 3. 10% more damage if target is debuffed. Requires a sword or blunt weapon. Requires Eminent Blunt Mastery Lv.8 to trigger Storm Sign Lv.3.</p>
Divine Storm	Lv.1: Attacks nearby target with 448 Power added to M. Atk. and locks them inside a storm for 5 sec. 10% more damage if target is debuffed. Requires a sword or blunt weapon.
Sayha's Fury	Lv.1: For 30 sec., Received P./M. Critical Damage - 50%, and Speed + 70. Has a chance of striking an attacker with lightning and branding them with Storm Sign Stage 4. Requires a sword or blunt weapon.
Sayha's Blessing	Lv.1: For 30 sec., nearby party members' Speed + 50, and Knock Back / Knock Down / Pull / Aerial Yoke / Aggression Resistance + 30. Requires a sword or blunt weapon.
Storm Rage	<p>Lv.1: Attacks target with 255 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.2: Attacks target with 269 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.3: Attacks target with 283 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.4: Attacks target with 297 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.5: Attacks target with 311 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.6: Attacks target with 325 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.7: Attacks target with 339 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p> <p>Lv.8: Attacks target with 353 Power added to M. Atk. and knocks them back. 10% more damage if target is debuffed. Requires a sword or blunt weapon.</p>
Windy Refuge	Lv.1: Cancels all debuffs and recovers HP/MP for 10 sec. inside a refuge of wind. Cannot move.
Switch Places	Lv.1: Trades places with target. Requires a sword or blunt weapon. PC targets only.
Wind Illusion	Lv.1: Removes all debuffs and becomes invincible against targeting for 10 sec.
Summon Sayha's Seer Fox	Mount the Sayha's Seer's pet fox.

New revelation skills can be acquired at the Monk of Chaos NPC using 'Chaos Pomander':

Skill	Effect
Hurricane Shackle	Prevent the use of Escape items and Return skills on the selected target for 60 seconds.
Gravity Exile	Blocks target from receiving resurrection from skills or items for 30 seconds.

New skills have been added for the awakened classes:

Class	Skill	Effect
Sigel	Riot Shield	Lv.1: Attacks nearby targets with 17927 Power added to P. Atk., and forces them to target you. Requires a shield. Consumes 6 Soulstones. Over-hit. Critical. Requires 4 Rune Stone to Learn. Lv.2: Attacks nearby targets with 18411 Power added to P. Atk., and forces them to target you. Requires a shield. Consumes 6 Soulstones. Over-hit. Critical. Requires 4 Rune Stone to Learn. Lv.3: Attacks nearby targets with 18895 Power added to P. Atk., and forces them to target you. Requires a shield. Consumes 6 Soulstones. Over-hit. Critical. Requires 8 Rune Stone to Learn.
Phoenix Knight	Paladin's Frenzy	Lv.1: For 1 min., P./M. Def. +50%, Debuff Resistance + 10%, Speed + 10. When equipped with a sword or blunt weapon, Accuracy + 4, Atk. Spd. + 10%, Critical Rate + 30, Critical Damage + 30%. Lv.2: For 1 min., P./M. Def. +70%, Debuff Resistance + 20%, Speed + 20. When equipped with a sword or blunt weapon, Accuracy + 6, Atk. Spd. + 20%, Critical Rate + 40, Critical Damage + 40%. Lv.3: For 1 min., P./M. Def. +100%, Debuff Resistance + 25%, Speed + 25. When equipped with a sword or blunt weapon, Accuracy + 8, Atk. Spd. + 25%, Critical Rate + 50, Critical Damage + 50%. Lv.4: For 1 min., P./M. Def. +120%, Debuff Resistance + 30%, Speed + 30. When equipped with a sword or blunt weapon, Accuracy + 10, Atk. Spd. + 30%, Critical Rate + 60, Critical Damage + 60%.
Sigel	Avenger's Frenzy	Lv.1: For 1 min., P. Atk. + 5%, P./M. Def. + 50%, Speed + 10. When equipped with a sword or blunt weapon, Accuracy + 4, Atk. Spd. + 10%, Critical Rate + 30, Critical Damage + 30%. Lv.2: For 1 min., P. Atk. + 7%, P./M. Def. + 65%, Speed + 20. When equipped with a sword or blunt weapon, Accuracy + 6, Atk. Spd. + 15%, Critical Rate + 40, Critical Damage + 40%. Lv.3: For 1 min., P. Atk. + 10%, P./M. Def. + 80%, Speed + 25. When equipped with a sword or blunt weapon, Accuracy + 8, Atk. Spd. + 20%, Critical Rate + 50, Critical Damage + 50%. Lv.4: For 1 min., P. Atk. + 15%, P./M. Def. + 100%, Speed + 30. When equipped with a sword or blunt weapon, Accuracy + 10, Atk. Spd. + 25%, Critical Rate + 60, Critical Damage + 60%.
Hell Knight	Shadow Slash	Lv.1: Summons a Dark Panther to attack enemies in front of you with 33505 Power added to P. Atk. and knocks them down. Requires a shield. Consumes 6 Soulstones. Over-hit. Requires 4 Rune Stone to Learn. Lv.2: Summons a Dark Panther to attack enemies in front of you with 34353 Power added to P. Atk. and knocks them down. Requires a shield. Consumes 6 Soulstones. Over-hit. Requires 4 Rune Stone to Learn.

		Lv.3: Summons a Dark Panther to attack enemies in front of you with 35201 Power added to P. Atk. and knocks them down. Requires a shield. Consumes 6 Soulstones. Over-hit. Requires 8 Rune Stone to Learn.
Sigel Eva's Templar	Mass Freezing Strike	Lv.1: Freezes the air, inflicting 18151 damage to target and nearby enemies, and for 10 sec., decreases enemy Speed by 100. Consumes 6 Soulstones. Requires 4 Rune Stone to Learn. Lv.2: Freezes the air, inflicting 18641 damage to target and nearby enemies, and for 10 sec., decreases enemy Speed by 100. Consumes 6 Soulstones. Requires 4 Rune Stone to Learn. Lv.3: Freezes the air, inflicting 19131 damage to target and nearby enemies, and for 10 sec., decreases enemy Speed by 100. Consumes 6 Soulstones. Requires 8 Rune Stone to Learn.
	Guardian's Frenzy	Lv.1: For 1 min., P./M. Def. +50%, Attribute Resistance + 10, Speed + 10. When equipped with a sword or blunt weapon, Accuracy + 4, Atk. Spd. + 10%, Critical Rate + 30, Critical Damage + 30%. Lv.2: For 1 min., P./M. Def. +70%, Attribute Resistance + 20, Speed + 20. When equipped with a sword or blunt weapon, Accuracy + 6, Atk. Spd. + 20%, Critical Rate + 40, Critical Damage + 40%. Lv.3: For 1 min., P./M. Def. +100%, Attribute Resistance + 25, Speed + 25. When equipped with a sword or blunt weapon, Accuracy + 8, Atk. Spd. + 25%, Critical Rate + 50, Critical Damage + 50%. Lv.4: For 1 min., P./M. Def. +120%, Attribute Resistance + 30, Speed + 30. When equipped with a sword or blunt weapon, Accuracy + 10, Atk. Spd. + 30%, Critical Rate + 60, Critical Damage + 60%.
Sigel Shillien Templar	Templar's Frenzy	Lv.1: For 1 min., P. Skill Power + 5%, P./M. Def. + 50%, Speed + 10. When equipped with a sword or blunt weapon, Accuracy + 4, Atk. Spd. + 10%, Critical Rate + 30, Critical Damage + 30%. Lv.2: For 1 min., P. Skill Power + 7%, P./M. Def. + 65%, Speed + 20. When equipped with a sword or blunt weapon, Accuracy + 6, Atk. Spd. + 15%, Critical Rate + 40, Critical Damage + 40%. Lv.3: For 1 min., P. Skill Power + 10%, P./M. Def. + 80%, Speed + 25. When equipped with a sword or blunt weapon, Accuracy + 8, Atk. Spd. + 20%, Critical Rate + 50, Critical Damage + 50%. Lv.4: For 1 min., P. Skill Power + 15%, P./M. Def. + 100%, Speed + 30. When equipped with a sword or blunt weapon, Accuracy + 10, Atk. Spd. + 25%, Critical Rate + 60, Critical Damage + 60%.
Tyrr Duelist	Momentum Master	Lv.1: Power of skills that consume Momentum increase by 10%. Requires 4 Rune Stone to Learn. Lv.2: Power of skills that consume Momentum increase by 15%. Requires 4 Rune Stone to Learn. Lv.3: Power of skills that consume Momentum increase by 20%. Requires 8 Rune Stone to Learn.
Tyrr Dreadnought	Dreadful Roar	Lv.1: Cancels at least one buff of nearby enemies. Consumes 10 Soulstones. Requires 4 Rune Stone to Learn. Lv.2: Cancels at least one buff of nearby enemies. Consumes 10 Soulstones. Requires 4 Rune Stone to Learn. Lv.3: Cancels at least one buff of nearby enemies. Consumes 10 Soulstones. Requires 8 Rune Stone to Learn.
Tyrr Grand Khavatari	Momentum Master	Lv.1: Power of skills that consume Momentum increase by 10%. Requires 4 Rune Stone to Learn. Lv.2: Power of skills that consume Momentum increase by 15%.

		Requires 4 Rune Stone to Learn. Lv.3: Power of skills that consume Momentum increase by 20%. Requires 8 Rune Stone to Learn.
	Momentum Flash	Lv.1: Attacks target with 17348 Power added to P. Atk. Requires a sword/dagger/blunt weapon/fist weapon. Damage increases when using Momentum, which you can use up to 3. Over-hit. Critical. Lv.2: Attacks target with 20033 Power added to P. Atk. Requires a sword/dagger/blunt weapon/fist weapon. Damage increases when using Momentum, which you can use up to 3. Over-hit. Critical. Lv.3: Attacks target with 22717 Power added to P. Atk. Requires a sword/dagger/blunt weapon/fist weapon. Damage increases when using Momentum, which you can use up to 3. Over-hit. Critical. Lv.4: Attacks target with 25700 Power added to P. Atk. Requires a sword/dagger/blunt weapon/fist weapon. Damage increases when using Momentum, which you can use up to 3. Over-hit. Critical.
Tyrr Doombringer	Soul Berserker	Lv.1: When equipped with a sword or blunt weapon, P. Atk. +10%, P. Critical Damage + 10%, and P. Skill MP Consumption + 10%. Lv.2: When equipped with a sword or blunt weapon, P. Atk. +12%, P. Critical Damage + 12%, and P. Skill MP Consumption + 10%. Lv.3: When equipped with a sword or blunt weapon, P. Atk. +15%, P. Critical Damage + 15%, and P. Skill MP Consumption + 10%.
	Superior Blunt Weapon Mastery	Lv.1: When equipped with a one-handed blunt weapon, P. Atk. + 21% and P. Critical Rate + 60.
	Power Hammer Crush	Lv.1: Attacks target with 18005 Power added to P. Atk. while ignoring 30% of their P. Def. Stuns for 5 sec. Requires a blunt weapon. Over-hit. Critical. Lv.2: Attacks target with 22505 Power added to P. Atk. while ignoring 30% of their P. Def. Stuns for 5 sec. Requires a blunt weapon. Over-hit. Critical. Lv.3: Attacks target with 27005 Power added to P. Atk. while ignoring 30% of their P. Def. Stuns for 5 sec. Requires a blunt weapon. Over-hit. Critical. Lv.4: Attacks target with 30605 Power added to P. Atk. while ignoring 30% of their P. Def. Stuns for 5 sec. Requires a blunt weapon. Over-hit. Critical.
Iss Enchanter Type	Battle Ditty	Lv.1: For 30 min., selected party member's PvP Damage + 10%, Attribute Attack + 10, MP Recovery Bonus + 10%. Consumes 10 Spirit Ores. Ditty Buffs do not stack with each other. Requires 8 Rune Stone to Learn.
(Except for Dominator)	Protective Ditty	Lv.1: For 30 min., selected party member's Received PvP Damage - 10%, Speed + 4, HP Recovery Bonus + 10%. Consumes 10 Spirit Ores. Ditty Buffs do not stack with each other. Requires 8 Rune Stone to Learn.
	Frenzied Battle Ditty	Lv.1: For 30 min., selected clan member's PvP Damage + 10%, Attribute Attack + 10, MP Recovery Bonus + 10%. Consumes 10 Spirit Ores. Ditty Buffs do not stack with each other. Requires 8 Rune Stone to Learn.
Iss Dominator	Frenzied Protective Ditty	Lv.1: For 30 min., selected clan member's Received PvP Damage - 10%, Speed + 4, HP Recovery Bonus + 10%. Consumes 10 Spirit Ores. Ditty Buffs do not stack with each other. Requires 8 Rune Stone to Learn.
Wynn Arcana Lord	Summon Protection Stone	Lv.1: Summons a giant shaman stone to temporarily increase party's abilities. Consumes 15 Spirit Ores. Requires 8 Rune Stone to Learn.

Wynn Elemental Summoner	Summon Moving Portal	Lv.1: Summons an instant Moving Portal for 30 sec. Consumes 5 Spirit Ores. Requires 4 Rune Stone to Learn.
	Instant Teleport	Lv.1: Teleports using the Moving Portal summoned. Consumes 1 Spirit Ore. Requires 4 Rune Stone to Learn.
Wynn Spectral Summoner	Summon Demonic Crucifix	Lv.1: Attacks target with 518 Power added to M. Atk. and casts a curse that decreases target's Atk./Casting Spd. by 30% and Speed by 180. Consumes 3 Spirit Ores.
Aeore Cardinal	Elemental Resistance	Lv.1: For 30 min., increases party member's Elemental Resistance by 30. Consumes 10 Spirit Ores. Requires 8 Rune Stone to Learn.
Aeore Eva's Saint	Limited Melee Weapon Resistance	Lv.1: For 30 min., increases party member's resistance to melee weapons by 5%. Consumes 10 Spirit Ores. Requires 8 Rune Stone to Learn.
Aeore Shillien Saint	Limited Ranged Weapon Resistance	Lv.1: For 30 min., increases party member's resistance to ranged weapons by 5%. Consumes 10 Spirit Ores. Requires 8 Rune Stone to Learn.
	Dark Vampirism	Lv.1: Attacks target with 198 Power added to M. Atk. and recovers HP equivalent to 50% of damage inflicted. Consumes 1 Spirit Ore. Requires 4 Rune Stone to Learn. Lv.2: Attacks target with 200 Power added to M. Atk. and recovers HP equivalent to 50% of damage inflicted. Consumes 1 Spirit Ore. Requires 4 Rune Stone to Learn. Lv.3: Attacks target with 203 Power added to M. Atk. and recovers HP equivalent to 50% of damage inflicted. Consumes 1 Spirit Ore. Requires 8 Rune Stone to Learn.

Upper levels of Divine Inspiration have been added:

Skill Name	Level	Effect
Divine Inspiration	5	The number of buffs that can be received increases to 5
	6	The number of buffs that can be received increases to 6

- Level 6 of Divine Inspiration increases the number of buffs that can be received to 6.
- Ancient Book: Divine Inspiration (Beginner/Intermediate) is needed in order to acquire Levels 5 and 6 of Divine Inspiration.
- These items can be bought from Dimensional Barrier Expeditioner 'Resed'.

The way some skills can be acquired has been changed, and specific items will be needed to use skills:

Category	Description
List of Skills	Riot Shield, Shadow Slash, Mass Freezing Strike, Dreadful Roar, Battle Ditty, Protective Ditty, Frenzied Battle Ditty, Frenzied Protective Ditty, Summon Protection Stone, Summon Moving Portal, Summon Demonic Crucifix, Elemental Resistance, Limited Melee Weapon Resistance, Limited Ranged Weapon Resistance, Dark Vampirism, Momentum Master, Instant Teleport

Acquisition Method/Distributor	Rune Stones are needed when learning or when upgrading to the next level. Rune Stones can be acquired from Raid Bosses (Normal Istina/Normal Octavis/Balok/Ekimus/Tiat/Contestable Clan Hall)
Items Needed	Depending on the class, players will need Soulstones or Spirit Ores when using a new skill.

Changes to Existing Class Skills

The effects of some skills of the awakened class have been changed:

Class	Skill	Effect
Sigel Knight (All types)	Shield Charge	<p>Increased Skill Power</p> <p>Lv.1: Uses a shield to attack target with 13634 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.2: Uses a shield to attack target with 14179 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.3: Uses a shield to attack target with 15269 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.4: Uses a shield to attack target with 16359 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.5: Uses a shield to attack target with 17449 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.6: Uses a shield to attack target with 18539 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.7: Uses a shield to attack target with 19629 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p> <p>Lv.8: Uses a shield to attack target with 20719 Power added to P. Atk. and also P. Def. - 10%, P. Evasion - 2, and P. Critical Damage + 10%. Can be used while a shield is equipped.</p>
	Last Judgment	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 16556 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p> <p>Lv.2: Attacks target with 17218 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p> <p>Lv.3: Attacks target with 18542 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p> <p>Lv.4: Attacks target with 19866 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p>

		<p>Lv.5: Attacks target with 21190 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p> <p>Lv.6: Attacks target with 22514 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p> <p>Lv.7: Attacks target with 23838 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p> <p>Lv.8: Attacks target with 25162 Power added to P. Atk, and Speed - 70. Can be used while a sword or blunt weapon is equipped. Over-hit. Critical.</p>
	Justice Punishment	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 20451 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.2: Attacks target with 22087 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.3: Attacks target with 23723 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.4: Attacks target with 25359 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.5: Attacks target with 26995 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.6: Attacks target with 28631 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.7: Attacks target with 30267 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p> <p>Lv.8: Attacks target with 31903 Power added to P. Atk, and P. Atk./M. Atk. - 20%. Blocks the use of magic skills. Requires a sword or blunt weapon to be equipped. Over-hit. Critical.</p>
	Shield Impact	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 11253 Power added to P. Atk. and Stuns for 5 seconds. Can be used while a shield is equipped.</p> <p>Lv.2: Attacks target with 12603 Power added to P. Atk. and Stuns for 5 seconds. Can be used while a shield is equipped.</p> <p>Lv.3: Attacks target with 13953 Power added to P. Atk. and Stuns for 5 seconds. Can be used while a shield is equipped.</p> <p>Lv.4: Attacks target with 15303 Power added to P. Atk. and Stuns for 5 seconds. Can be used while a shield is equipped.</p> <p>Lv.5: Attacks target with 16653 Power added to P. Atk. and Stuns for 5 seconds. Can be used while a shield is equipped.</p>
Sigel Shillien Templar	Lightning Strike	<p>Increased Skill Power</p> <p>Lv.1: Strikes the enemy with a lightning bolt that inflicts non-attribute damage with 17140 Power. Paralyzes for 5 seconds.</p> <p>Lv.2: Strikes the enemy with a lightning bolt that inflicts non-attribute</p>

		<p>damage with 20255 Power. Paralyzes for 5 seconds.</p> <p>Lv.3: Strikes the enemy with a lightning bolt that inflicts non-attribute damage with 23370 Power. Paralyzes for 5 seconds.</p> <p>Lv.4: Strikes the enemy with a lightning bolt that inflicts non-attribute damage with 25862 Power. Paralyzes for 5 seconds.</p>
	Mass Lightning Strike	<p>Increased Skill Power</p> <p>Lv.1: Strikes target and nearby enemies with a lightning bolt that inflicts non-attribute damage with 11997 Power. Paralyzes for 5 seconds. 1 Soulstone Consumed.</p> <p>Lv.2: Strikes target and nearby enemies with a lightning bolt that inflicts non-attribute damage with 14177 Power. Paralyzes for 5 seconds. 2 Soulstones Consumed.</p> <p>Lv.3: Strikes target and nearby enemies with a lightning bolt that inflicts non-attribute damage with 16357 Power. Paralyzes for 5 seconds. 4 Soulstones Consumed.</p> <p>Lv.4: Strikes target and nearby enemies with a lightning bolt that inflicts non-attribute damage with 18101 Power. Paralyzes for 5 seconds. 6 Soulstones Consumed.</p>
Tyrr Titan	Frenzy	<p>Lv.1: For 60 seconds, P. Atk. + 15%, Atk. Spd. + 22%, P. Critical Rate + 15, P. Critical Damage + 15%, and Spd. + 15. Additional Accuracy + 8 and P. Atk. + 10% when using a two-handed sword, two-handed blunt weapon, or spear. Additional P. Atk. + 10% and Critical Rate + 100 when HP is 60% or below. Additional P. Atk. + 30% and Critical Rate + 300 when HP is 30% or below. Available when HP is 90% or below.</p> <p>Lv.2: For 60 seconds, P. Atk. + 16%, Atk. Spd. + 25%, P. Critical Rate + 16, P. Critical Damage + 16%, and Spd. + 16. Additional Accuracy + 8 and P. Atk. + 10% when using a two-handed sword, two-handed blunt weapon, or spear. Additional P. Atk. + 10% and Critical Rate + 100 when HP is 60% or below. Additional P. Atk. + 30% and Critical Rate + 300 when HP is 30% or below. Available when HP is 90% or below.</p> <p>Lv.3: For 60 seconds, P. Atk. + 18%, Atk. Spd. + 27%, P. Critical Rate + 18, P. Critical Damage + 18%, and Spd. + 18. Additional Accuracy + 8 and P. Atk. + 10% when using a two-handed sword, two-handed blunt weapon, or spear. Additional P. Atk. + 10% and Critical Rate + 100 when HP is 60% or below. Additional P. Atk. + 30% and Critical Rate + 300 when HP is 30% or below. Available when HP is 90% or below.</p> <p>Lv.4: For 60 seconds, P. Atk. + 20%, Atk. Spd. + 30%, P. Critical Rate + 20, P. Critical Damage + 20%, and Spd. + 20. Additional Accuracy + 8 and P. Atk. + 10% when using a two-handed sword, two-handed blunt weapon, or spear. Additional P. Atk. + 10% and Critical Rate + 100 when HP is 60% or below. Additional P. Atk. + 30% and Critical Rate + 300 when HP is 30% or below. Available when HP is 90% or below.</p>
	Guts	<p>Lv.1: For 60 seconds, P. Def. + 150% and Debuff Resistance + 75%. Available when HP is 90% or below.</p> <p>Lv.2: For 60 seconds, P. Def. + 160% and Debuff Resistance + 80%. Available when HP is 90% or below.</p> <p>Lv.3: For 60 seconds, P. Def. + 180% and Debuff Resistance + 85%. Available when HP is 90% or below.</p> <p>Lv.4: For 60 seconds, P. Def. + 200% and Debuff Resistance + 90%. Available when HP is 90% or below.</p>

Tyrr Doombringer	Soul Berserker	<p>Lv.1: When equipped with a sword or blunt weapon, P. Atk. +10%, P. Critical Damage + 10%, and P. Skill MP Consumption + 10%. 4 Rune Stones to learn.</p> <p>Lv.2: When equipped with a sword or blunt weapon, P. Atk. +12%, P. Critical Damage + 12%, and P. Skill MP Consumption + 10%. 4 Rune Stones to learn.</p> <p>Lv.3: When equipped with a sword or blunt weapon, P. Atk. +15%, P. Critical Damage + 15%, and P. Skill MP Consumption + 10%. 8 Rune Stones to learn.</p>
Othell Rogue (All types)	Power Bluff	<p>Skill effect changed from 5 -> 3 seconds of stun. Effect "Weakens the enemy against Critical Hits and increases his aggression toward you" removed from the skill.</p> <p>Lv.1: For 3 sec., turns the enemy's back to you and Stuns them. Requires a dagger or dual dagger.</p>
Yul Archer (All types)	Quick Fire	<p>Lv.1: For 30 sec., Atk. Spd. + 20% when equipped with a bow/crossbow.</p> <p>Lv.2: For 30 sec., Atk. Spd. + 30% when equipped with a bow/crossbow.</p> <p>Lv.3: For 30 sec., Atk. Spd. + 40% when equipped with a bow/crossbow.</p> <p>Lv.4: For 30 sec., Atk. Spd. + 50% when equipped with a bow/crossbow.</p>
	Impact Shot	<p>Lv.1: Fires an arrow at the enemy with 19867 Power added to P. Atk. Stuns the enemy Lv.1: For 9 seconds. Requires a bow or crossbow to be equipped. Over-hit.</p> <p>Lv.2: Fires an arrow at the enemy with 22249 Power added to P. Atk. Stuns the enemy Lv.1: For 9 seconds. Requires a bow or crossbow to be equipped. Over-hit.</p> <p>Lv.3: Fires an arrow at the enemy with 24631 Power added to P. Atk. Stuns the enemy Lv.1: For 9 seconds. Requires a bow or crossbow to be equipped. Over-hit.</p> <p>Lv.4: Fires an arrow at the enemy with 27013 Power added to P. Atk. Stuns the enemy Lv.1: For 9 seconds. Requires a bow or crossbow to be equipped. Over-hit.</p> <p>Lv.5: Fires an arrow at the enemy with 29395 Power added to P. Atk. Stuns the enemy Lv.1: For 9 seconds. Requires a bow or crossbow to be equipped. Over-hit.</p>
	Quick Shot	<p>Lv.1: Attacks target with 19477 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.2: Attacks target with 21035 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.3: Attacks target with 22593 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.4: Attacks target with 24151 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.5: Attacks target with 25709 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.6: Attacks target with 27267 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.7: Attacks target with 28825 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p> <p>Lv.8: Attacks target with 30383 Power added to P. Atk. Requires a bow or crossbow to be equipped. Over-hit. Critical.</p>
Yul Trickster	Superior Instinct Mastery	<p>Lv.1: PvP damage + 5%, and P. Atk. + 5% when equipped with a crossbow.</p> <p>Lv.2: PvP damage + 7%, and P. Atk. + 7% when equipped with a crossbow.</p> <p>Lv.3: PvP damage + 10%, and P. Atk. + 10% when equipped with a crossbow.</p>

		Lv.4: PvP damage + 15%, and P. Atk. + 15% when equipped with a crossbow.
Iss Enchanter (All types)	Crippling Blade	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 14608 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.2: Attacks target with 15192 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.3: Attacks target with 16360 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.4: Attacks target with 17528 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.5: Attacks target with 18696 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.6: Attacks target with 19864 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.7: Attacks target with 21032 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.8: Attacks target with 22200 Power added to P. Atk. Lv.1: For 20 seconds, P. Def. and M. Def. - 40% and P. Evasion - 15. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p>
	Shadow Blade	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 14608 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.2: Attacks target with 15776 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.3: Attacks target with 16944 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.4: Attacks target with 18112 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.5: Attacks target with 19280 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.6: Attacks target with 20448 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p> <p>Lv.7: Attacks target with 21616 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.</p>

		Lv.8: Attacks target with 22784 Power added to P. Atk. Lv.1: For 20 seconds, P. Atk. and M. Atk. - 40%. Requires a sword, dualsword or dual blunt to be equipped. Over-hit. Critical.
	Death Strike	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 21642 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.2: Attacks target with 22507 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.3: Attacks target with 24237 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.4: Attacks target with 25967 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.5: Attacks target with 27697 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.6: Attacks target with 29427 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.7: Attacks target with 31157 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p> <p>Lv.8: Attacks target with 32887 Power added to P. Atk. Requires a sword, blunt, dualsword, or dual blunt weapon. Over-hit. Critical.</p>
	Superior Dual Weapon Mastery	Lv.1: When a dualsword/blunt is equipped, P. Atk. + 20%, Atk. Spd. + 20%, P. Critical Damage + 15%, P. Accuracy + 4, Speed + 13, 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.1: When a sword or blunt weapon is equipped, P. Atk. +20%, Atk. Spd. + 20%, P. Critical Damage + 15%, P. Accuracy + 4, Speed + 13, 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.
	Physical Pose	Increased chance of activation.
Wynn Summoner (All types)	Superior Summon Mastery	When using a rage skill, the summon's rage effect activates at 100% chance, and can be accumulated up to Lv.5.
Wynn Arcana Lord	Arcane Rage	<p>Lv.1: Use Arcana Wrath to inflict severe damage on a target with 188 Power added to M. Atk.</p> <p>Lv.2: Use Arcana Wrath to inflict severe damage on a target with 202 Power added to M. Atk.</p> <p>Lv.3: Use Arcana Wrath to inflict severe damage on a target with 215 Power added to M. Atk.</p> <p>Lv.4: Use Arcana Wrath to inflict severe damage on a target with 227 Power added to M. Atk.</p>
	Arcane Link	<p>Lv.1: Servitor's wrath. P. Atk. + 1%, Critical Rate + 10%, and Critical Damage + 1%.</p> <p>Lv.2: Servitor's wrath. P. Atk. + 3%, Critical Rate + 15%, and Critical Damage + 3%.</p> <p>Lv.3: Servitor's wrath. P. Atk. + 5%, Critical Rate + 20%, and Critical Damage</p>

		<p>+ 5%.</p> <p>Lv.4: Servitor's wrath. P. Atk. + 10%, Critical Rate + 25%, and Critical Damage + 10%.</p> <p>Lv.5: Servitor's wrath. P. Atk. + 15%, Critical Rate + 30%, and Critical Damage + 15%.</p>
Wynn Elemental Master	Elemental Rage	<p>Lv.1: Use Elemental Wrath to inflict severe damage on a target with 188 Power added to M. Atk.</p> <p>Lv.2: Use Elemental Wrath to inflict severe damage on a target with 202 Power added to M. Atk.</p> <p>Lv.3: Use Elemental Wrath to inflict severe damage on a target with 215 Power added to M. Atk.</p> <p>Lv.4: Use Elemental Wrath to inflict severe damage on a target with 227 Power added to M. Atk.</p>
	Elemental Link	<p>Lv.1: Servitor's wrath. P. Atk. + 1%, Critical Rate + 10%, and Critical Damage + 1%.</p> <p>Lv.2: Servitor's wrath. P. Atk. + 3%, Critical Rate + 15%, and Critical Damage + 3%.</p> <p>Lv.3: Servitor's wrath. P. Atk. + 5%, Critical Rate + 20%, and Critical Damage + 5%.</p> <p>Lv.4: Servitor's wrath. P. Atk. + 10%, Critical Rate + 25%, and Critical Damage + 10%.</p> <p>Lv.5: Servitor's wrath. P. Atk. + 15%, Critical Rate + 30%, and Critical Damage + 15%.</p>
Wynn Spectral Master	Spectral Rage	<p>Lv.1: Use Spectral Wrath to inflict severe damage on a target with 188 Power added to M. Atk.</p> <p>Lv.2: Use Spectral Wrath to inflict severe damage on a target with 202 Power added to M. Atk.</p> <p>Lv.3: Use Spectral Wrath to inflict severe damage on a target with 215 Power added to M. Atk.</p> <p>Lv.4: Use Spectral Wrath to inflict severe damage on a target with 227 Power added to M. Atk.</p>
	Spectral Link	<p>Lv.1: Servitor's wrath. P. Atk. + 1%, Critical Rate + 10%, and Critical Damage + 1%.</p> <p>Lv.2: Servitor's wrath. P. Atk. + 3%, Critical Rate + 15%, and Critical Damage + 3%.</p> <p>Lv.3: Servitor's wrath. P. Atk. + 5%, Critical Rate + 20%, and Critical Damage + 5%.</p> <p>Lv.4: Servitor's wrath. P. Atk. + 10%, Critical Rate + 25%, and Critical Damage + 10%.</p> <p>Lv.5: Servitor's wrath. P. Atk. + 15%, Critical Rate + 30%, and Critical Damage + 15%.</p>
Aeore Healer (All types)	Dark Blast	<p>Increased Skill Power</p> <p>Lv.1: Attacks target with 153 Power added to M. Atk.</p> <p>Lv.2: Attacks target with 158 Power added to M. Atk.</p> <p>Lv.3: Attacks target with 163 Power added to M. Atk.</p> <p>Lv.4: Attacks target with 167 Power added to M. Atk.</p> <p>Lv.5: Attacks target with 171 Power added to M. Atk.</p> <p>Lv.6: Attacks target with 176 Power added to M. Atk.</p> <p>Lv.7: Attacks target with 180 Power added to M. Atk.</p> <p>Lv.8: Attacks target with 185 Power added to M. Atk.</p>

		Increased Skill Power
	Dark Force	<p>Lv.1: Inflicts damage on target with 124 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.2: Inflicts damage on target with 127 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.3: Inflicts damage on target with 129 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.4: Inflicts damage on target with 133 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.5: Inflicts damage on target with 137 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.6: Inflicts damage on target with 141 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.7: Inflicts damage on target with 144 Power added to M. Atk. Has a chance of pushing back target.</p> <p>Lv.8: Inflicts damage on target with 148 Power added to M. Atk. Has a chance of pushing back target.</p>

- With the addition of the Sigel Knight class skills, the 'Knight Frenzy' skill has been deleted.
 - Immortal Scrolls will be distributed according to the enchantment level achieved with the Knight Frenzy skill. 1 Immortal Scroll is given per enchantment level.

Skill names have been changed:

Category	Before Changes	After Changes
Awakening Class	Awakened Class Inventory Increase	Inventory Increase
	Awakened Class Weight Increase	Weight Increase
Feoh Archmage	Elemental Burst	Elemental Mass Burst
Feoh Mystic Muse	Elemental Burst	Elemental Speed Burst
Feoh Storm Screamer	Elemental Burst	Elemental Power Burst

- The following are the skills that can now be used when unable to take actions.
 - Giant Barrier, Shadow Hide, Strong Will, Crystal Form, Blessed Antharas' Earring, Lindvior's Earring.
- Time/decrease penalty enchant root have been added to the Guts skill of the Tyr Titan.
- An NPC who has been affected by the Disarm skill will not lose its weapon.
 - The attack power, magic power reduction effects are the same as before.
- Some skills that can be obtained by refining a Life Stone Instilled with Giants' Power were adjusted so that they cannot be used on monsters.
 - Giant Silence
 - Giant Sleep
- Fixed an issue where the magic evasion didn't increase after having received the Speed of Sayha skill effect.
- Fixed an issue where players who had their moving speed reduced because of a skill weren't able to attack their targets.

- Fixed an issue where the Tyrr Titan class' 3rd skill didn't get deleted when acquiring the similar Frenzy and Gut skills above Level 6.
- Fixed an issue where the HP/MP/CP were reduced when a character that had acquired the dual class skills logged back in in the dual class.
 - Dual - Max HP Boost, Dual - Max MP Boost, Dual - Max CP Boost
- Fixed an issue where the clone didn't appear when using the clone summoning skill in a party match.
- Fixed an issue where the Curse Gloom skill couldn't be used.
- Some typos in the skill enchantment options have been fixed.
- Fixed an issue where the 'Rush' skill couldn't be registered for macro use.
- Fixed an issue where the 'Price of Summoning' wasn't applied when summoning 'Golden Lion' or 'Unison of Lights'.
- Fixed an issue where some pet-exclusive buff skills could be used on an opponent rather than on your summons.
- The icon of the 'Fish Stew' buff has been changed.
- 'Summon Moving Portal' and 'Instant Teleport' can be used in the Olympiad now.
- Fixed an issue where the characters didn't jump when using the skill 'Jump Attack' when having a fist weapon or a magic two-hand blunt weapon equipped.
- Fixed an issue where the 'Air Light' skill motion didn't show up when equipped with a weapon other than a fist weapon.
- Fixed an issue where the fear effect didn't show up when receiving the skill effects of 'Unleash Hell' and 'Death Mass Unleash Hell'.
- Fixed an issue where the effect of 'Threatening Wind' didn't show up when the effect settings were set low.
- The overheating information was added to the 'Hydro Drain' skill tooltip.
- The typos of the 'Momentum Flash' and 'Sonic Flash' skills have been fixed.

The following skills have been changed:

Class	Skill	Effect
Ertheia Wizard	Hydro Attack	Increased distance
	Hydro Strike	Increased distance
Eviscerator	Distant Kick	Increased use range
	Reverse Weight	Decreased casting time
	Battle Dash	Skill lasts longer

- The icons of 'Left Sidestep' and 'Right Sidestep' have been switched.
- Fixed an issue where the sub confirmation skill wasn't distributed when restarting from the sub class.
- The descriptions of the following skills have been improved.
 - Aim
 - Divine Wind
- Fixed an issue where the 'Air Light' skill's Level 1 tooltip showed that it required a fist weapon.
- Fixed an issue where player would knockdown their own character with Earth Tremor skill.

- Fixed an issue where the skills of the previous class weren't deleted after the re-awakening of a dual class.
- A lower boost will be given to the Aggression rate of monsters attacked by the Ertheia class.
- While the effects of Ignore Death and Steel Mind are maintained, players will not lose an Olympiad match.
- The casting times of the Eviscerator's skills have been reduced. The following skills have been changed.
 - Backspin Blow
 - Spinning Kick
 - Gravity Hit
 - Distant Kick
 - Fluid Weave
 - Air Light
 - Spallation
 - Steel Mind
 - Chin Strike
 - Heavy Hand
 - Reverse Weight
 - Warp Space
 - Crushed Air
- The cooldown of 'Pressure Punch' has been reduced.
- The Aggression rates of monsters will not be reset when an Ertheia Fighter uses the Left Sidestep or the Right Sidestep skill.
- Fixed an issue where a lower level defense debuff overrode the 'Lateral Hit' skill.
- Fixed an issue where the 'Distant Kick' skill affected all the targets within range.
- Fixed an issue where the graphic effects of the 'Panic Heal' skill didn't change as the character moved.
- Fixed an issue where the Ertheia race transformation skills couldn't be acquired.
 - Transform Grail Apostle
 - Transform Unicorn
 - Transform Lilim
 - Transform Golem Guardian
 - Transform Inferno Drake
 - Transform Dragon Bomber
- Fixed an issue where the 'Song of Shield' skill's crossbow durability effect didn't apply to some crossbows.
- Fixed the incorrect descriptions of the 'Song of Moving' and 'Dance of Moving' skills.
- Fixed an issue where the players couldn't move when teleporting while using the 'Double Casting' skill.
- Fixed the incorrect speed reduction value that was shown in the description of 'Summon Demonic Crucifix'.
- Fixed an issue where the transformation skill levels registered in the shortcuts window didn't get changed with the character's level.
- Fixed an issue where the character didn't attack automatically after using 'Chin Strike'.
- Fixed an issue where the Lakcis Disc skill effect didn't show up.
- The casting time of 'Pressure Punch' has been reduced.

- When there's a seal effect in a physical skill, the toggle skill has been set so that it can't be used.
- Fixed an issue where the physical skill's seal effect applied to magic skills.
- Fixed an issue where the Ertheia characters didn't acquire the 'Divine Inspiration' skill when going through the 1st and 2nd Liberations.
- Fixed the incorrect magic skill description in the 'Reverse Weight' skill.
- Fixed an issue where the character went back to its previous location after using a skill while moving with the mouse.
 - Wind Blend
 - Windy Refuge
 - Sayha's Fury
- The additional hit icon at the center of the screen will not disappear after it's used.
 - The icon will remain there until the opponent is knocked down, or until the aerial yoke is released.
- The hotkey information of the additional hit icon is more visible now.
- Fixed an issue where the animation and the effect of the Lightning Shock skill didn't show up when using the skill with bare hands.
- Fixed an issue where the skill icon of 'Critical Chances' didn't deactivate when the conditions weren't met.
- Fixed the description of the 'Dual - MP Drain' tooltip to show the exact condition for activation.
- Fixed an issue where the pulling effect of the 'Chain Strike' of the Ertheia class didn't work.
- Fixed the tooltip description of the 'Storm Eye' skill.
- Fixed the incorrect magic resistance decrease rates shown in the skill description of 'Mark of Lumi' (above Lv. 5)
- Fixed an issue where some skills couldn't be used while sitting down.
 - Wind Blend
 - Windy Refuge
 - Sayha's Fury
- Changed so that Spiritshots and Blessed Spiritshots are not consumed when using Wind Blend.
- Fixed the problem of the Additional Hit icon sometimes disappearing after 1x use.
- Fixed the problem of the Additional Hit animation not displaying when a Human female Fighter or Ertheia uses the skill.
- Fixed the problem of the requirements for equipping Dance of Medusa being omitted.
- Fixed the problem of the Dance of Medusa animation not showing up when a female Kamael character has a special weapon equipped.
- Fixed the problem of Lethal Blow's stabbing animation and skill effect sometimes not appearing.
- Fixed the issue of unnecessary information displaying with Knight Agathion's unseal skill name.
- Fixed an issue of getting stuck on the inside of a door or passing through a door due to the skills Air Rush, Storm Rage, Distant Kick, and Pressure Punch.

New Hunting Zones

Faeron Village



- The Ertheia race's starting town, Faeron Village, has been added.
 - Faeron can be accessed through Talking Island Village, Gludin Village, and Town of Gludio.

Whispering Woods



- The Ertheia Hunting Zone, Whispering Woods, has been added.
 - Players can level up their Ertheia classes in the Whispering Woods hunting zone for Levels 1~20.

Dimensional Barrier



- The Dimensional Barrier hunting zone has been added.
 - Only Level 99 characters can enter through Resed in Faeron Village.
 - Instance dungeons do not bind, and 1~4 people can enter simultaneously.
 - The instance dungeon disappears 15 minutes after entering, and the duration increases by 3 minutes as each floor is completed. (Difficulty increases in each floor.)
 - There are a total of 35 floors in the Dimensional Barrier. The raid boss Abyssal Makkum spawns on the final stage (floor 35).
 - Abyssal Makkum raid boss drops 1-2 Dimensional Bracelet Enhancement Stones and has a very low chance to drop Divine Inspiration Lv5/Lv6.
 - The chances of having an event are determined by the amount of Warp Crystals (12/240/1,200) given to Einster when starting the instance dungeon.
 - Warp Crystals can be purchased from Resed and Einster for 100,000 Adena, and a minimum of 3 Warp Crystals are needed to enter the instance.
 - There can be a total of 5 events, in which Imp monsters will appear, with a chance of dropping high level items.
 - Unworldly Imps and Abyssal Imps drop Secret Ancient Tome Fragments, which can be used with Elcym to purchase Divine Inspiration Lv5/Lv6.
 - The Dimensional Bracelet can be obtained by completing the Dimensional Warp, Part 1 quest. Each time the Dimensional Warp, Part 2-6 quests are completed, the grade can be increased by 1 each time as well.
 - To increase the Dimensional Bracelet stats, you must compound the dimensional bracelet with a Dimensional Bracelet Enhancement Stone. The maximum amount of stat boost on a Dimensional Bracelet is +5.

Changes to Existing Hunting Zones

Devil's Isle

- The dimensional energy will flow out as a result of the Seal of Punishment being removed and the dimensional rift getting bigger.
- This dimensional energy was affected by the dimensional bubbles, and as this affected Devil's Isle, all the pirates and undead in the island disappeared to somewhere unknown.

The following hunting zones have been changed:

Hunting Zone	Recommended Level and Type	Changes
Windy Hill	Lv. 20-29 Solo	- Adjusted strength of monsters - New Monsters - Increased number of monsters
Ruins of Agony	No Changes	- Increased number of monsters
Ruins of Despair	No Changes	- Increased number of monsters
Orc Barracks	Lv. 30-39	- Adjusted strength of monsters
	Solo	- New Monsters
Cruma Tower	No Changes	- Added internal map, adjusted strength of monsters - Can go above ground through Belkadhi now
Varka Silenos Barracks	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Ketra Orc Outpost	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Den of Evil	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Plains of the Lizardmen	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Sel Mahum Training Grounds	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Field of Whispers	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Field of Silence	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Dragon Valley	Lv. 76-84 Solo	- The monsters during the day and night are different - Deleted Vitality Recovery effect and Morale Boost buff - Can go to Town of Giran and then Dragon Valley to go to other places - Deleted the Separated Soul teleport link
Altar of Evil	No Changes	- Adjusted strength of monsters

		- Increased amount of EXP and SP given by monsters
Bloody Swampland	No Changes	- Adjusted strength of monsters - Increased amount of EXP and SP given by monsters
Fairy Settlement	No Changes	- Increased amount of EXP and SP given by monsters
Nornil's Cave	No Changes	- Monsters will drop herbs when killed
Seal of Shilen Fields	No Changes	- Increased amount of EXP and SP given by monsters - Reduced time for monster to respawn
Orbis Temple	Lv. 95+ Party	- Adjusted strength of monsters - Removed armor destruction effect for small parties (Changed from full party hunting zone to a small party zone)
Cemetery	No Changes	- Reduced time for monster to respawn
Pagan Temple	No Changes	- Reduced time for monster to respawn - Monsters in the chapel will drop herbs when killed - Increased amount of EXP and SP given by monsters
Phantasmal Ridge	No Changes	- Reduced physical defense of monsters

- The item drop list, EXP, and SP given by monsters in the Garden of Genesis have been changed.
- The Seed of Infinity instance has been changed.
 - The minimum number of members required to enter the instance has been changed to 14.
 - Only 3 Evil Tumors will appear, instead of 5.
 - The strength of regular monsters in the instance has been lowered.
- The strength of regular monsters in the Seed of Destruction instance has been lowered.
- Darion's Minion's HP has been lowered.
- Aria's Life Stone has been added to the list of rewards of field raid boss monsters.
- The binding that occurs when entering the "Tower of Seal" and the "Great Seal" in the Delusion Chamber will happen after 1 minute of entering.
 - The bind status resets every day at 6:30 am.
- When on a raid, the boss monster will drop items even if there's someone in the alliance who is 11 levels lower than the boss monster.
- Debuffs can now be applied to Orfen.
- The Nerva Orc Merchant will take longer to respawn once it's been killed.
- The guards in the Ancient City Arcan will not attack regular characters.
- Fixed an issue where the Ancient City Arcan didn't show up as a peace zone.
- Fixed an issue where the 'Room of Splendor Key', 'Secret Key', and 'Unlit Torchlight' couldn't be obtained in the Monastery of Silence.
- The MP recovery effect in the dimensional barrier's recovery zone has been increased to 30%.
- Some monsters in the Dragon Valley will no longer use the fear skill.
- The 'Bleeding Fly' that appears in the Dragon Valley will disappear if it's not attacked for more than 1 minute.
- Fixed the incorrect amount of Olympiad Tokens that was consumed when using the Noblesse Teleport through Faeron's gatekeeper 'Astiel'.

- Fixed the 'Danger Zone' skill that showed up incorrectly when being in a zone where players can get a debuff or receive damage.
- Fixed an issue where the 'Kartia Watchman's animation didn't show up in the Level 95 party Kartia's Labyrinth.
- Fixed an issue where the animation didn't show up for the 'Turek Mercenary Captain' in the Orc Barracks.
- Fixed an issue where some places couldn't be accessed in the Altar of Evil.
- Fixed an issue where monsters appeared in places where characters couldn't access in the Whispering Woods.
- Fixed an issue where the gate didn't open after talking to the Gatekeeper of Fire Dragon in the Hall of Flames.
- The location of the Altar of Souls used to summon the raid boss with an Apparition Stone has been moved to the entrance of Faeron Village.
 - The Altar of Souls located in the Dark Elf, Elf, and Orc villages have been deleted.
 - The function of the Altar of Souls has been unified, so raid bosses for Levels 88/93/98 can be summoned in front of Faeron Village.
 - If the raid bosses summoned go out of the range of the altar they will be reset.
- The Hellbound Beleth region can no longer be restarted.
 - After logging out while being in the region, if the player does not log back in within 20 minutes, they will be teleported to a village nearby.
- Fixed an issue where the Shadow of the Mother Tree was set as a peace zone.
- Fixed an issue where the player got disconnected when trying to teleport away from the Pavel Ruins hunting zone.
- The items that the NPCs drop in all hunting zones have been changed.
- The items that the raid bosses drop have been changed.
- Unbind Scrolls cannot be obtained from raid/boss monsters anymore.
 - They can still be obtained from the Aden Reconstruction Society Member NPC (Hero's Treasure Chests) or Mentor Guide.
- Additional rewards cannot be obtained anymore by giving spoils to Hellbound monsters, and 1 spoils monster NPC, Cowing, has been added.
- Hellbound monsters now give SP Scrolls as Spoil Rewards.
- The distribution rate of Life Stones below Level 76 has been lowered, since it's not as valuable anymore.
- Monsters will not appear in the Devil's Isle hunting zone.
- The Tar Beetles have been deleted in the Forge of the Gods hunting zone.
- Fixed an issue where corroded ingredients were given through treasure boxes in the Delusion Chamber.
- The conditions for using the Dimensional Judgment skill of the 'Dimensional Archon' in the dimensional barrier have been made easier.
- The revival rates and the first attack ranges for some of the monsters in the Dragon Valley at night have been lowered.

The monster settings in the following hunting zones have been changed:

Hunting Zone	Changes
Forsaken Plains	Increased HP of some monsters and EXP rates
Fields of Massacre	Increased HP of all monsters besides the Spiteful Soul Leader and its pawns Increased EXP rates
Swamp of Screams	Increased HP of all monsters and EXP rates
Forest of the Dead	Increased HP of all monsters and EXP rates

- The monsters in the Forest of the Dead can no longer use the Hold skill.
- Fixed an issue where the the 'Pan Direm' in the Fairy Settlement didn't drop the Kimerian instance dungeon entry items.
- Fixed an issue where players could get attacked when using the outer Sayune to the left of Raider's Crossroads.
- Fixed an issue where the player couldn't talk to 'Tersi's Herald' after the attack in Antharas.
- Fixed an issue where the raid boss 'Harp's Clone' appeared in a place where players couldn't access near the Elf Village.
- Gainak Village has been changed to 'Unmarkable' in the radar map.
- Fixed an issue where players fell into a certain type of terrain in the Ruins of Ye Sagira - 1st Exploration Zone.
- Fixed an issue where some monsters didn't attack back when attacked.
 - Death Grave Mage
 - Neulite Eye
 - Nebulite Watch
- Fixed an issue where the Witch Jonah and the Mysterious Priest didn't appear in the Ancient City Arcan region when it was engulfed in darkness.
- Fixed the terrain of the Valakas Raid that appeared abnormally.
- Fixed an issue where gatekeeper 'Camille' in Gainak guided characters through the previous teleport settings.
- Fixed an issue where 'Chertuba's Mirage' and 'Chertuba's Illusion' didn't use the 'Might' skill on themselves.
- Fixed an issue where sometimes Jenna wouldn't give the rewards when failing to defeat Lindvior.
- Fixed an issue where the portal didn't show up when trying to beat the Crystal Caverns' 'Steam Corridor' instance dungeon.
- Fixed the bug where the Return Points for the Erthia class showed up incorrectly in the Seed of Hellfire.
- The Gigantic Chaos Golem raid NPC located in the Archair Laboratory has been deleted.
- The return instinct range of the field raid boss in the Fairy Settlement has been reduced.
- Fixed an issue where characters using the Sayune in the Bloody Swampland region died when attacked by monsters.

- Fixed the graphics of the 'Centa the Standing Beast'.
- Normal monster SP reward increased for recommended Lv. 97 or above hunting grounds.
 - Pagan Temple
 - Cemetery
 - Raider's Crossroads
 - Land of Chaos
 - Seed of Hellfire (applies to Lv. 99 monsters only)
- SP rewards have been increased for Lv. 99 instance dungeons, some raid bosses, and Lv. 95 solo Kartia's Labyrinth.
- The "return range" and respawn time of normal monsters in Raider's Crossroads and Phantasmal Ridge have been reduced.
- The number of monsters appearing in Land of Chaos has been reduced.
- Changed so that the "Nerva Orc Priest" and the "Nerva Orc Ambusher's pulling skill in Raider's Crossroads can be resisted. These two resist your pulling skills.
- Fixed problem of character not returning to Sayune's starting point when disconnecting from Sayune teleport route at Raider's Crossroads.
- The coordinate of the arrival site when a clan hall's gatekeeper teleports you has been changed to Keucereus Alliance Base 2nd Floor.
- Fixed the problem of the raid boss Beacon of Blue Sky sometimes appearing on top of the building.

Items



Item Name	Description
Talisman - Insanity	Max HP/MP/CP + 800, P./M. Accuracy + 2, P./M. Evasion + 2, Atk./Casting Spd. + 60, P. Critical Rate + 30, M. Critical Rate + 10, P. Atk. + 638, M. Atk. + 742, Skill Power + 5%, Damage Reflect Resistance + 30, P. Def. + 563, M. Def. + 368, Fixed Damage Resistance + 10%, Vampiric Rage + 5, STR/INT/CON/MEN/DEX/WIT/CHA/LUC + 2. Skill MP Consumption - 3%, Skill Cooldown - 3%.

- A new function has been added to upgrade the Talisman - Longing to the Talisman – Insanity:
 - Talisman – Insanity crafting can be done by compounding a Talisman – Longing with another Talisman - Longing.
 - Only 1 Talisman – Longing will remain if you fail to compound the two into a Talisman - Insanity.
 - Talisman – Insanity can also be sealed through the Talisman manager, just like the Talisman - Longing.
 - Talisman – Insanity can be traded and exchanged.
- The weight of Soulstones has been changed to 0.
- The enchantment rates of magic weapons have been dramatically increased.
- The S-Grade requirement to equip cloaks has been removed.
 - The requirement of an S-Grade armor set to equip cloaks has been removed. The grade of the cloak still applies, so when equipping a cloak that does not match the PC Level, a grade penalty will be applied.
- Items can be sent to characters in the same account through the Alchemy NPC.
- Two-hand blunts of D~S grades have been added to the list of weapons that can be exchanged for Steel Door Guild Coins.
- The prices of no-grade~B-grade equipment (weapons/armor/accessories) have been lowered.
- Items with Dark/Bloody options can be exchanged for the corresponding equipment with Dark/Bloody options applied through the Blacksmith of Mammon.



- New pendants have been added for the new abilities LUC and CHA.
- Pendants attached to hair accessories can be exchanged for Sealed Pendants through the Aden Reconstruction Society Member NPC.
 - When exchanged for a Sealed Pendant, the accessory with the attached pendant will disappear.
 - The Sealed Pendant is an ingredient for the random pendant crafting.
- New recipes have been added to Random Pendant Crafting.
 - Only the Tyrr Maestro can register Random Pendant Crafting recipes.
 - The Random Pendant Crafting Recipe can be obtained at a set rate by exchanging the 'Seal of Spirit' with the Adventure Guildsman NPC.
 - A pendant with basic stats can be obtained at a 100% chance with Random Pendant Crafting.
- R/R95/R99 grade random recipes have been added.
 - The Random Recipes can be used to create Supply Boxes that will give 1 random piece of equipment (weapon/armor/accessory) of the corresponding grade. Supply Boxes do not stack.
 - When opening the box, there's a chance of getting a blessed item.
 - The ingredients and the recipe can be obtained as spoils in the hunting zones.
 - Example Locations:
 Recipe: R99 - Land of Chaos
 Recipe: R95 - Seal of Shilen
 Recipe: R - Fairy Settlement
- Three recipes that can be used to dismantle R/R95/R99 grade items have been added.
 - Disassembly Recipe Pouches can only be obtained from raid bosses (drops based on LUC stat).
 - Only a Tyrr Maestro can register the recipes.
 - Disassembly Recipe Pouch: Armor - Istina Epic, Earth Wyrms, Octavis Extreme, and Tauti Extreme
 - Disassembly Recipe Pouch: Weapon - Antharas, Valakas, and Lindvior
 - After registering the ingredients, the item can be dismantled.
 - NOTE: If there are multiples of the same item in your inventory, dismantling will take the one with the highest enchant level, regardless of position in your inventory. Otherwise it will take them in order of acquisition, newest first.
 - Dismantling will not take an item that's equipped.
 - Dismantling will never fail, and players will get the ingredients box for crafting the dismantled item.
 - Items with Soul Crystals and special abilities cannot be dismantled, and there are no bonus rewards given based on the enchantment rates.



- Unbind Scrolls cannot be obtained from raid bosses anymore.
- The Gem Stone-R-grade needed to seal Longing Talismans has been changed to Giant's Energy.
- The number of Crystals that can be obtained when crystalizing D-grade~B-grade items that can be bought in the shop has been lowered.
- The number of ingredients needed to craft D-grade~B-grade items that can be bought in the shop has been lowered.
- Recipes to disassemble equipment items can be obtained in boss raids, and only the Tyrr Maestro can use those recipes.
 - After registering the ingredients, the item can be disassembled.
 - Disassembling will never fail, and players will get the ingredients box for crafting the disassembled item.
 - Items with Soul Crystals and special abilities cannot be disassembled, and there are no bonus rewards given based on the enchantment rates.
- Fixed an issue where the appearances of some hair accessories couldn't be changed.
- Fixed an issue where the hair color of some characters didn't change immediately after using a dye.
- The Weapon merchants in the Talking Island Village and each race's village will be selling no-grade fist weapons and two-hand staves.
- The order of items in the NPC shops have been changed.

- Accuracy options have been added to Tauti's One-handed Axe, Tauti's Two-handed Axe, Tauti's Dual Axe, and Tauti's Axe.
- Fixed an issue where some NPCs still dropped 'Lesser Giant's Codex'.
- Fixed an issue where Corroded Asofe was set for the ingredients of the following recipes.
 - Recipe: Elixir of Mind (B-grade)
 - Recipe: Elixir of Mind (A-grade)
 - Recipe: Elixir of Mind (S-grade)
- Fixed an issue where the appearances of rare top armor or weapons weren't reset when trading with the Blacksmith of Mammon.
- Fixed an issue where Vitality Recovery items without a reuse delay couldn't be used.
- Fixed the incorrect classification of the Common Item-Yaksa Mace as a two-hand blunt in the auction house.
- Fixed an issue where the Scroll: 1,000,000 SP couldn't be stored in the clan storage.
- Fixed an issue where some items that met the conditions couldn't be used.
- Fixed an issue where the information of some items showed up incorrectly when creating a private shop.
- Fixed an issue where the following hair accessories showed up as a 'Romantic Chapeau' for the Ertheia race characters.
 - Chic Silver Chapeau
 - Refined Romantic Chapeau: Blue
 - Refined Romantic Chapeau: Green
 - Refined Romantic Chapeau: Red
- Fixed an issue where the 'Warrior's Helmet' would show up at the foot of the character when equipped.
- Fixed an issue where unnecessary system messages showed up when using the item 'Ancient Book: Divine Inspiration (Lv5, Lv6)'.
- Fixed an issue where Kamael/Ertheia characters couldn't equip some armor items.
- Fixed the wrong SP values shown in the descriptions of some SP scrolls.
- Fixed the drop/exchange/private shop/storage information shown in the tooltip for the Giant and Windy Lucky Enchant Stone - Armor/Weapon (R-grade).
- The prices of the B grade equips have been lowered in the Luxury Shop.
- Fixed an issue where the UI showed up as +0 after enchantment failed when using Freya's Lucky Enchant Stone.
- Fixed an issue where the image of the Ertheia character showed up incorrectly when equipping the following items.
 - Romantic Chapeau: Luck
 - Romantic Chapeau: Charisma
 - Chic Romantic Chapeau
 - Gloves of Knowledge
 - Boots of Knowledge
- The fees for crafting an A-grade dualsword have been increased.
- Fixed the prices that showed up incorrectly for some B-grade weapons and the quantity of crystals.
- Fixed broken display of waistline when Ertheia is wearing Apprentice's Tunic and Apprentice's Stockings

- Fixed incorrect display of skill cooldown in item tooltip for Talisman – Wind: Debuff Resistance / P. Def.
- Fixed an issue where the clan mark wouldn't display in the clan cloak when wearing an item modified into Santa Suit.
- Fixed darkened display of Ertheia character wearing Romantic Chapeau and Refined Chapeau.
- Fixed an issue where some Ribbon Hairbands would take up only 1 hair accessory slot.
 - Characters who are wearing this with another hair accessory would result in only the Ribbon Hairband being displayed in their hair accessory slots.
- Fixed an issue where Ertheia couldn't use the Summon Scroll: Bratty Angma.
- Fixed an issue where only the right hand would show the cymbals when the Orc race equipped the 9th anniversary instruments.
- The descriptions of item effects that appeared as 'All Skills' and 'All Stats' have been changed to show more detailed values.
- The names of 'Wind Talisman -Physical/Magic Critical' have been changed to 'Critical Damage' so that they fit the actual effects.
- Fixed an issue where the triangular mark shown when using Appearance Stones for changing the overall appearance showed up in green.
- Fixed an issue where the Tallum Gloves/Boots worn by Ertheia characters appeared as Nightmare Gauntlets/Gloves.
- Fixed an issue where the system message showed up as 'Use 50,000 SP Scroll' when using a '5,000 SP Scroll'.
- Fixed an issue where characters moved extremely fast when using a speed boost while on the 'Shiny Platform'.
- The icon and skill icon of the 'Maphr's Luck Potion' have been changed.
- Fixed the reuse time of the 'Maphr's Luck Potion' in the tooltip description.
- Fixed an issue where the warning message didn't show up when enchanting a +3 or greater item with a Giant's Scroll: Armor/Weapon.
- Fixed the graphics of the enchant effect of the Dark/Bloody Amaranthine fighter weapons.
- Fixed an issue where the cooldown of 'Fish Stew' didn't work when using it consecutively.
- The appearances of the following hair accessories have been changed and can now be extracted.
 - Refined Black Skeleton Circlet
 - Refined Orange Skeleton Circlet
 - Refined Green Skeleton Circlet
 - Refined Brown Skeleton Circlet
 - Chick Gold Horn Cap
 - Chick Silver Horn Cap
 - Refined Brown Turban
 - Refined Yellow Turban
 - Refined Shark Hat
 - Refined Penguin Hat
 - Refined Turtle Hat
 - Refined Cow Hat
- The list of items needed to exchange Agathion Bracelets with Alexandria from the Giran Luxury Shop has changed.
- Fixed an issue where the effect of some items disappeared when dying.

- Vitality Recovering Potion
 - Vitality Maintaining Potion (30-minute)
- Fixed an issue where the 'Escort's Supply Box' item's icon showed up as unidentified.
- Details have been added to the description of 'Expertise Rune'.
- Details have been added to the description of the 'Hero Fishing Rod'.
- Fixed an issue where the spiritshot effect didn't show up when the 'Apprentice's Spellbook' was used.
- Fixed an issue where the fist weapon showed in the opposite direction when equipping it while wearing a swimsuit.
- The physical attack rate of the Lindvior Dual Dagger has been fixed.
- The skill description of the Dragon Claw's (World boss weapon) Breath skill has been fixed.
- Fixed an issue where when a Ruby was equipped and the summon attacked with both hands, the effect would only be applied to one hand.
- Fixed the damage that showed incorrectly when using a Spiritshot with a Sapphire equipped. Fixed an issue where the character's weapon didn't show up after removing the transformation while having a brooch equipped.
- Fixed a bug where the following items' tooltips displayed incorrect [Destroy] settings.
 - Lucky Enchant Stone: Weapon (D to R-grade) (event)
 - Lucky Enchant Stone: Armor (D to R-grade) (event)
- Fixed incorrect information in the item description for the rare [Helm of Nightmare] item, which possesses the increase Sleep/Hold Resistance effect.
- Fixed an issue where only one gem could be removed from the gem box by dragging the mouse.
- Fixed the problem of Ertheia characters' Karmian Gloves/Boots equipped appearance not being indicated as Robes.
- Fixed the problem of the wrong hairstyle appearing when a female Elf equips the "Dark Assassin Suit" with a cloak.
- Fixed the problem of the Orc Mage holding a drum stick in only one hand when the "9th Anniversary Instrument" is equipped.
- Fixed the bug of the "Emerald Weapon: Magic Two-handed Blunt Weapon's dark Sword Energy effect not showing in the proper place.
- Fixed incorrect critical increase figures for some augment effects' descriptions.
- Fixed the problem of being able to use a portion of one's items when there's no more inventory slots/weight.
- Fixed the problem of the Majestic Boots (Robe) image not appearing when Ertheia equips the Dark Crystal Boots (Robe).
- Fixed an issue of some S-grade items not having the increased effect of Soulshot/Spiritshot indicated.
- The graphical color effects for enchant levels of weapons of all grades have been changed:

- No graphical effects for Enchant levels +1 to +3.



- Enchant levels +4 to +6 have a sky blue graphical effect/dark energy effect added at +5.



- Enchant levels +7 to +9 have a blue graphical effect.



- Enchant levels +10 to +11 have a purple graphical effect.



- Enchant levels +12 to +13 have a reddish purple graphical effect.



- Enchant levels +14 to +16 have a reddish gold graphical effect.



- R-grade or above weapons will display a gold/black graphical effect at +17 onward.



- R-grade or below weapons below R-grade will continue to display the same graphical effect after +16.
- Augmented weapons enchanted to +4 or above will display a lightning effect.
- Augmented weapons enchanted to +10 or above will display a spiral effect.
- The augment graphical effect for a weapon also displaying enchant graphical effect is the same for normal/mid-grade/high-grade/top-grade Life Stones.
- Changed so that Soulshot/Spiritshot damage is increased when a weapon is enchanted, based on level (Applies to all Item Grades).
 - Soulshot/Spiritshot damage will increase 0.7% for every +1 enchant level.
 - Information on increased stats have been added to the item description to help better understand these increased stats, depending on enchant level.
- A separate tooltip has been added at the bottom to display information about item trade/storage.



- Items that can be traded/stored will not display their own separate information.
- Information regarding warehouse settings that can be used will be displayed separately.
- "Orichalcum Arrow" and "Orichalcum Bolt" were added to the "Diploma" item exchange list.
- [Tempest Stone], [Talisman - Wind Pack], [High-grade Wind Dye Pack], [Mid-grade Wind Dye Pack], [Low-grade Wind Dye Pack], [High-grade Talisman Ingredient Box], [Low-grade Talisman Ingredient Box]

Quests

- The quest scroll mark has been changed.
 - The mark is larger now, and effects have been added to make it stand out.
 - The main quests will now be golden scrolls rather than red.
 - The repeat quests will now be silver scrolls rather than blue.
 - Completed scrolls will look like pouches.



Ertheia Liberation (Class Transfer) quests have been added:

Quest	Level	Description	Type	Start NPC
Winds of Fate: Encounters	38	In order to awaken the power that was sealed as you crossed dimensions, you start investigating the object from the Wind Spirits that was found near the town of Gludio.	1st Liberation	[Faeron Village] Queen Navari
Winds of Fate: A Promise	76	You start investigating the items and people related to the Ancient Ertheia's Prophecy Device in order to awaken the second ability.	2nd Liberation	[Faeron Village] Magister Ayanthe or Master Katalin
Winds of Fate: Choices	85	You have to find people who will help you restore the Prophecy Device in order to awaken the third ability.	3rd Liberation	[Faeron Village] Magister Ayanthe or Master Katalin

The Ertheia dual class quest has been added:

Quest	Level	Description	Type	Start NPC
Winds of Fate: Encroaching Shadows	85	Ertheia Dual Class Quest	Class transfer	[Faeron Village] Queen Navari

Ertheia quests have been added:

Faeron Village

Quest	Level	Description	Type	Start NPC
A Foreign Land	1 ~ 20	You arrive in an unknown place, and hear from Queen Navari what happened. Now it's time to go find High Priest Gereth.	One-time	[Faeron Village] Queen Navari
The Test for Survival	1 ~ 20	High Priest Gereth tells you that you need training in order to survive in the physical world and tells you to go talk to Master Ayanthe or Master Katalin.	One-time	[Faeron Village] High Priest Gereth
Do or Die	1 ~ 20	Get basic training from Magister Ayanthe or Master Katalin.	One-time	[Faeron Village] Magister Ayanthe or Master Katalin
A Special Power	4 ~ 20	Get hands-on training from Magister Ayanthe or Master Katalin.	One-time	[Faeron Village] Magister Ayanthe or Master Katalin
Grakon's Warehouse	5 ~ 20	At the request of Magister Ayanthe or Master Katalin you go to the Warehouse Keeper to give them an item.	One-time	[Faeron Village] Magister Ayanthe or Master Katalin
An Inner Beauty	5 ~ 20	Give the letter to the girl that the Warehouse Keeper Grakon likes.	One-time	[Faeron Village] Warehouse Keeper Grakon
Supply and Demand	6 ~ 20	Take the supplies to the Forest Patrols at the request of the weapon merchant Evna and all the other merchants.	One-time	[Faeron Village] Weapon Merchant Evna

Whispering Woods

Quest	Level	Description	Type	Start NPC
Never Forget	8 ~ 20	At the request of Forest Patrol Sivanthe, defeat monsters and find the relics of the Ertheia that were sacrificed and mourn them in the monument.	One-time	[Whispering Woods] Forest Patrol Sivanthe
A Draught for the Cold	10 ~ 20	At the request of Forest Patrol Sivanthe, defeat monsters and find food that is good for colds and take them to Forest Patrol Leira.	One-time	[Whispering Woods] Forest Patrol Sivanthe
A Furry Friend	11 ~ 20	At the request of Forest Patrol Leira, find the companion animal Ricky and bring it back to Leira.	One-time	[Whispering Woods] Forest Patrol Leira
Strange Fungus	13 ~ 20	At the request of Forest Patrol Leira, defeat monsters and find mushroom spores to take to Forest Patrol Milone for closer inspection.	One-time	[Whispering Woods] Forest Patrol Leira
Stronger than Steel	15 ~ 20	Forest Patrol Milone tells you to go meet Maestro Dolkin.	One-time	[Whispering Woods] Forest Patrol Milone
The Secret Ingredient	17 ~ 25	At the request of Maestro Dolkin, go deep into the Whispering Woods to defeat monsters and find the final ingredient to bring back to Dolkin.	One-time	[Whispering Woods] Maestro Dolkin
See the World	19 ~ 25	Karla tells you to go find High Priest Levian in Gludin.	One-time	[Whispering Woods] Karla

Windy Hill

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Windy Hill	20~29	Just like Queen Navari told you, you find Levian in Gludin, and then go find Researcher Pio in Windy Hill.	One-time	Receive automatically depending on level
An Interdimensional Draft	20	Researcher Pio asks you to defeat the Wind Spirits and find clues about their power.	One-time	[Windy Hill] Researcher Pio
Quieting the Storm	24	Defeat the monsters that appear in Windy Hill and go back to Researcher Pio.	One-time	[Windy Hill] Researcher Pio
The Oath of the Wind	28	Tell Researcher Pio the last words that Pio's cloned monster left behind.	One-time	[Windy Hill] Researcher Pio

Orc Barracks

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Orc Barracks	30~39	Just like Queen Navari told you, you find Levian in Gludin, and go help Fyodor in the Orc Barracks.	One-time	Receive automatically depending on level
An Orc in Love	30	At the request of the Smitten Orc Borbo, you defeat the Turek Orcs that are bothering his beloved.	One-time	[Orc Barracks] A Smitten Orc
Marionette Spirit	34	At the request of Smitten Orc Borbo, you defeat the Marionette Spirits and bring back the key.	One-time	[Orc Barracks] A Smitten Orc
Terrifying Chertuba	34	At the request of Smitten Orc Borbo, you defeat the Chertuba Phantom/Illusions and bring back the key.	One-time	[Orc Barracks] A Smitten Orc
Free Spirit	38	At the request of Smitten Orc Borbo, you rescue the captured spirits.	One-time	[Orc Barracks] A Smitten Orc

Cruma Tower

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Cruma Tower, Part 1	40~45	Just like Queen Serena told you, you meet Sylvain from Dion, and then find Researcher Lorraine at the entrance of Cruma Tower.	One-time	Receive automatically depending on level
In Search of the Grail	40	You defeat the monsters in the Cruma Tower Underground 3rd Floor and collect items, and then go find Ivory Tower Wizard Janssen.	One-time	[Cruma Tower Entrance] Researcher Lorraine
Volatile Power	44	At the request of Ivory Tower Wizard Janssen, you destroy the Mysterious Fragments and bring back the leftover powder.	One-time	[Cruma Tower Underground 3rd Floor] Ivory Tower Wizard Janssen
Reports from Cruma Tower, Part 1	45	At the request of Ivory Tower Wizard Janssen, you use a Magic Owl to tell Queen Navari what has happened so far.	One-time	[Cruma Tower Underground 3rd Floor] Ivory Tower Wizard

				Janssen
Letters from the Queen: Cruma Tower, Part 2	46~51	Just like Queen Navari told you, you meet Sylvain from Dion, and request help from Ivory Tower Wizard Rombel	One-time	Receive automatically depending on level
In Search of an Ancient Giant	46	At the request of Ivory Tower Wizard Rombel, you defeat the monsters and collect the items, and then go find Ivory Tower Wizard Belkadhi in Cruma Tower Underground 2nd Floor.	One-time	[Cruma Tower Underground 3rd Floor] Ivory Tower Wizard Rombel
The Wrath of the Giants	48	Use the Regeneration Machine's Heart you got from Ivory Tower Wizard Belkadhi to talk to the giant, and report the results.	One-time	[Cruma Tower Underground 2nd Floor] Ivory Tower Wizard Belkadhi
Reports from Cruma Tower, Part 2	45	At the request of Ivory Tower Wizard Belkadhi, you use a Magic Owl to tell Queen Navari what has happened so far.	One-time	[Cruma Tower Underground 2nd Floor] Ivory Tower Wizard Belkadhi

Sea of Spores

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Sea of Spores	52~57	Just like Queen Navari told you, you find High Priest Hollint from Oren, and then go find Patrol Andy in Sea of Spores.	One-time	Receive automatically depending on level
A Weakened Barrier	52~58	At the request of Patrol Andy, you defeat the monsters in the area and then go find Paterson's Disciple Bacon.	One-time	[Sea of Spores] Patrol Andy
Ingredients to Enforcements		At the request of Paterson's Disciple Bacon, you defeat the monsters in the area and bring back an item needed to restore the barrier.	One-time	[Sea of Spores] Paterson's Disciple Bacon

Forsaken Plains

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Forsaken Plains	58~60	Just like Queen Navari told you, you meet High Priest Orven in Aden, and then go meet Geographer Novain in the Forsaken Plains.	One-time	Receive automatically depending on level
Traces of an Ambush	58~61	At the request of Geographer Novain, you kill the monsters in the area and collect the pieces of the Orders.	One-time	[Forsaken Plains] Geographer Novain
The Broken Device		At the request of Geographer Novain, you kill the monsters in the area and take back the pieces of	One-time	[Forsaken Plains] Geographer

		the broken Magic Device.		Novain
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Fields of Massacre

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Fields of Massacre	61~64	Just like Queen Navari told you, you meet High Priest Orven in Aden, and then go find Shuvann in the Fields of Massacre.	One-time	Receive automatically depending on level
Resident Problem SoLv.er	61~65	Defeat the monsters that Shuvann told you to kill in exchange for information.	One-time	[Fields of Massacre] Shuvann
A Spy Mission		Just like Shuvann told you, investigate the mysterious boxes in the Devastated Castle and find the orders to take back.	One-time	[Fields of Massacre] Shuvann

Swamp of Screams

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Swamp of Screams	65~69	Just like Queen Navari told you, you go meet High Priest Innocentin in the Town of Rune, and then go find Tracker Dokara in the Swamp of Screams.	One-time	Receive automatically depending on level
				Ertheia Fighter-only
A Mercenary Helper	65~70	At the request of Tracker Dokara, defeat the monsters in the area and go report.	One-time	[Swamp of Screams] Tracker Dokara
The Man of Mystery		At the request of Tracker Dokara, you defeat the monster that appeared after defeating the Mysterious Cocoon, and tell Dokara about the Mysterious Man that appeared during the battle.	One-time	[Swamp of Screams] Tracker Dokara
The Quiet Killer		At the request of Mercenary Kahman, defeat the monsters in the area and take back the items as evidence.	Daily	[Swamp of Screams] Mercenary Kahman

Forest of the Dead

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Forest of the Dead	65~69	Just like Queen Navari told you, you meet High Priest Innocentin in the Town of Rune, and then go find Tracker Hatuba in the Forest of the Dead.	One-time	Receive automatically depending on level
				Ertheia Wizard-only

Save the Souls	65~70	At the request of Tracker Hatuba, defeat the monsters in the Forest of the Dead and report back.	One-time	[Forest of the Dead] Tracker Hatuba
Investigate the Forest		At the request of Tracker Hatuba, investigate the graveyard and defeat the monsters.	One-time	[Forest of the Dead] Tracker Hatuba
A Suspicious Ingredient		At the request of Mysterious Wizard, defeat the monsters in the area and take back items that could be used as ingredients for the experiment.	Daily	[Forest of the Dead] Mysterious Wizard

Wall of Argos

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Wall of Argos	70~75	Just like Queen Navari told you, you go find High Priest Gregory in Goddard, and then go find the Hermit in the Wall of Argos.	One-time	Receive automatically depending on level
The Eye that Defied the Gods		Just like Hermit told you, go find Eye of Argos.	One-time	[Wall of Argos] Hermit
Crossing Fate		At the request of Eye of Argos, you defeat Daimon the White-eyed, and go back to Eye of Argos.	One-time	[Wall of Argos] Eye of Argos
Awaiting the Voice of the Gods		At the request of the Hermit, defeat the monsters in the area and take back the items as evidence.	Daily	[Wall of Argos] Hermit

Dragon Valley

Quest	Level	Description	Type	Start NPC
Letters from the Queen: Dragon Valley	76~85	Just like Queen Navari told you, you go find High Priest Maximilian in Giran, and then go find Namo in the Dragon Valley.	One-time	Receive automatically depending on level
Strange Things Afoot in the Valley		At the request of Namo in the Dragon Valley, defeat the dragons and the undead and go back.	One-time	[Dragon Valley] Namo
Reconnaissance at Dragon Valley		At the request of Namo in the Dragon Valley, defeat the monsters deep inside and go back.	One-time	[Dragon Valley] Namo
The Role of a Watcher		For Namo's training, defeat the monsters and take back the items as evidence.	Daily	[Dragon Valley] Namo

The following quests have been added for Lv. 85-99 characters:

Quest	Level	Description	Type	Quest NPCs
The Minstrel's Song, Part 1	85	Minstrel Liberatto's invitation is here. If you accept the invitation, go find Minstrel	One-time	Receive automatically depending on level

		Liberatto in Talking Island Village.		
The Hero's Journey – Bloody Swampland	85	Talk to merchant Vollodos in the Bloody Swampland.	One-time	[Bloody Swampland] Vollodos
The Hero's Journey – Seed of Annihilation	85	Talk to Officer Klemis in the Seed of Annihilation.	One-time	[Seed of Annihilation] Klemis
The Hero's Journey – Harnak Underground Ruins	85	Talk to the Giant's Minion Hadel in the Harnak Underground Ruins.	One-time	[Harnak Underground Ruins] Hadel
The Hero's Journey – Kartia's Labyrinth	85	Talk to Kartia Researcher in Town of Aden.	One-time	[Town of Aden] Kartia Researcher
The Minstrel's Song, Part 2	88	Minstrel Miso's invitation is here. If you accept the invitation, go find Minstrel Miso in Magmeld.	One-time	Receive automatically depending on level
The Hero's Journey – Fairy Settlement	88	Talk to the Fairy citizen who escaped from the Kimerian in the Fairy Settlement.	One-time	[Fairy Settlement] Escaped Citizen
The Minstrel's Song, Part 3	90	Minstrel Miso's invitation is here. If you accept the invitation, go find Minstrel Miso in Magmeld.	One-time	Receive automatically depending on level
The Hero's Journey – Prison of Darkness	90	Talk to Opera in the Prison of Darkness.	One-time	[Prison of Darkness] Opera
The Hero's Journey – Fortuna	90	Talk to Josephina's companion Izael in Fortuna.	One-time	[Fortuna] Izael
The Minstrel's Song, Part 4	92	Minstrel Marmie's invitation is here. If you accept the invitation, go find Minstrel Marmie in the Town of Rune.	One-time	Receive automatically depending on level
The Hero's Journey – Isle of Souls	92	Talk to Minstrel Tauresia in the Isle of Souls.	One-time	[Isle of Souls] Tauresia
The Hero's Journey – Nornil's Cave	92	Talk to Verna who is near Nornil's Cave.	One-time	[Nornil's Cave] Verna
The Minstrel's Song, Part 5	95	Minstrel Tulesir's invitation is here. If you accept the invitation, go find Minstrel Tulesir in the Town of Aden.	One-time	Receive automatically depending on level

The Hero's Journey – Seal of Shilen	95	Talk to Aden Vanguard Member in Seal of Shilen.	One-time	[Seal of Shilen]
				Aden Vanguard Member
The Hero's Journey – Guillotine Fortress	95	Talk to Minstrel Mortania in Guillotine Fortress.	One-time	[Guillotine Fortress] Mortania
The Hero's Journey – Orbis Temple	95	Talk to Minstrel Severin in Orbis Temple.	One-time	[Orbis Temple] Severin
The Minstrel's Song, Part 6	97	Minstrel Tulesir's invitation is here. If you accept the invitation, go find Minstrel Tulesir in the Town of Aden.	One-time	Receive automatically depending on level
The Hero's Journey – Pagan Temple	97	Talk to Knight Captain Kargos in the Town of Rune.	One-time	[Town of Rune] Kargos
The Hero's Journey – Cemetery	97	Talk to Aden Vanguard Member in the Imperial Tomb.	One-time	[Cemetery] Aden Vanguard Member

Dimensional Barrier quests have been added:

Quest	Level	Description	Type	Start NPC
The Dimensional Warp, Part 1	99	Resed from Faeron Village has requested that you defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Dimensional Bugbear	One-time	[Faeron Village] Dimensional Barrier Expeditioner Resed
The Dimensional Warp, Part 2	99	Resed from Faeron Village has requested that you defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Dimensional Binder	One-time	[Faeron Village] Dimensional Barrier Expeditioner Resed
The Dimensional Warp, Part 3	99	Resed from Faeron Village has requested that you defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Unworldly Etin	One-time	[Faeron Village] Dimensional Barrier Expeditioner Resed
The Dimensional Warp, Part 4	99	Resed from Faeron Village has requested that you defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Unworldly Golem	One-time	[Faeron Village] Dimensional Barrier Expeditioner Resed
The Dimensional	99	Resed from Faeron Village has requested that you	One-	[Faeron Village]

Warp, Part 5		defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Abyssal Golem	time	Dimensional Barrier Expeditioner Resed
The Dimensional Warp, Part 6	99	Resed from Faeron Village has requested that you defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Abyssal Berserker	One-time	[Faeron Village] Dimensional Barrier Expeditioner Resed
The Dimensional Warp, Part 7	99	Resed from Faeron Village has requested that you defeat the monsters that appeared in the Dimensional Barrier. – Monster to hunt: Abyssal Binder	One-time	[Faeron Village] Dimensional Barrier Expeditioner Resed

The following quests have been added for Lv. 40-85 characters:

Quest	Level	Description	Type	Start NPC
Flames of Sorrow	46 ~ 51	Refugee Leo in the Outlaw Forest asked you to mark the flames of lamentation around the forest.	One-time	[Outlaw Forest] Leo
Strengthen the Barrier	52 ~ 57	Paterson's Disciple Bacon tells you that there's been a disruption in the barrier around the Sea of Spores because of the monsters that have gone berserk.	One-time	[Sea of Spores] Paterson's Disciple Bacon
The Stolen Seed	58 ~ 60	Geographer Novain says he found a fragment that can get into part of Guardian Giant Akum's memory.	One-time	[Forsaken Plains] Geographer Novain
Life Energy Repository	61 ~ 65	Shuvann tells you that there must be a place in the Devastated Castle where energy from the Kartia's Seed is stored.	One-time	[Fields of Massacre] Shuvann

- Some quests and all the related quest items have been deleted.
- Quests that have been deleted will not be calculated through the notification system.
- The following are the quests that have been deleted:
 - Berserk Outlaws
 - Not To Be Forgotten
 - The Oppressor and The Oppressed
 - Mysterious Letter
 - Blood from the Wall
 - Be Well
 - Open Secret
 - Mutated Kaneus - Gludio
 - Mutated Kaneus - Dion
 - Mutated Kaneus - Heine
 - Mutated Kaneus - Oren
 - Mutated Kaneus - Schuttgart

- Mutated Kaneus - Rune
- Silver Haired Shaman
- The quest 3D arrows have been improved.
 - The 3D arrow looks more intuitive now.
 - When the PC is on the field, and the quest location is far, the 3D arrow will be gray, and a system message suggesting using a Scroll of Escape will pop up.
 - When the PC is in the village and the quest location is far, the 3D arrow will lead the character to the gatekeeper.
 - When clicking on the gatekeeper, the teleport location for the quest will be shown at the top.



- Fixed an issue where the Request to Find Sakum quest was completed before the correct amount of monsters had been killed.
- The list of obtainable items in the 'Find Glittering Jewelry!' quest has been updated.
- Fixed an issue where the 'Embryo in the Swamp of Screams' didn't appear when hunting some monsters in the Swamp of Screams.
- Fixed an issue where the 'Freed Soul Crystal' and 'Tiat's Charm' obtained from the 'Utilize the Darkness' quest couldn't be saved in the storage.
- The level requirement to accept the quest 'Fighting the Forgotten' has been changed to Level 85.
- Fixed an issue where the next stage of the 'Titan's Anger' couldn't be accessed from the broken device.
- The appearance rates of Chertuba's Mirage and Chertuba Illusion Monsters have been increased when hunting monsters in the Orc Barracks.
- Fixed an issue where the Titan's Anger quest could not be completed.
- Fixed an issue where the quest was stopped for about 10 minutes when the player got disconnected while the Mysterious Wizard was going away in the Winds of Fate: A Promise quest.
- Fixed an issue where the class transfer effect for the 2nd Liberation of the Ertheia race didn't show.

- The effect will now show up when changing from a sub class to a dual class after completing the Split Destiny quest.
- Fixed an issue where the screen message didn't show up even when having met the starting conditions for the 'Shadow of Terror: Blackish Red Fog' quest.
- Fixed an issue where the icon of the 'Crude Philosopher's Stone' didn't show up. The screen message after completing Queen Navari's Letter quests will show the level required to accept the next Queen Navari's Letter quest.
- When doing the Fallen Angel - Request of Dawn quest, if the player could not receive the quest item from the Fallen Angel, they can call the Fallen Angel again after 20 seconds through the Weathered Rock.
- Fixed an issue where the PK rate didn't go down even after finishing a quest to reduce the PK rate.
 - Brothers Bound in Chains
 - Hope in the Darkness, Light in the Darkness
- Fixed the bug where when doing the Purifying Souls quest, players could get more than 50 'Soul of Darkness' items.
- Fixed an issue where the quest could not be completed when trying to enter the ancient language in the The Name of Evil - 1 quest.
- Fixed the level requirements that showed up incorrectly in 2 of the quests for the Seed of Destruction.
 - Dark Lord, Defeat Tiat / Utilize the Darkness - Seed of Destruction
- Fixed an issue where the sound was too low when the Marshall appeared in the Wind of Fate: Choices quest.
- The level requirements of Chasing Loygen, Chasing Keltron, The Seal of Punishment: Sel Mahum Training Grounds, The Seal of Punishment: Plains of Lizardmen have been fixed.
- Fixed an issue where the monster count didn't go up when instantly killing the Windima Clone in the Oath of the Wind quest.
- Fixed an issue where the 'Scroll of Escape: Town of Oren' received after accepting the quest Letters from the Queen: Sea of Spores took players to the blacksmith of the Town of Oren.
- Fixed the location of the target of the quest Tired of Waiting.
- Fixed the lines of Jonah and the Mysterious Priest in the Crossroads between Light and Darkness quest. The 'Scroll of Escape: Town of Aden' given after completing Letters from the Queen: Fields of Massacre quest will take players to High Priest Orven.
- The transformation settings of the Seven Signs, Mammon's Contract quest have been changed.
 - Deleted the setting for canceling the moving speed buff
 - The Frog Jump, Race Running, and Swift Dash skills will be casted right away.
- The Evolved Growler NPC that appears in the Strange Fungus quest will load faster.
- Fixed an issue where the next level requirement for Serena's Letter didn't show up when completing the Letters from the Queen: Orc Barracks quest.
- Fixed an issue where the Chasing Loygen quest couldn't be accepted.
- Fixed an issue where the Ertheia class could accept the Sakum's Trace quest.
- Fixed the EXP amount given by the quests preceding 'Intruder Who Wants the Book of Giants' so that players can reach Level 7.
- Fixed an issue where the reward items of the quest 'The Hero's Journey- Prison of Darkness' showed up incorrectly.

- Fixed the typos in the journal, conversation, and condition descriptions of the following quests.
 - Into the Flames
 - Strange Fungus
 - Winds of Fate: A Promise
 - The Minstrel's Song, Part - 6
 - Letters from the Queen, Cruma Tower – 2
 - Make Formal Wear
 - The Man of Mystery
- The NPC settings of the Daimon the White-eyed quest have been changed.
 - Resawning time has been greatly decreased.
 - Added return instinct – resets HP and back to original location if led too far away
- Fixed an issue where the character could move the NPC 'Helping Tree Summon DEVICE ' of the Noblesse, Soul Testing quest.
- Fixed the incorrect level restriction of The Stolen Seed quest.
- Fixed an issue where The Zero Hour quest couldn't be accepted.
- Fixed the incorrect reward information of the following quests.
 - A Furry Friend
 - The Hero's Journey– Nornil's Cave
- Fixed types in the following quests.
 - A Mercenary Helper
 - Winds of Fate: Encounters
 - Winds of Fate: Encroaching Shadows
- Fixed an issue where only the subtitles were shown in the cutscenes of the storyline of quests.
- Fixed the incorrect quest monster information in the In Search of Cloth quest.
- Fixed the problem of the Pailaka - Injured Dragon mission not completing when Latana is slain during the quest.
- Fixed the problem of being able pause the cut scene video featuring Nemertess during the Start of Fate quest.
- Fixed the problem of Delicious Top Choice Meat being flagged in quest information as a 1 time quest.
- Fixed the problem of a missing quest level from The Varka Silenos Supporters quest link.
- Fixed the problem of a missing quest level when starting the Purgatory Volvere quest.
- Fixed bug where the quest item from “Core of Twisted Magic” wasn't disappearing when completing and receiving the reward for the “Filling the Energy of Destruction” quest.

Sub-Class

- The sub-class selection will not be limited by the race or the diversified classes.
 - Except for the 2nd and 3rd classes of the ones players are already in possession of, they will be free to select any sub-class.
 - Does not apply to Maestro, Dominator, or Ertheia classes.
 - Elves and Dark Elves will be able to select the classes of other races as their sub-class.
 - The Kamael race can now select the classes of other races as their sub-class.

Dimensional Castle Siege

- Players can now exchange 'Dimensional Energy' and 'Faint Dimensional Energy' through Mermoden NPC on their home server.
- Mermoden will explain that the Dimensional Castle Siege cannot be entered if a lost castle is not recaptured within 2 sieges on the same server.
- The Dimensional Castle Siege entry requirements have changed:
 - Clans that do not have a castle can also participate. The clan head can teleport to the dimension through Mermoden in each of the villages, and apply to participate in the siege.
 - Players at Level 99 who are not clan heads can teleport to the siege server on Sundays when the siege will be available between 16~20, through Mermoden.
 - The limit of participants will be lifted, and more than 70 members will be able to participate.
- Fixed an issue where some skill effects didn't work in the Dimensional server.
 - Decoy
 - Poison Zone
 - Confusion Decoy
 - Shadow Snare
 - Summon Death Gate
 - Summon Protection Stone
 - Warp Space
 - Clan Copy
- Changed so that the “Dimensional Wizard” appears next to the “Adventure Guildsman” when appearing in Heine.

Olympiad

- The Ertheia race Olympiad classes have been added.
 - The Eviscerator and Sayha's Seer classes of the Ertheia race will have different class matches from the awakened class matches.
 - All classes including the Ertheia class can participate in the all class matches.
- R95-Grade Equipment has been removed from the Olympiad Rewards.
- New class cloaks and a new Potion of Protection (High-grade) have been added to the list of Olympiad rewards.
 - The Potion of Protection (High-grade) has a received PvP Damage -3% effect.
 - There are 9 types of Potion of Protection (High-grade), Stun/Hold/Bleed/Paralyze/Mental/Sleep/Poison/KnockBack&Knockdown/Aerial Yoke, and they can be exchanged for 220 Olympiad Tokens and 50,000 Adena.

- The following 20-day cloaks have been added with Str +1, Int +1, Con +1, Men +1. They can be exchanged for 20,000 Olympiad Tokens:

Class	Cloak Name
Sigel Knight Types	High Grade Abelius Cloak (20-days)
Tyrr Warrior Types	High Grade Sapyros Cloak (20-days)
Othell Rogue Types	High Grade Ashagen Cloak (20-days)
Yul Archer Types	High Grade Cranigg Cloak (20-days)
Feoh Wizard Types	High Grade Soltkreig Cloak (20-days)
Wynn Summoner Types	High Grade Naviarope Cloak (20-days)
Iss Enchanter Types	High Grade Leister Cloak (20-days)
Aeore Healer Types	High Grade Lakcis Cloak (20-days)
Eviscerator	High Grade Sayha Cloak (20-days)
Sayha's Seer	High Grade Sayha Cloak (20-days)

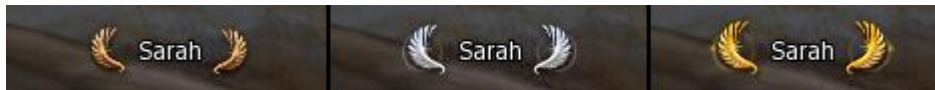
- Fixed an issue where the Olympiad Hero candidate showed up as the new class after having used a Chaos Essence.
 - Please keep in mind that hero candidates can only use the Chaos Essence 5 minutes before the Olympiad ends.
 - The Olympiad points will be reset to 10 when a character changes classes by using a Chaos Essence.
 - The records and the number of matches allowed will not be reset, so please keep that in mind when changing classes.

Fishing

- The amount of ingredients needed to make some hair accessories through the Fishing Guild Member have been changed.
- Fixed an issue where irrelevant system messages showed up when doing things not related to fishing.
- Fixed an issue where the Fantasy Fishing Dock could be accessed while requesting an Olympiad match.
- Fixed the incorrect information about night fishing shown in the Fishing Manual.
- Fixed the incorrect 'Goldeen' information shown in the 'Fantastical Energy' skill description.
- Fixed an issue where the character faced a different direction from the float when fishing.
- The rate at which 'Whale Blubber' can be obtained from whales has been decreased. The acquisition rates of the other fishes have been increased accordingly.
- The sale prices of rewards obtained through fishing have been lowered.
 - The sale prices of 'Whale' and 'Whale Blubber' have been changed to 0 Adena.

Ability

- When participating in the Ceremony of Chaos and in the Olympiad, abilities cannot be reset or changed anymore.
 - During the Olympiad, abilities cannot be reset or changed once a matching opponent is confirmed and until the player leaves the arena.
 - During the Ceremony of Chaos, abilities cannot be reset or changed once the player enters the arena and until they leave the arena.
- New wing icons appear around your character's name according to the levels of the abilities acquired.
 - 1 ~ 7 points: Not Available
 - 8 ~ 11 points: Bronze Wings
 - 12 ~ 14 points: Silver Wings
 - 15 ~ 16 points: Gold Wings



User Interface

- A world chat function has been added:
 - The '&' can be used to show the entire world.
 - The world chat menu can be set in the Settings.
 - The conditions for using the world chat are as follow:

World Chat Restrictions	
World Chat Points	1 per day
Point Consumption	1
Level Requirements	Level 95+
Reset Time	6:30

- The Radar map has been updated:
 - Hovering over the radar map will bring out the related menus.
 - The lower left corner of the radar map can be dragged to adjust the size.
 - The opacity of the radar map can be changed.
 - The top bar of the radar map can be dragged to move it around.

- The icons of the village's main NPCs will be shown, and the location of the NPCs will be shown in dots.



- The quest's location and range will be shown on the radar map, and the quest NPC will be shown as a quest icon depending on the status of the quest.
- When clicking on the pin icon on the radar map (showing the quest's location), the world map will pop up.
- Fixed an issue where when logging in, the robe, talisman, and brooch slots were deactivated.
- Finally fixed the issue where the texture on the Boz Core NPC was missing.
- The ability to use the ESC key to skip a cutscene has been removed due to client performance issues.
- Context menus have been added so that menus that are frequently used can be accessed more easily.
 - Character/summon/pet menus can be accessed by <Alt>+<Clicking> or doing the same on the target's status window.
 - Players can <Right-click> on the character status window to use the context menu.



- Fixed an issue where the system message and the damage text of fixed damage rates were different.
- Fixed an issue where the camera was reset when using Sayune.
- The information shown by the NPC 'High Prefect Drikus' for the Orc Shaman class transfer has been fixed.
- Fixed an issue where the symbol info didn't show up correctly in the character inventory.
- Fixed an issue where the area showed up as an abnormal area, even if it wasn't.
- Fixed an issue where the Show/Hide Radar functions didn't work.
- Fixed an issue where the head, color, and face images covered the other icons when selecting back and forth with the Ertheia class and the others from the character creation page.
- Fixed an issue where the party member information didn't show up in the party window.
- Fixed an issue where the Show/Hide Radar functions didn't work.
- Fixed an issue where the question mark icons didn't show any information.
- Fixed an issue where the system message didn't show up when clicking on Create Character when the players could not create characters under certain circumstances.
- Fixed an issue where the location of the raid monster 'Embryo Nigel' didn't show up in the World info.
- Fixed an issue where the Invite to Party menu didn't show up in the context menu when right-clicking on another character while being in a party.
 - If the character that has been right-clicked on is in a party already, the Invite to Party menu does not show up.
- Fixed an issue where the scrolling bar in the Alchemy Conversion window showed up in a lower quality if it had disappeared beforehand.
- The name options in the settings have been changed so that players can select whether to show their pet/summons' names or not.
 - Player
 - Player and pet/mount
 - Regular Player
 - Clan Members
 - Party Members
 - Pets/Mounts of other PCs
 - Monster
- Fixed bug where the selection button froze when closing the character password input window.
- Fixed the description of the [del] hot key.
- Fixed an issue where the name of the empty slots weren't shown when unequipping an item that uses more than two slots.
- Fixed an issue where when the flight transformation's hotkey was reset, the shortcut window's key was set as 'regular'.
- Fixed an issue where the character wouldn't stop when the hotkeys for ascending/descending while in the flight transformation status were changed.
- Fixed a bug where an unused menu would appear under All Menu > Service.
- Fixed the problem of the party leader's name turning red when double clicked within the alliance's information box.
- Changed so that location information does not appear in the party matching list and inside the party matching room.

- Fixed the issue of the Gigantic Chaos Golem's information remaining in the raid tab of world info.
- Fixed the problem of the pet UI not being indicated after the instructional CGI video ends.

Other

- Fixed the description of the 'Goddess Cometh B' in the Beauty Shop.
- Fixed an issue where the zone didn't change to peace zone when entering from an abnormal zone.
- Fixed an issue where the summon's UI from the replay appeared when the character logged in after going through the replay.
- In the list of messages received in the mailbox, 7 messages will be shown per page.
- The order of the items listed in the armor shop has been changed.
- The function to preview items through the item merchant NPCs has been removed.
- The free teleport condition has been changed from below Level 40 to below Level 76.
- Fixed an issue where the selection to go to the Land of Chaos in the Sayune in front of Gainak.
- Fixed an issue where characters that were moved with the keyboard stopped while facing backwards.
- Fixed an issue where the size of the weapons changed depending on the status of the character.
- Fixed an issue where the character's name appeared incorrectly after removing the Cursed Sword transformation.
- Fixed an issue where the character's hair color appeared differently after restoring the image in the Beauty Shop.
- The default value of the system sounds has been changed to 100%.
- Fixed an issue where the Mentee's Appreciation buff wasn't applied automatically after exiting the Ceremony of Chaos.
- Fixed an issue where the Auto Party Matching icon showed up on the character status window.
- Fixed an issue where the match started from outside of the 4th tournament stage in the Ceremony of Chaos.
- Fixed an issue where the weapon augment effects didn't show up when entering or leaving the Ceremony of Chaos.
- Fixed an issue where Level 99 clan members (except for the clan head) would get a wrong message saying that it wasn't time for a siege.
- Fixed an issue where players couldn't join/leave clans, or were shown the incorrect battle and hideout info.
- Fixed an issue where the Giran and Goddard castle merchants showed up in the wrong locations.
- Fixed an issue where if a character who received a party invitation had to log out without accepting it, the player wouldn't be able to accept the invitation after logging in once again.
- Fixed an issue where Ertheia characters couldn't receive the arena buff from the 'Arena Manager' NPC.
- When using skills where a location has to be set such as 'Shadow Snare' and 'Poison Zone', it has been set so that the skill is used automatically on the location that is set.

- Fixed an issue where certain human races and hairstyles could not be selected when creating characters with an 800*600 resolution.
- Fixed an issue where the hot key didn't work for when setting the minimum frames.
- Fixed an issue where newly created characters couldn't teleport with the keyboard commands when the chat window was open.
- Fixed an issue where the 'Tree of Life' summons icon didn't show up in the summons window.
- Fixed an issue where the Clan invitation button was deactivated when trying to add friends from the corresponding menu.
- Fixed an issue where the [Add Recipient] button was activated in automatic game system messages.
- Fixed an issue where the related tooltips didn't show up when using the arrow keys in the Beauty Shop for selecting styles.
- Fixed an issue where the characters that had been set to be deleted didn't get deleted even after the wait time was over.
- Fixed an issue where the roles of the Ertheia characters didn't show up correctly in the waitlist for party matching.
 - The Ertheia class characters can be found with the newly added 'Melee Maneuver-type Warrior' and 'Melee Attack-type Mage' options.
- Fixed an issue where the invitation sound didn't work when being invited to an academy.
- The Gracia continent's seed teleport device cannot be used while being transformed anymore.
- Fixed the wrong prices of some items sold by the Hideout Manager.
- The button 'Finish Creating' has been changed to 'Create'.
- The way fish are measured in the tournament for Fishing Championship Tournaments has been changed.
- The bug where players couldn't talk to 'Carsus' in Cruma Tower has been fixed.
- Removed the 'Show System Tutorial' option from the settings menu.
- Fixed an issue where Ertheia characters overlapped with the Sayune arrow when using Sayune.
- Fixed an issue where the pet UI appeared for characters that logged in after having the pet summoned with another character.
- Fixed an issue where the speech bubble appeared differently when using the chat in a sitting position after having searched through the Shop.
- Fixed an issue where the XP info in the pet management info wasn't refreshed right away when a pet died.
- Fixed an issue where pets were summoned in their dead states.
- Fixed an issue where the minimap wasn't refreshed in the Reliquary of the Giants.
- Fixed an issue where the connection was ended if the player didn't have enough Adena when making a purchase from the Merchant of Mammon.
- The prices of items in the Auction House cannot be set lower than the fee.
- Equipment that can be purchased with Steel Door Guild Coins are now subject to the "PK item destruction penalty."
- Attributes can now be added to S-grade equips, which can be purchased with Steel Door Guild Coins.
- Fixed the issue of female Human Mage and male Orc Mage related characters looking awkward when they sit on the Throne.
- Fixed the issue of characters incurring fall damage while moving while mounted on Sayune.

- Fixed an issue of players being detected as being in an Abnormal State Zone instead of a Peace Zone when moving towards the interior of Talking Island Village.
- Fixed the issue of some objects floating in mid-air in the area of the Town of Dion.
- Fixed the issue of the client sometimes crashing when using the Manor management menu.
- Fixed the issue of female Kamael characters displaying a walking in place animation when moving while attacking.
- Fixed the issue of attribute info displaying when moving an item into the pet inventory.
- Fixed the issue of the Improved Baby Buffalo not giving out [Pet Focus] and [Pet Death Whisper] buffs.
- Fixed issues where the join/leave functions didn't work, or the wrong information was shown about war and base occupation status.
- Fixed an issue where the old character names showed up on the clan community's clan link. Clan.
- Fixed an issue where the PK rate could not be lowered through the Reputation Manager 'Rapidus'.
- Fixed an issue where pets and summons would be summoned without their full HP/MP.
- Fixed an issue where buffs could be given more than once to pets and summons.



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