

# UNDERGROUND

The following list of preliminary patch notes and functions are not final. Localization of terms and phrases may change before this update launches.

Release Date: **Coming Soon**

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## Soul Crystal System

- The Soul Crystal system has been updated.
  - Added six new Soul Crystals, and different Soul Crystals bestow different options.
  - Up to three Soul Crystal options can be bestowed on a weapon with the help of town blacksmiths.
  - The first and second options can be bestowed by using new Soul Crystals that are obtainable from by hunting raid bosses.
  - The third option can be bestowed by using Mystic Soul Stones that are obtainable from the Mystic Tavern Dungeon.
  - New Level 1 - 4 Soul Crystals can be upgraded to Level 5 through crafting.
- Soul Crystal options of items that Soul Crystal Options could be bestowed on or removed have been changed to new Soul Crystal options.
- <Soul Crystal Options> of items that Soul Crystal Options could not be bestowed on or removed have been changed to <Special Options>.
- Additional options bestowed on S80-grade or lower dualsword items when the items are enchanted to +4 or higher have been changed to Soul Crystal Options.
  - Old Soul Crystals have been changed to Soul Crystal Exchange Coupons, and Soul Crystal Fragments to Soul Crystal Exchange Coupon Boxes.
- Soul Crystal Exchange Coupons can be exchanged for new Soul Crystals through Blacksmiths.
- Soul Crystal Change Stones have been changed to corroded items that can be sold in shops, and they can no longer change Soul Crystal options.

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

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

Target Item
Red Soul Crystal
Green Soul Crystal
Blue Soul Crystal

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

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

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

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

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

- Changed the item auction list as shown below:

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

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

## Hunting Zones

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

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

- When a floor boss is defeated, the debuff applied to monsters on that floor reduces their HP by 15%.
- When the boss respawns, debuff effects on monsters are removed.
- When Burnstein appears, Fortress Spies appear across the Atelia Fortress hunting zone, but they will vanish when Burnstein is dead.
- Each Fortress Spy calls for reinforcements upon seeing the player, but eliminating the spy before the request is completed prevents the arrival of reinforcements.
- With the deployment of boss monsters, the destination reached when using 'Atelia Fortress Stronghold III Teleport Device' has been changed.
- Changed the 'Atelia Activation' state used on players when an Atelia Fortress Guardian Captain, Elite Captain, Archon, or High Priest is killed as shown below.
  - Before: Increases the target's Atk. Spd. and Casting Spd., and reduces their P. Def. and M. Def.
  - After: Increases the target's Atk. Spd. and Casting Spd., and reduces their P. Atk. and M. Atk.
- Fixed the issue of Atelia Fortress base constantly being in the occupied state. The base now enters the occupied state when the defenders that appear while the base is in a non-occupied state are defeated.
- Shortened the casting time and increased the range of 'Dark Fire' and 'Chaos Fire', the spells used by wizard type monsters in Atelia Fortress.
- The Hellbound Hunting Field (Beleth's Magic Circle, Desert Quarry, Phantasmal Ridge) and village settings are changed as follows:
  - No Summoning setting: Deleted.
  - Unable to Save My Teleport setting: Deleted.
  - No Restart setting: Deleted.
  - No Class Change setting: Deleted.
- Note that this change does not apply to the Beleth Raid area.
- The problem where a PC's abnormal condition sustains and the PC is left inside the Instance Dungeon even after the Mystic Bar Instance Dungeon was cleared is fixed.
- The problem where the Altar Guard Archer spawned in the Mystic Bar - and the Kelbim Instance Dungeon was incorrectly located is fixed.
- Monsters placed in the Guillotine Fortress are added with the danger area attack resistance.
- XP and SP can now be obtained by eliminating Clone Jabberwok and Doom Shrieker, monsters placed in the Hellbound - Mirage Hill.
- Changed the monster spawns in some areas of Atelia Hunting Field.
- Changed 'Atelia Activation' to a debuff skill and renamed it to 'Atelia Addiction'.
  - The duration of skill effects by abnormal states for each stage has been changed to 15 seconds.
- Increased the casting time of Slay X, a skill used by the Command Post's final boss Burnstein, and reduced its trigger rate and area of effect.
- Changed the order of skills used by some Wizard type monsters in Atelia Fortress.
- Fixed the issue of 'Fury Kerberos Leger' sometimes moving to characters far from it.
- Fixed the bug of players sometimes ending up on top of the fountain when exiting from the Kartia's Labyrinth instanced dungeon.

- Removed the reentry waiting time for Crystal Caverns instanced dungeons 'Emerald Square', 'Steam Corridor', and 'Coral Garden'.
- Increased the number of 'Spicula Larvae' that appear in Nornil's Cave from 6 to 12.
- Improved the settings and rewards of hunting fields as shown below:
  - The Pagan Temple
    - Recommended Type: Solo
    - Recommended Level: Level 97 - Level 99
    - Changes: XP & SP rewards increased, HP of Anteroom monsters increased
  - Cemetery
    - Recommended Type: Solo
    - Recommended Level: Level 97 - Level 99
    - Changes: XP & SP rewards increased, Level of some monsters adjusted
  - Blazing Swamp
    - Recommended Type: Solo
    - Recommended Level: Level 97 - Level 99
    - Changes: XP & SP rewards increased
  - Raider's Crossroads
    - Recommended Type: Party
    - Recommended Level: Level 97 - Level 99
    - Changes: XP & SP rewards increased, Level and resistance of some monsters changed
  - Beleth's Magic Circle
    - Recommended Type: Solo
    - Recommended Level: Level 99+
    - Changes: XP & SP rewards increased
- Changed the attribute of 'Dartanion' and 'Transformed: Dartanion' from Wind to Earth.
- Added 'Underground Gainak'.
  - A region under the rule of the Schuttgart Castle, it can be accessed by using the gatekeeper in Gainak or via an underground corridor next to it.
- Added Mystic Tavern.
  - Mystic Tavern is located inside Underground Gainak.
  - One of three new instanced dungeons can be entered from Mystic Tavern, and the table below describes the types of dungeons available and how to enter them.

Item	Description
Dungeon Types	Mystic Tavern - Freya, Mystic Tavern - Tauti, and Mystic Tavern - Kelbim Consists of three dungeons that are selected randomly upon entry.
Entry Requirement	A party made up of 5 to 7 players who are Level 99+ can enter the dungeon.
Means of Entry	After the party leader calls an attendant by using a Summoning Orb placed on the table inside of Mystic Tavern, every party member must sit on chairs to enter automatically (Target a chair and enter /Sit command to sit on the chair).

## Settings

New instanced dungeons remain open for 60 minutes and the refresh setting is shared. Each instance resets at 6:30 AM every Wednesday and Saturday.

- Adjusted the difficulty of some hunting fields.
  - Increased the level of monsters in Nightmare Kamaloka from 99 to 100.
  - Increased the level of monsters in the Crystal Caverns from 97 - 98 to 98 - 99, and changed the minimum party size to 5 players.
  - Increased the level of Baylor from 98 to 99.
  - Increased the level of monsters in Kartia's Labyrinth to be 2 - 3 levels higher than the entry level.
  - Adjusted the balance and rewards of monsters with increased levels.
  - Level 85 boss Zellaka in Kartia's Labyrinth now has 'Zellaka's Seismic Wave' with a knock back effect instead of 'Zellaka's Roar' with a fear effect.
- Reduced the number of waves in Kartia's Labyrinth.
  - Party Labyrinth has been reduced from 7 to 5 waves, and Solo Labyrinth from 7 to 3 waves.
- Increased the chance of an Enchant Type boss appearing when entering the Crystal Caverns.
- Removed the entry requirement for Hellbound.
  - Characters below Level 99 can now enter Hellbound through a warp gate placed in Heine.
  - Visitation Scroll: Hellbound is no longer sold and any Visitation Scroll: Hellbound that players have can be sold at NPC stores.
  - Visitation Scroll: Hellbound will be completely removed on Dec 30.
  - Changed the entry requirement for the Raid Zone: Beleth in Hellbound so that Level 95+ may enter.
- Added Spear Resistance, Dangerous Area Attack Resistance, and Instant Kill Resistance to monsters spawning in the Phantasmal Ridge. Accordingly, increased the level and rewards of some monsters.
- Fixed the issue of 'Fury Kerberos Leger' in the Garden of Spirits hunting field sometimes moving to characters far away from it.
- The 'Adventure Guildsman' who appeared when an instanced dungeon is cleared no longer appears.
  - Adventurer's Marks and Seals given by the NPC can be exchanged by the Player Commendation Points Manager 'Adventure Guildsman' in each town.
  - Changed the settings for Crystal Caverns instanced dungeons as shown below.
  - The chance of an enchant type boss appearing has significantly increased.
  - Type and amount of items normal and enchant type bosses drop has been adjusted.
  - HP and defense of the 'Water Cannons' spawning in the Emerald Square has been increased.
  - Combat abilities of 'Spirit Protectors' and three other monsters spawning in the Steam Corridor have been increased.
  - After the boss is defeated, there is a cooldown and the Crystal Caverns instanced dungeon will reset at 6:30 am the following day.
  - Using a 'Crystal Caverns Pass' removes the cooldown and allows two more entries to the instanced dungeons.

- Crystal Caverns Passes' can be purchased with Adena from Fioren in Parnassus once a day.
- 'Lucky Pigs' will no longer appear in the World.
- Changed the settings for Ashen Shadow Revolutionaries instanced dungeon as shown below.
  - Level requirement for entering the instanced dungeon has been changed to Level 99.
  - Shadow weapon crafting materials, Spy NPC's Adena drop, and the reward of the related daily quest have been adjusted according to the change in level requirement.
- Changed part of 'Mystic Tavern - Kelbim' instanced dungeon as follows.
  - While fighting Typhoon, luring Tycoon out of the room now resets the battle.
  - Moving to the area where the last boss appears now closes the door.
- Reset information of instanced dungeons of Mystic Tavern and Crystal Caverns, previously divided into three types, have been combined into 'Mystic Tavern' and 'Crystal Caverns'.
  - Reset information of instanced dungeons are now displayed in the combined name regardless of the instance type.
- Fixed the bug of the Guard NPC not spawning after rescuing the prisoners in 'Kartia's Labyrinth (solo)' instanced dungeon.
- Fixed the issue where characters were in areas that allow access to Underground Gainak but sometimes could not teleport.
- NPC Riley now regularly gives information on how to reenter 'Mystic Tavern' instanced dungeons.
- Characters who turn into Accursed Mutation at the Orbis Temple can now use the [Spread Abnormality] skill on characters other than themselves only.
- Fixed the issue of grocer in Town of Gludio sometimes appearing in abnormal locations.

## Skills

- Added new skill enchantment routes as shown below:

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

- Added skill enchantment routes to the following class skills:

Class	Skill	Route
Sigel Phoenix Knight	Paladin's Aura	Adjust Op.1
		Adjust Op.2
Sigel Hell Knight	Avenger's Aura	Adjust Op.1
		Adjust Op.2
Sigel Eva's Templar	Sentinel's Aura	Adjust Op.1
		Adjust Op.2



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

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

Skill name	Before Renewal	After Renewal
Dual - Specialized for P. Atk.	P. Atk. is increased by 9% and P. Def. and M. Def. are decreased by 9%	P. Atk. is increased by 9% and P. Def. and M. Def. is decreased by 6%
Dual - Specialized for M. Atk.	M. Atk. is increased by 13%, and P. Def. and M. Def. are decreased by 9%.	M. Atk. is increased by 13%, and P. Def. and M. Def. are decreased by 6%
Dual - Light of Protection	When hit, there is a chance that P. Def. and M. Def. will increase by 27%	When hit, there is a chance that P. Def. and M. Def. will increase by 40%
Dual - Light of Blessing	When hit, there is a chance that HP will be restored by 5,000	When hit, there is a chance that HP will be restored by 10,000

- As the effects of the dual class verified skills change, the previously-acquired dual class verified skills are initialized.
  - Skills can be obtained again after verifying the dual class through the Trandon NPC in the Talking Island Village.
- The problem where the Recovery skill tooltip was incorrectly displayed is fixed.
- The problem where the skill effect in the skill tooltip of the Drum Melody Lv. 4 was incorrectly instructed is fixed.
- The problem where the skill effect in the passive skill tooltip of the Lindvior's Earring item was incorrectly instructed is fixed.
- Fixed the bug of 'Winged Spear' skill's stun effect ignoring Stun resistance.
- Added two types of 'Conversion' skills in Alchemy.
  - When acquired, these skills allow the crafting of following items:

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

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

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

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

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

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

- Added the following new passive skill for the classes Tyr Maestro, Iss Sword Muse, and Iss Dominator:

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

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

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

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

## Items

- Fixed the bug of Soulshot sound being played when Spiritshot is used after equipping Sapphire.
- Fixed the bug of incorrect graphic effects being displayed when 'Talisman - Infinity' is equipped.

- Fixed the issue of character's idle animation playing too quickly when 'Shiny Platform' is used while under Speed increasing buff.
- Fixed the glitch of the tooltip for Screaming Vengeance - Concentration {PvP} being displayed incorrectly.
- Fixed the issue of Vitality decreasing upon reconnecting after using a Vitality Recharge item in the Dimension server.
- The Fortune Pocket item is no longer available in the chaotic state.
  - The related guide message is added to the item tooltip.
- The problem where users couldn't exchange the Supply Orders - Event Item through the Warehouse Chief NPC is fixed. It now can be exchanged for the Item Set Pack.
- The icon of the Gemstone (D-grade) item is changed.
- The Blessed Scroll of Escape item which can be obtained from the Returning Hero's Wondrous Cubic item is no longer available for exchange/transaction/sale.
- The Scroll of Escape item which can be obtained from the Scroll of Escape Pack: Village (Event) item is no longer available for exchange/transaction/sale.
- The problem where the applicable level of the Summon Scroll: Bratty Angma item was incorrectly instructed is fixed.
- The problem where the enchanting effect was displayed in the tooltip of the Fish Stew item is fixed.
- The problem where some of the pack-type items were unavailable even when the inventory has empty slots is fixed.
- The problem where the effect of the enchant graphics of the Bloody Amaranthine Dualsword and the Amaranthine Shooter was displayed smaller than before is fixed.
- The problem where the tooltip for the Uniform Hat Appearance Stone was incorrectly displayed is fixed.
- The M. Def. value increasing when the Angel Cat's Blessing is used and the problem where they apply differently from what was initially planned is fixed.
- The problem where no graphic effects or effect sounds were displayed or generated when the Fortune Pocket - Stage 3 or the Fortune Pocket - Stage 5 is used is fixed.
- The problem where no Spiritshot (No-grade) loading effect of a no-grade item as follows was displayed is fixed.
  - Shadow Item: Voodoo Doll
  - Shadow Item: Crucifix of Blessing
- The problem where no Critical Stun Soul Crystal effect was activated is fixed.
- Added instructions on how to use Glimmers obtained in Fairy Settlement to the tooltip.
- Fixed the bug of the enchant effects of some daggers displaying as long swords.
- Fixed the bug of graphic effects due to equipped talismans disappearing when the character dies.
- Fixed the issue of enchanting and augmentation graphic effects not displaying when following items are used to change weapon appearance.
  - Love Potion
  - Low-grade Love Potion
  - Mid-grade Love Potion
  - High-grade Love Potion
  - Hensel's Weapon Modification Potion
- It will no longer be possible to bestow 'PVP' effects on A - S80-grade items.

- It will no longer be possible to unbind D - S80-grade items.
  - As these items can no longer be unbound, unbind scrolls (D - S80) will be renamed and become possible to sell in shops.

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

- It will no longer be possible to change B - S80-grade weapons to Rare equipment.
  - Neolithic Crystals will be removed after the regular maintenance on Wednesday Apr 1.

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

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

Name	Before Update:		After Update:	
	P. Atk.	M. Atk.	P. Atk.	M. Atk.
[Tauti's One-handed Axe]	638	278	698	303
[Tauti's Axe]	776	278	849	303
[Tauti's Dual Axe]	776	278	849	303
[Kelbim's Dagger]	647	322	707	352
[Kelbim Dual Dagger]	740	322	809	352

[Kelbim's Bow]	1457	322	1592	352
[Kelbim Crossbow]	1312	322	1434	352
[Shadow Shaper]	575	286	629	312
[Shadow Cutter]	658	286	719	312
[Shadow Slasher]	800	286	875	312
[Shadow Fighter]	800	286	875	312
[Shadow Stormer]	658	286	719	312
[Shadow Thrower]	1295	286	1415	312
[Shadow Shooter]	1166	286	1274	312
[Shadow Buster]	526	382	575	417
[Shadow Retriber]	640	420	700	458
[Shadow Dualsword]	800	286	875	312

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

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

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

Related Item
Neolithic Crystal (B-grade)

Neolithic Crystal (A-grade)
Neolithic Crystal (S-grade)
Neolithic Crystal (S80-grade)
Neolithic Crystal (S84-grade)

- Changed the items that can be obtained from Ruler’s Consideration items and Mysterious Boxes.
  - Among the items that can be obtained, ‘Soul Crystal Fragment’ has been replaced by ‘Scroll: Enchant Weapon (R-grade)’.
- The brightness of graphic effects displayed during Soulshot attacks has been dimmed.
- Fixed the bug of augmentation effects not displaying when weapon appearance is modified using ‘Frozen Weapon Appearance Stone’.
- Enabled the access of following items through Warehouse Chief NPC.
  - Attack Orders
  - Defense Orders
- Added a requirement for using ‘Birthday Cake’ item.
  - Can be used by characters who are Level 85 or higher.
- Fixed the bug of bangs poking through the tiara when Ertheia characters wear certain tiaras. Affected items are as follows:
  - Replica Tiara
  - Exalted Tiara
- Removed Soul Crystals as items that can be obtained from Orbis Reward Boxes:

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

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



## Clan

- Players can now obtain rewards from Fortress Supply Boxes regardless of level.
- Fixed the bug of wrong information being given when Chamberlains and Clan Hall Managers have low MP and are unable to give buffs.
- Fixed the bug of some castles and Clan Halls (Auction) giving an outdated teleport list and levels of 'Enchanted Valley' hunting field.
- Fixed the issue where deactivating extra functions of the clan hall or castle did not display relevant HTML details.
- The armor appearance change effect is added to prevent users from distinguishing allies from enemies based on the equipped armor inside the Ceremony of Chaos.
  - While inside the Ceremony of Chaos arena, the armor's appearance changes to that of the Blue
  - Dynasty Light Armor, which is available from the Lineage II Assist app. (Note that the Blue Dynasty Heavy Armor or Blue Dynasty Robe may apply to some races depending on the corresponding class.)
  - Fixed the bug of Rage and Rage Aura's debuffs not applying to other challengers in the Ceremony of Chaos.

## Quests

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

Quest	Level	Description	Type	Level
Command Post Raid	100	Devianne requests that you to rescue the prisoners in the Command Post and foil Burnstein's plot.	Daily	Devianne [Command Post]
Begin the Bloody Battle - Supply Raid	101	Elikia instructs you to meet Blackbird Clan Member Glenkinchie on the 1st Floor of Atelia Fortress and stop the expansion of the Embryo.	One-off	Elikia [Blackbird Campsite]
Begin the Bloody Battle - Rescue the Blacksmiths	101	Hurak asks for the rescue of blacksmiths who have been captured by the Embryo.	One-off	Hurak [Atelia Fortress]
Begin the Bloody Battle - Encounter with the Commander	101	Hurak requests that you vanquish Commander Burnstein, who has appeared on the 3rd Floor of Atelia Fortress.	One-off	Hurak [Atelia Fortress]

- Adjusted the rewards of some quests for characters under Level 85.
- Changed the tutorial so that it no longer provides information on the three Pailaka quests.
- Fixed the incorrect display of the zone name in the town on Talking Island that can be visited during the quest Red Thread of Fate and its coordinates given by '/Location' command.
- Fixed the bug of the quest 'Waiting for Pa'agrio' sometimes not progressing to the next stage when the player repeatedly obtains Magma Ore.

- Fixed the bug where the quest info of 'Begin the Bloody Battle - Encounter with the Commander' sometimes did not update after defeating Burnstein, a field monster in Atelia Fortress.
- Adjusted the rewards of some one-off quests under Level 85:

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

- The following repeatable quests will be changed to daily quests:
  - Accordingly, all quest progress will be deleted and players are advised to complete any unfinished quests before the regular maintenance on Wednesday Feb 11.

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

- Changed the following repeatable quests to daily quests:

Quest Name
The One Who Ends Silence

Gather the Flames
Rise and Fall of the Elroki Tribe
A Powerful Primeval Creature
Influx of Machines
Defeat the Elrokian Raiders!

- Fixed the bug of the rescued blacksmith NPC’s voiced dialog not playing automatically during Begin the Bloody Battle quest.
- Fixed the bug of the completion icon displaying incorrectly to the Quest NPC when the four Utilize the Darkness quests are accepted.
  - Utilize the Darkness - Seed of Destruction
  - Utilize the Darkness - Seed of Infinity
  - Utilize the Darkness - Seed of Annihilation
  - Utilize the Darkness - Seed of Hellfire
- Fixed the issue of incorrect quest rewards being given for collecting at least 500 ‘Soul Stone Dust’ during Utilize the Darkness - Seed of Annihilation quest.
- Forced teleport via quest info is no longer possible in the Ceremony of Chaos and Olympiad.
- The following quests will be either removed or changed.
  - To prevent any losses, players carrying out the following quests are advised to complete them before the regular maintenance on Wednesday Feb 25.

<Quests to be Removed>

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

<Quests to be Changed>

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

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

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

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

Quest Name
An Impending Threat
Operation Roaring Flame

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

Quest Name	Required Level
The One Who Ends Silence	82 ~ 85
1000 years, the End of Lamentation	48 ~ 55

For a Sleepless Deadman	60 ~ 67
Shrieks of Ghosts	59 ~ 71
Let's Become a Royal Member!	55 ~ 65
The Finest Food	71 ~ 78
Attack Sailren!	77 ~ 85
Rise and Fall of the Elroki Tribe	75 ~ 85
Ghosts of Batur	80 ~ 85
Influx of Machines	70 ~ 80
Defeat the Elrokian Raiders!	75 ~ 85

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

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

- Fixed the bug of NPC displaying unnecessary messages during the quest Seven Flowers.
- The quest progress of Retrieving the Fragment of Chaos will be reset as the quest details have changed.
  - The quest item 'Chaos Fragment' will also be deleted.
- Updated the Soul Crystal tutorial quest 'The Soul of a Sword' in line with the update of the Soul Crystal system.
  - Starting level has been lowered to 40 and the rewards list has changed.

- Characters who have already completed the previous Soul Crystal tutorial quest can attempt the quest again.

- Added a one-off quest related to Mystic Tavern:

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

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

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

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

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

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

Quest	Level	Description	Type	Starting Point NPC
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Vestige of Magic	Level 99 or higher	Leona asks adventurers to gather High-grade Chaos Fragments found in the Phantasmal Ridge and foil Beleth's plot.	Daily	[Refugee Cavern] Leona Blackbird
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- Increased the rewards of some quests.
  - Kefensis' Hallucination
  - Breaking through the Emerald Square.
  - Challenge, Steam Corridor.
  - In the Coral Garden.
  - Obtaining Ferin's Trust
  - Plans to Repair the Stronghold
  - Black Atelia Research
  - Command Post Raid
  - Einhasad's Order
  - Eva's Blessing
  - Maphr's Salvation
  - The Way of the Giant's Pawn
  - Sayha's Scheme
  - In Search of the Cause
  - The Lost Garden of Spirits
  - Unbelievable Sight
  - Energy of Sadness and Anger
  - Put the Queen of Spirits to Sleep
  - Looking for the Blackbird Clan Member
  - The Reason For Not Being Able to Get Out
  - Blackbird's Name Value
  - Time to Recover
  - Deep Inside Atelia Fortress
  - Begin the Bloody Battle - Supply Raid
  - Begin the Bloody Battle - Rescue the Blacksmiths
  - Begin the Bloody Battle - Encounter with the Commander
- Changed the quests Audience with the Land Dragon and Into the Flames to one-off quests.
- Increased the quest item drop rates for following quests:

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

- The quest progress of the quest Retrieving the Fragment of Chaos has been reset as the quest details have changed.

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

## User Interface

- The problem where users couldn't click the arrow button smoothly when the scrollbar for the restricted usage list of the Instanced Zone UI becomes enabled is fixed.
- The detailed information will now be displayed when moving the mouse cursor over the item to craft in the Item Craft popup.
- The location where the XP/SP toggle view tooltip should be brought is changed so that it won't hide the chat window.
- In case the additional Soul Crystal option is added to a weapon with a Soul Crystal, the existing Soul Crystal option of the weapon is no longer visible in the options list.
- In case a weapon grade-D to A is exchanged for another weapon of the same grade but different type, a weapon with a Soul Crystal is now available for exchange.
- Moving the mouse pointer over character status (STR, INT, DEX, WIT, CON, MEN, LUC, CHA) in Character Creation Screen, Character Info window, and Engraving window now displays relevant information.
- Skill tooltips now display the skill's cooldown time and casting time.
- The following interfaces now display the unit price of each item.
  - Shop Sell/Buy
  - Private Shop Sell/Buy/Sell All
- Moving the mouse pointer over an item now displays the full tooltip in the following interfaces.
  - Items that can be registered in the Auction House
  - Shop Sell/Buy/Buy Again
  - Private Shop Sell/Buy/Sell All
- Added a Play Report window.
  - Clicking the Restart or Quit Game button pops up the Play Report window.



- This interface displays the information on XP, Adena, and items obtained during the gameplay.
  - Information on XP, Adena, and items can be reset by clicking the 'Reset' button.
- Fixed the issue where same stackable items have been obtained, but the End Report UI indicates that different items were obtained.

## Other

- Enabled fishing in the peace zone 'Giran Harbor'.
- Fixed the glitch of the fishing icon being displayed in 'Devil's Isle' and 'Pirate Tunnel'.
- Fixed the issue 'Sit/Stand' animation playing in higher speed when a character dies and resurrects during fishing.
- The following areas now display a shark shaped fishing dock icon on the map.
  - Iris Lake, Narsell Lake with Coliseum, Giran Harbor, Near Plains of the Lizardmen, Water Near Town of Gludio, Neutral Zone, Heine, Fellmere Lake, Bridge Near Town of Giran
- Changed wielding poses for Two-handed Swords.
  - Idle, running, and walking poses for Human Male Warriors wielding Two-handed Swords have been changed.
  - Idle pose for Human Female Warriors and Orc Male Warriors wielding Two-handed Swords have been changed.
- Traveling between the Wharf of Gludio Airships and Town of Gludio now consumes Adena.
- Fixed the bug of not displaying more than 5 instance dungeon resets.
- Fixed the bug of mail with item attachment being deleted upon receipt when the mail does not contain text.
- Fixed the issue of World Info - Hunting Field Tab displaying information of areas that are not hunting fields.
- Fixed the bug of the Strider of Dusk's level decreasing to 54 when a Level 55 Strider of Dusk with 0.00% XP is summoned.
- Fixed the glitch of the jump action stopping when a character uses a Sayune while in autorun (Numlock).
- Fixed the bug of the Chat window sometimes moving to the bottom of the screen.
- Fixed the bug of the Radar Map sometimes disappearing.
- Fixed the bug of a normal skill being used instead of a charged skill when an additional skill assigned to a shortcut is used while Lindvior Boss Raid Generator is in Recharge Possible state.
- Fixed the bug of irrelevant messages sometimes showing above the Altar of Evil in the Map window.
- Fixed the bug of White Weasel pets not using healing skill.
- Players can no longer register more than the allowed number of stackable items in private shops.
- Fixed the bug of Agathion not being able to follow when the character is traveling quickly.
- Fixed the glitch of information on collecting personal information and user agreement being displayed in an incorrect font.
- Fixed the issue of some NPC animations looking awkward in the parade held on the Fantasy Isle.
- Players can now use the 'Dismount' context menu while riding transformation mounts.
- Fixed the bug of characters becoming immobilized when a specific toggle skill and Sayune are used at the same time.

- Added warning in the tooltip for Party Duel Challenge action.
- Fixed the glitch of the ground terrain near the entrance of Stakato Nest not displaying correctly. Fixed the bug of the pets 'Strider' and 'Hatchling' not being able to use their skills.
- Fixed the bug of the cooldown time not displaying on the Macro icon when %c command is used in a Macro and then deleted.
- Fixed the glitch of in-game font size changing according to the Windows display size settings.
- Fixed the bug of Adena figures not updating correctly in the End Report.
- Fixed the issue of being able to use free teleport while using Sayune.
- Fixed the bug of the Outer Castle Gate of the Fortress of the Dead sometimes not opening after all monsters in front of the gate have been defeated.
- Fixed the glitch of the Radar Map sometimes expanding to fill the entire screen.
- Fixed the glitch of the Sayune effect sometimes not displaying at the destination after using Sayune.  
Fixed the issue where items are not acquired normally when Fame is used to exchange for items.  
Fixed the issue of the Town of Rune on the teleport list of the gatekeeper deployed in Underground Gainak is actually set as Gludin village.
- Fixed the issue of bangs not disappearing when Elf Female characters wear a hair accessory while equipping a cloak.
- Fixed the issue of the pop-up window to teleport to the nearest village not activating when characters die at specific terrains in Atelia Fortress.
- Fixed the bug of the casting effects for imprinting skills displaying after casting has ended.



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