



3.0 Update Part 2: Patch Notes

CLASSIC

9/06/2024 | [Patch Notes](#) | By Community Team

Citadel of the Sacred

- A new instance dungeon, "Citadel of the Sacred," has been added.
 - Background: Arch Diad is conducting experiments on the dragon Raksha, formerly under Tiamat, as a test subject in Fortress Rafslan. Injecting the Fire Dragon King's energy, Raksha becomes Yaksha, a divided dragon. Daevas must investigate the fortress and confront Yaksha amidst the chaos.
 - Enter Location: 67th Legion Fortress
 - Number of People: Up to 6
 - Entry Level: 56 and above
 - Entry Limit: Once a day
 - Initialization Time: 9 AM every day
- Adios Beshmundir - Beshmundir's Temple will be removed and most of the drops will be moving to a new instance that we will release in a future update
- Chau Dragon Lord's Throne - Dragon Lord's Throne: Telos will be removed and most of the drops will be moving to

the new instance round in this update: Citadel of the Sacred

Rafslan

- Changed material supply content:
 - Elyos and Asmodian supply merchants appear daily from 20:00 to 22:00 in the Dry Light Hare Plain, purchasable using 'Base Support Tokens'.
 - Supply NPCs previously appearing from 19:00 to 2:00 will no longer appear.
- Some components of the 'Fabled Godstone Bundle' obtained from defeating 'Bollvig Blackheart' have been changed, and the effects of some unique-grade Godstones have been altered.
- Removed the placement of Relics Exchange NPCs Krorunerk and Chelsirunerk; new NPCs (Kainerk, Lynerk, Berrynerk, and Roynerk) have been placed with varying types of relics for exchange.
- Reappearance Time Changes: The respawn time for special elite Mau and Krall has been reduced.
- Base Commander Stat Adjustments: Reduced some stats for Base Commanders to ensure they are not recognized by surrounding entities during combat.
- Kisk Placement Restriction: Kisk placements are now disallowed around the occupied 67th Legion Fortress.

Epic 3.0 Part 2 Gift

- Players who log in after maintenance on Tuesday, September 10, 2024 and prior to maintenance on Tuesday, October 8 will be greeted by an in-game survey, redeemable once per account, that includes special rewards for Daevas:
- All L50+ Characters will receive:

| Item Name | Qty | Notes |
|---|-----|---|
| Major Ancient Crown | 160 | Cannot be Traded, Cannot be Stored in Account Storage, Cannot be Stored in Legion Storage |
| Mithril Medal | 200 | Cannot be Traded, Cannot be Stored in Account Storage, Cannot be Stored in Legion Storage |
| [Event] L110 Enchantment Stone | 30 | Cannot be Traded, Cannot be Stored in Account Storage, Cannot be Stored in Legion Storage |
| [Event] L60 Superior Manastone Selection Bundle | 60 | Cannot be Traded, Cannot be Stored in Account Storage, Cannot be Stored in Legion Storage |

While **returning players** who have been inactive for 30 days or more will receive:

- 20% Drop Buff that last 30 days from the time of your return

- Access to Returning Daeva Pass, active for 28 days and grants special rewards
 - Activating the pass costs just 10 Kinah, while the cost to activate the premium version of the pass costs just 100 Quna and 90 Quna to level up.
- Relic Exchange NPCs will spawn in Major Cities to allow for the easy exchange of 'Major Ancient Crowns' for valuable Abyss Points.

Characters

- Fixed an issue where the Executor and Brawler characters did not move while using certain motion cards.
- Changed the way PvP Attack power is applied when using Advanced Dual-Wielding:
 - Only the higher PvP Attack ability of both one-handed PvP weapons is applied.
 - If an enchantment has a PVP Attack power stat, only the PVP Attack stat of the one-handed weapon that is higher than the sum of the weapon's PVP Attack stat plus the enchantment's PVP Attack stat will be applied.
- Fixed an issue where swapping equipment with a Teddy Bear costume appearance would unlock the exclusive motion.
- Fixed an issue where abnormal motion was intermittently occurring when changing the motion card being applied.
- Fixed an issue where exclusive use motions were reset when activating an equipment set.
- Fixed an issue of intermittent abnormal output when the jump motion was changed.

Battlefield

- Changed Black Vevium Battlefield progression time to 20 minutes. Refer to the guide for changes in play time by zone.
- Lowered the maximum HP of 'Mutated Chimera Alashiana' and 'Ferocious Mutated Chimera Alashiana.'
- Buff skills will now apply at 2-minute intervals starting 6 minutes after the Battlefield begins, except when the character is in a status where skills cannot be applied (e.g. death).
- Added the 'Vevium Storage Box' which grants 200 points upon destruction, appearing three times at three-minute intervals, starting 6 minutes after the Battlefield begins.
- Adjusted the ability to use Windstream by gliding in certain terrains in the Black Vevium Battlefield.
- Fixed an issue where scores were not awarded when defeating outpost objects in the Black Vevium Battlefield.
- Teleporter Adjustments: Improved teleportation mechanics in the Black Vevium Battlefield for faction-based movement.
- Skill Casting Time Changes: Altered the casting time for several battlefield-related skills.

Ranking Season System

- Fixed an issue with abnormal display of AP scores.
- Scores may take up to 1 minute to reflect after acquiring PvP AP. If ranking is updated before the score is reflected, it will be included in the next updated rankings.
- Fixed an issue where the server name was attached to the legion name.
- Upon the conclusion of the PvP Ranking season, all PvP Abyss Points earned from that season will be converted to Common Abyss Points.
- Rank Adjustments: Changes made to the number of participants per rank and the amount of PvP AP deducted upon being killed by an opponent.

Enchant System Reform

The Enchant System Reform aims to revamp the way players enhance their gear and weapons, making the process more intuitive, rewarding, and strategically impactful. This reform introduces new mechanics, materials, and user interfaces to provide players with a more engaging and rewarding experience when upgrading their equipment. Some of these changes were already brought to the game at various intervals, but it is worth mentioning these changes once again.

- Manastone Enchantment Changes:
 - Enchanting failures no longer destroy equipped Manastones.
 - Adjusted success probabilities and enchant time to 50%.
 - Modified the requirements for Manastone enchantments across various levels.
- Streamlined Enchanting Process:
 - User-Friendly Interface: The enchantment interface has been redesigned for clarity and ease of use, allowing players to quickly understand available options and the requirements for each enchantment.
 - One-Click Enchantment: Players can now apply enchantments with a single click, eliminating the need for multiple steps and reducing the time spent on gear enhancement.
- New Enchantment Materials:
 - Diverse Material Types: Introduced new enchanting materials that can be acquired through various gameplay activities, including quests, dungeons, and events.
 - Material Rarity System: Enchantment materials are categorized by rarity, affecting the potency and effectiveness of enchantments. Higher rarity materials yield stronger effects.
 - Crafting Opportunities: Players can now craft enchantment materials from lower-tier items, encouraging exploration and resource management.
- Dynamic Enchantment Effects:
 - Customizable Enhancements: Players can choose from a variety of enchantment effects tailored to their playstyle. Effects can include increased damage, enhanced critical strike chance, improved healing, and unique utility skills.
 - Enchantment Tiers: Each enchantment now has tiers that can be unlocked through gameplay achievements or the use of rare materials, allowing for progressive enhancement of gear over time.
 - Synergistic Effects: Certain enchantments can now combine for additional bonuses when equipped on the same item, promoting strategic choices for players regarding gear loadouts.

- **Enchant Removal and Reallocation:**
 - **Flexible Removal Options:** Players can now remove enchantments from gear without losing the materials used, allowing for experimentation with different enchantments as playstyles evolve.
 - **Reallocation Feature:** Introduced a system for reallocating enchantments between items, giving players the ability to optimize their gear without incurring significant penalties.
- **Balancing and Adjustments:**
 - **Combat Metrics Evaluation:** The enchantment system has undergone extensive testing to ensure that the new effects and enhancements are balanced and do not disrupt overall gameplay.

Class-Specific Adjustments

- **Templar Adjustments:**
 - **Defensive Skill Buffs:** Increased the duration and potency of certain defensive skills, making Templars more resilient in both solo and team scenarios.
 - **Aggro Generation:** Enhanced the aggro generation on tanking skills to better hold threat against multiple enemies, improving Templar's role as a primary tank.
 - **Damage Mitigation:** Tweaked damage reduction values on key skills, allowing for more effective survival during high-damage encounters.
- **Assassin Adjustments:**
 - **Stealth Mechanics:** Improved stealth skill timings to allow for smoother transitions into and out of stealth, enabling Assassins to reposition more effectively during combat.
 - **Burst Damage Scaling:** Adjusted the scaling on burst damage abilities to ensure that the output aligns better with other classes, promoting balanced engagements in PvP.
 - **Poison Damage Rework:** Updated the poison damage mechanics to ensure consistent damage over time, with clearer indicators of when the damage is applied.
- **Ranger Adjustments:**
 - **Ranged Damage Tweaks:** Adjusted the base damage values for ranged attacks, ensuring that Rangers can compete effectively in both PvE and PvP environments.
 - **Skill Overlap Resolution:** Fixed issues with overlapping skill effects that previously impacted gameplay clarity and balance.
 - **Mobility Enhancements:** Increased mobility options for Rangers, allowing for better positioning during engagements without sacrificing damage output.
- **Spiritmaster Adjustments:**
 - **Skill Effectiveness:** Enhanced the effectiveness of Spirit skills in both PvE and PvP situations, ensuring that players can leverage unique mechanics more strategically.
 - **Cooldown Adjustments:** Reduced cooldowns on certain critical skills to allow for more frequent use, making Spirit characters more dynamic in combat.
 - **Synergy with Other Classes:** Improved synergy with other classes during group play, enabling more strategic team compositions and cooperative gameplay.

User Interface (UI)

- Fixed an issue where the Enter Preparation UI of an integrated instance dungeon could not be confirmed again through the displayed icon after closing it.
- Fixed an issue where the probability of viewing assembly item results in detail was displayed abnormally.
- Added a For Exclusive Use Motion System:
 - Collecting a full costume set will unlock an exclusive motion.
- Fixed an issue where the Skills FX of some boss monsters were not displayed depending on the options.
- Changed Select Server background animation.
- Changed the splash image displayed after starting the game.
- Changed the image displayed after exiting the game.
- Fixed an issue where system messages in the center of the screen were not displayed at certain resolutions.
- Active Menu has been removed from the [Key Settings - Open/Close Window] item.
- General graphic effects have been applied to correct intermittent screen flickering when entering Rafslan.
- Fixed the weapon tooltip to include the condition effect when displaying PvP attack.
- Fixed the listing order in the Bundle of Orders component detail view to sort in ascending order of probability.
- Fixed an issue where system messages were truncated at some scales.
- An icon indicating the Ancient Relics Exchange has been added to the World Map [M].
- Quickbar Fix: Resolved an issue where the first and second expansion quickbars were not displayed correctly at the top of the default skills quickbar after HUD modifications.
- Client and UI Fixes: Resolved display issues related to client and UI sizes on wide monitors.
- Crash Defense Improvements: Adjustments made to defend against crashes caused by incorrect packets from the NP server.
- Buff Display Expansion: The number of buffs displayed in the buff info UI has been expanded to a maximum of 32, with slight adjustments to the default positioning of the 'Debuff Info' UI.
- System Message Corrections: Fixed issues with system messages related to magic skill resistance displays.
- Fixed various issues related to character creation, quest interactions, UI discrepancies, and overall gameplay experience.
- Enhanced systems for better performance and user engagement across all facets of gameplay.

Stigma Pages

- 2 pages are available when you unlock a Stigma slot.
- Citadel of the Sacred Stigma UP Event Starts
 - The new Additional Stigma page requires duplicate stigmas if you want to use the same stigma on each page. Use this event to help get new stigmas!
 - Inside this new instance, Level 55 Stigma drop probability will be doubled!
- Stigma Shards are consumed when changing the Stigma page.
- Stigma equipped on the Stigma page is not returned to inventory when changing pages.
- Stigma pages can be changed when the character is not in combat, gliding, or in an abnormal status.
- Changing the Stigma page requires a 3-second casting time.
- Toggle-type skills are released when you change the Stigma page.
- Stigma pages cannot be changed in the arena.
- If damage is suffered or the character's status changes (e.g., moving) while changing the Stigma page, the page change will be canceled.
- You can specify which Stigma pages in the gear set you want to change.
- When changing the equipment set, you can change the Stigma page.
- If there are not enough Stigma Shards to change the Stigma page or changing the page is not possible, only the equipment set is changed.
- Stigma page information in Active has been added to the Stigma item tooltip.
- Information on whether each Stigma requirement is met has been added to the tooltip for Stigma items that require a prerequisite skill.
- Alleviated the afterimage experienced by some users when moving from the Select Server window to the Character Selection window.
- When using Advanced Dual-Wielding, PvP Attack not applied in the weapon tooltip is now displayed in gray.
- Fixed an issue where the package component details view actions did not work in the survey and Quest Reward UI.
- When changing the Stigma page, you can specify the quickbar number to be changed together.
- When changing the Stigma page, it switches to the set quickbar.
 - The portable quickbar will not change.

Skills

- Fixed an issue where the level of some skills did not change after changing class.

- Reorganized Guardian General Skills:
 - Transform: Guardian General I: Recover 7,800 HP and MP, increase Max HP by 7,800, Max MP by 15,600, Movement and Flight Speed by 10, additional damage to PCs. (Reuse Time: 1 Hour, Casting Time: 2 seconds)
 - Transform: Guardian General II: Recover 9,360 HP and MP, increase Max HP by 9,360, Max MP by 18,720, Movement and Flight Speed by 10, additional damage to PCs. (Reuse Time: 1 Hour, Casting Time: 2 seconds)
 - Transform: Guardian General III: Recover 10,920 HP and MP, increase Max HP by 10,920, Max MP by 21,840, Movement and Flight Speed by 20, additional damage to PCs. (Reuse Time: 1 Hour, Casting Time: 2 seconds)
 - Transform: Guardian General IV: Recover 12,480 HP and MP, increase Max HP by 12,480, Max MP by 24,960, Movement and Flight Speed by 30, additional damage to PCs. (Reuse Time: 1 Hour, Casting Time: 2 seconds)
 - Transform: Guardian General V: Recover 15,600 HP and MP, increase Max HP by 15,600, Max MP by 31,200, Movement and Flight Speed by 30, additional damage to PCs. (Reuse Time: 1 Hour, Casting Time: 2 seconds)
 - Abyssal Fury I-IV: Deals magic damage (850 to 1,300) to multiple targets within 20m, affected by PvP abilities.
 - Abyssal Energy I-II: Summons energy that deals magic damage (850 to 1,000) to multiple enemies within 20m, affected by PvP abilities.
 - Reflective Abyssal Aegis I: Reflects 1,000 hits from enemy attacks within 30m for 30 seconds. (Cooldown: 2 minutes)
 - Abyssal Wave I: Stuns up to 18 enemies within 20m for 5 seconds. (Cooldown: 5 minutes)
 - Abyssal Tidal Wave I: Deals 1,300 magic damage to up to 18 targets within 30m in front, additional damage received when attacked by a PC for 30 seconds. (Cooldown: 1 Hour)
 - Abyssal Verdict I: Deals 5,000 magic damage to a target within 30m. (Cooldown: 2 minutes)
- Fixed an issue with Brawler 'Stance of Steel I' to ensure parry works while the skill is active.
- Fixed an issue where MP consumption increased when applying the 'Benevolence' passive trait skills.
- Fixed an issue where the target with the 'Blinding Burst I' effect would register a physical attack when using a default magic book attack.
- Fixed an issue where conditional skills were not activated when resisting a strike.
- Resolved an issue where the effects of Marksman's 'Poison Arrow' and 'Poisoning Trap' skills overlapped.

Items

- Added Combat Fleet Commander's Wings, available for purchase at Contribution Hall by the NPC Natalie is in

Gelkmaros and the NPC Colleta is in Inggison.

- Added Combat Fleet Commander's weapons, purchasable from the Journeyman Weapon Merit Officer in Inggison/Gelkmaros or obtainable at a chance from the Weapon Model Peddler.
- Increased the minimum/maximum damage of some weapons:
 - Longsword and Mace: +3
 - Dagger and DragonFang/DragonClaw: +2
- Includes specific weapons such as Doom Legion Commander Weapon, Furious Veille/Weapons of Asmodae, and more.
- Changed the PvP Attack power of the Guardian/Archon Brigade General's Sword, Combat Hammer, Dagger, and DragonFang/DragonClaw to 11%.
- Updated the grade notation of some items included in the Daeva Introductory Package.
- Fixed an issue where the 'Rotan's Bead' item buff and the transform candy buff were not properly overlapping.
- Updated the tooltip of synthesized two-handed weapons to display the name of the synthesized modification item.
- Commander and Elite Commander equipment can now be purchased with coins instead of Legion Support.
- Gold and Silver Medals have been changed to be indestructible.
- Fixed a typo in the tooltip for '[Event] Dungeon Additional Enter Scroll Selection Box II'.
- Added Combat Admiral weapons, purchasable from the Abyss Brigade General Equipment Merchant in Inggison/Gelkmaros or obtainable at a certain probability from the Weapon Prototype Peddler.
- Increased the minimum/maximum damage of some weapons:
 - Longsword and Mace: +3
 - Dagger and DragonFang/DragonClaw: +2
 - Includes specific weapons such as Doom Legion Commander Weapon.
- You can now obtain Legion Support Coins by using Iron Coins, Bronze Coins, Silver Coins, Gold Coins, Medals, and Gold Medals.
- Changed Legion Support vs. Coin items to be world tradeable. The number of stackable items for Ancient Crown, Ancient Goblet, Ancient Seal, and Ancient Icon Relics has been changed to 100.
- Fixed issues where multiple coins could not be used at once and where Strong Daeva Candy could not be used for Legion crafting.
- Elite Legion Equipment: Introduced two types of Elite Legion volunteer armor, weapon, stigma bundles, and title cards, available for purchase via Legion Support.
- Legion Support Coins: Obtainable through active participation in Mithril Coins, Progress Tokens, Ward Tokens, Fortuneers Tokens, and Daemon Tokens.
- Equipment Sale List Changes: Adjusted the sale list of equipment available for purchase with Mithril Coins to include Elite Legion Reinforcement equipment.

Quests

- Added a Weapon Prototype Exchange Quest, available when possessing a Brigade General Weapon enchanted to level +13 or higher.

| Faction | Quest name | Acquired NPC |
|----------|------------------|--------------|
| Elyos | A Tempting Offer | Colleta |
| Asmodian | A Winning Trade | Natalie |

- Fixed quests related to the Dragon Lord's Throne to be unobtainable.
- Quests acquired or in progress before the update will be deleted.
- Added an option to exchange the Brigade General's Shield in the Elyos - Attractive Offer/Asmodian - Attractive Trade Quest.
- Quests have been fixed to be automatically acquired when entering 'Chantra Dredgion' and 'Black Vevium Battlefield'.

| Faction | Quest Name |
|----------|--|
| Elyos | [Daily] Obtain the Balaar Supplies [Daily] Dredgion Blues Stop Captain Xanata |
| Asmodian | [Daily] Seize the Balaar Supplies [Daily] Balaar Agent Assassination Stop Captain Xanata |

- If you have Acquired or are in progress on the Quest before the update, the Quest will be Delete after the update.
- The AP Reward for the quests '[Daily] Obtain the Balaar Supplies' and '[Daily] Seize the Balaar Supplies' have been changed.
- Items in the pet bag have been changed so that they are not collected when completing the quests 'A Tempting Offer' for Elyos and 'A Winning Trade' for Asmodians.
- The Sapphire Medal Exchange Quest can no longer be acquired.
- AP has been removed from the quest rewards for the following:
 - Memories of an Elite Guardian Squad Leader.
 - Memories of an Elite Centurion.
 - Memories of an Elite Guardian Archon Squad Leader.

- Memories of an Elite Akan Centurion (repeated multiple times)
- Fixed an issue where some steps of the 'A Helping Hand' quest could not be completed.
- Four NPCs related to the Level 50 Daevanion Quest have been relocated:
 - Elyos: Dairos, Iocaste
 - Asmodian: Tragi, Genoveva
- Text for the Elyos Campaign 'An Important Choice' has been updated.
- Fixed an issue where some monsters dropped items that provided quests that could not be acquired.
- Fixed an issue where low-level campaigns were acquired when changing class. If the initial campaign was acquired at Level 60 before the update, it will be completed and deleted afterward.
- Quest Location Changes: Several quests in Rafslan have been updated to reflect the new base locations.
- Weekly Quest Rewards Updated:
 - The Skill Book Bundle of Orders has been added as a reward for the Tartarus Weekly Repetitive Quest. This bundle is automatically disassembled, with items acquired based on probability.
- The Balic Materials Bundle has been added to the Weekly Repetitive Quest in Rafslan, following the same mechanics as the Skill Book Bundle.
- XP Reward Increase: The XP rewards for Rafslan Weekly Repetitive Quests have been increased to enhance player progression.
- Kill Target Adjustments: The number of targets for the Rafslan PvP Quest and the Special Operations Department PvP Quest has been modified.
- Quests acquired or in progress before the update will be abandoned.
- Players participating in the Citadel of the Sacred will receive a daily 'Citadel of the Sacred Treasure Chest' to aid them in their adventures.
- A number of Rafslan Blue Gold quests have been changed to [Weekly].
- Removed [Daily] Asmodian Elimination Operation and [Daily] Elyos Elimination Operation quests.

NPC

- The Item Sale by Abyss equipment Sale NPCs in some Regions have been changed.

| Region | NPC | Note |
|-----------|---------|---------------------------------------|
| Sanctum | Sicole | Abyss Primus Pilus Equipment Merchant |
| Theobomos | Euterpe | Abyss Primus Pilus Equipment Merchant |

| | | |
|----------------------|-----------|--|
| Sanctum | Adetes | Abyss General Equipment Merchant |
| | Alcyone | Abyss Brigade General Equipment Merchant |
| | Momus | Abyss Admiral Equipment Merchant |
| Cloister of Kaisinel | Falshon | Abyss General Equipment Merchant |
| | Mopsus | Abyss Brigade General Equipment Merchant |
| | Elmaia | Abyss Blacksmithing Equipment |
| Teminon Landing | Glaucos | Abyss General Equipment Merchant |
| | Nerites | Abyss Brigade General Equipment Merchant |
| | Menoetios | Abyss Admiral Equipment Merchant |
| Inggison | Pilipides | Abyss General Equipment Merchant |
| | Sinsoon | Abyss Brigade General Equipment Merchant |
| | Coletta | Abyss Admiral Equipment Merchant |
| Pandemonium | Cain | Abyss Primus Pilus Equipment Merchant |
| Brusthonin | Huvat | Abyss Primus Pilus Equipment Merchant |
| Pandemonium | Mannheim | Abyss General Equipment Merchant |
| | Riegle | Abyss Brigade General Equipment Merchant |
| | Sichel | Abyss Admiral Equipment Merchant |
| Convent of Marchutan | Until | Abyss General Equipment Salesperson |
| | Louizze | Abyss Brigade General Equipment Merchant |
| | Deltandra | Abyss Admiral Equipment Merchant |

| | | |
|----------------|---------|--|
| Primum Landing | Hubert | Abyss General Equipment Salesperson |
| | Fichte | Abyss Brigade General Equipment Merchant |
| | Momi | Abyss Admiral Equipment Merchant |
| Gelkmaros | Beldeg | Abyss General Equipment Merchant |
| | Natalie | Abyss Brigade General Equipment Merchant |
| | Jelan | Abyss Admiral Equipment Merchant |

- Blacksmithing weapons can only be purchased from Inggison and Gelkmaros vendors.
- Removed and changed the placement of some NPCs.
- Deleted Legion Support vs. Silver Coin, Gold Coin, and Platinum Coin Exchange NPCs and reorganized the sale list of Coin Equipment Salesman NPCs.
- The lists of items sold by the Abyss Points NPCs have been updated.
- Removal of 'Lucky Fountains': These have been removed from major cities and the Balaurea Region.

Ranking Season System

- The ranking season begins:
 - All existing Abyss rankings will be reset to Rank 9 Soldier for Elyos and Asmodians.
 - If the opponent has less PvP AP than required, their remaining AP will be awarded. If they have none, the minimum AP per rank is awarded.
 - The AP acquisition limit for repetitive killing of the same target in a short period has been removed.
 - Rankings are updated at 9 AM and 9 PM server time, with Abyss Skills distributed according to rankings.
 - Characters inactive for 4 weeks are excluded from rankings.
 - Deleted characters are excluded from rankings in the next update.
 - PvP AP rankings for class-changed characters are maintained and updated in the next cycle.
 - PvP AP cannot be obtained in Lawless Land.
 - Each PvP season has a set 8-week duration
 - Rank will be applied every 12 hours. (9 AM, 9 PM server time)
 - Once a PvP season has ended, PvP AP that season will be converted to accumulated AP automatically.
- Fixed an issue where AP scores were displayed abnormally. It may take up to 1 minute for scores to be reflected after acquiring PvP AP.
- If the ranking is updated before the score is reflected, the score will be included and reflected in the next ranking update.

Integrated World Exchange

- Settings changed to allow Guardian General Transform in the integrated battlefield 'Rafslan/Apheta Beluslan.'
- Some rewards from the Arch Diad Raid have been changed.
- Changed to prevent Kisk installations in Lawless Land.
- Changed so that death due to the Fortress Aetheric Field prevents revival in place.
- Changed the area-of-effect where external movement is applied at the start of a Fortress Battle.
- Battleship Midnox Node Adjustments: The locations of the Elyos and Asmodian bases have been swapped. The Elyos base is now situated where the previous Asmodian base was located, and vice versa.
- Gathering Item Accessibility: Certain gathering items can now be obtained even with low Essence tapping skill levels. However, the probability of success for low-skill level gathering differs from traditional methods.
- Balaur Material Removal: The Balaur material items no longer drop from specific field monsters in Rafslan.
- Escape Terrain Fix: Resolved an issue where players could become stuck in terrain, making escape impossible.

Misc. Changes

- Fixed the lines of some named monsters in "Telos of the Forgotten."
- When earning a score in Chantra Dredgion, the scores are distributed according to the number of people, and the rest are discarded.
- When earning a score in the Black Vevium Battlefield, individual score is distributed according to the number of people, and the remaining points are treated as team deals 5,000 magic damage to a target within 30m. (Cooldown: 2 minutes)
- Fixed an issue where the Brawler's 'Stance of Steel I' did not have parry working while a skill was active.
- Changed some items that can be obtained from 'Arch Diad's Treasure Chest' in 'Citadel of the Sacred' and added new ones.
- Changed the Padmarashka's Armor obtained from defeating Raging Padmarashka to the new Padmarashka Protector's Armor, with increased probability of obtaining it.
- Changed the type of Manastone that can be acquired from Raging Padmarashka.
- Added a new buff item that can be obtained from Raging Padmarashka.
- Stigma Shards have been deleted and replaced with a Stigma Shard Bundle.
- Added '[Supplies] Drakan Elite's Armor Selection Box' to the rewards of the 'Premium Tempus Treasure Chest' for achieving Tempus S Rank.
- A research journal object has been added to Tempus for earning additional scores.

- Fixed an issue where 'Brainwashed Samael' did not activate some skills properly in 'Telos of the Forgotten'.
- Gold and silver medals can no longer be obtained from Garrison Treasure Chest, Field Treasure Chest, or Adjutant's Treasure Chest in 'Telos of the Forgotten'.
- The probability of obtaining Platinum Medal Fragments, and Sapphire Medals from Garrison Treasure Chest, Field Treasure Chest, and Sapphire Medals in 'Telos of the Forgotten' has been increased.
- Fixed an issue where the wings preview did not work in the closet.