March 26th, 2014 - Patch Notes

Instances

1. A number of monsters in Iron Wall Warfront have had their spawn points relocated.

2. Select monsters have been removed from Sauro Supply Base to reduce its difficulty.

3. The amount of Abyss Points that can be obtained from Iron Wall Warfront and Kamar Battlefield has been increased.

4. The amount of Abyss Points awarded from the Ancient Treasure Box has been increased. This chest can be obtained from Krotan Barracks, Legion's Krotan Barracks, Kysis Barracks, Legion's Kysis Barracks, Miren Barracks, and Legion's Miren Barracks.

5. Fixed a bug where Morale Boost was applied when using a resurrection skill in Kamar Battlefield.

6. Fixed a bug with Vivinite and Vivinari in the Eternal Bastion and Assassin skills.

7. The exit location for some Aethertech quests regarding Chantra Dredgion have been changed to the front of each race's Dredgion entrance NPC.

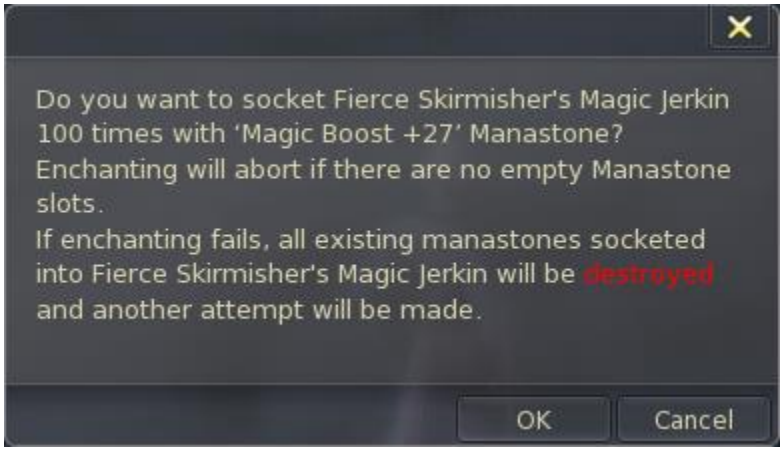
8. The invincibility buff that is applied when entering Kamar Battlefield, Engulfed Ophidan Bridge, Iron Wall Warfront, or upon respawning has had its duration changed.

Fortress Sieges

1. All sieges previously available at 11 p.m. server time have been moved to 10 p.m.

Items

1. A function to socket multiple manastones has been added.



- The number of manastones you wish to socket is displayed at the bottom of the window.

- This number can be adjusted manually or via the ◀ ▶ buttons.

- If socketing fails during multiple socketing attempts, any manastones currently in the item will be destroyed and it will continue to attempt socketing manastones up to the amount chosen by the player.

- Supplements can be used in the automated mode as well, and the amount used will depend on the level of the manastones.

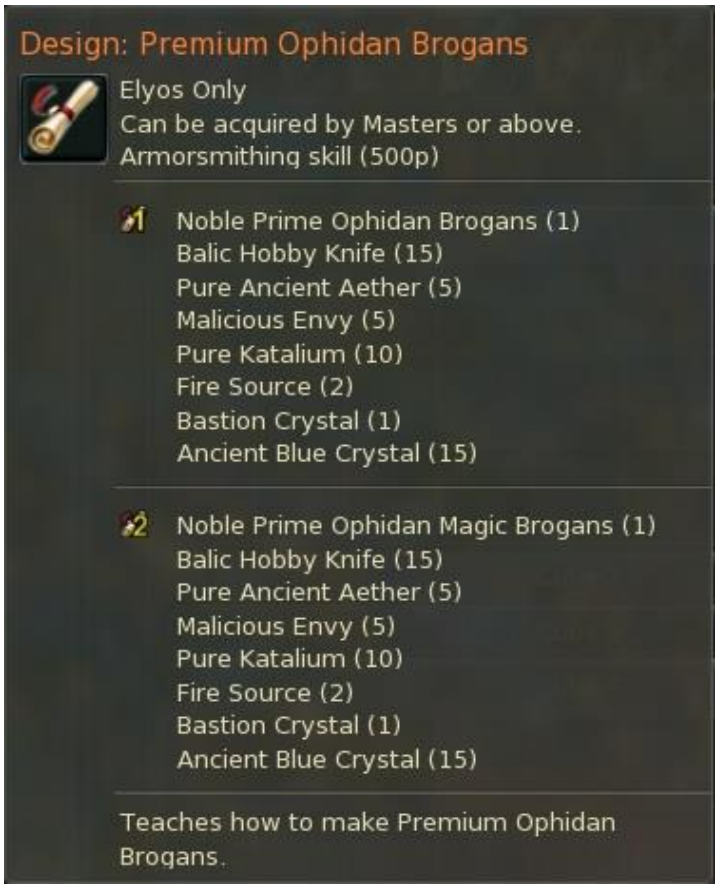
- If manastone socketing succeeds and all sockets on the item are full, the automated socketing will stop, even if there are additional attempts remaining.

2. Noble Premium Ophidan/Premium Ophidan sets can now be crafted in multiple ways, using different materials.

- Players can select one of the combinations to get the crafting results.

- When a design is obtained, it will be added to the list of combinations, and when one of those combinations is deleted, all the combinations pertaining to that design will be deleted as well.

- Previously obtained designs will be added automatically to the list.



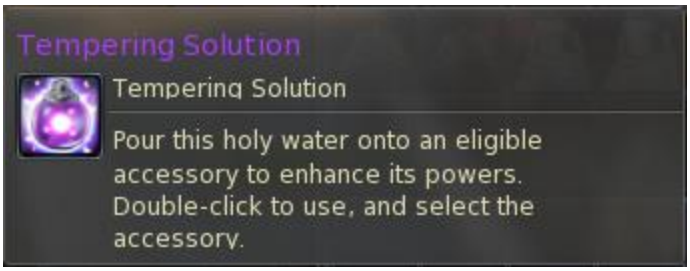
3. Fixed several bugs where quests were showing the wrong item requirements.

4. Fixed a bug where the set effect was not displayed on Gunslinger's Level 30/50/60 Daevic Armor Sets.

5. The attack effects of Tyron's Precious Notebook and Tyron's Superior Notebook have been updated.

6. A Tempering System has been added.

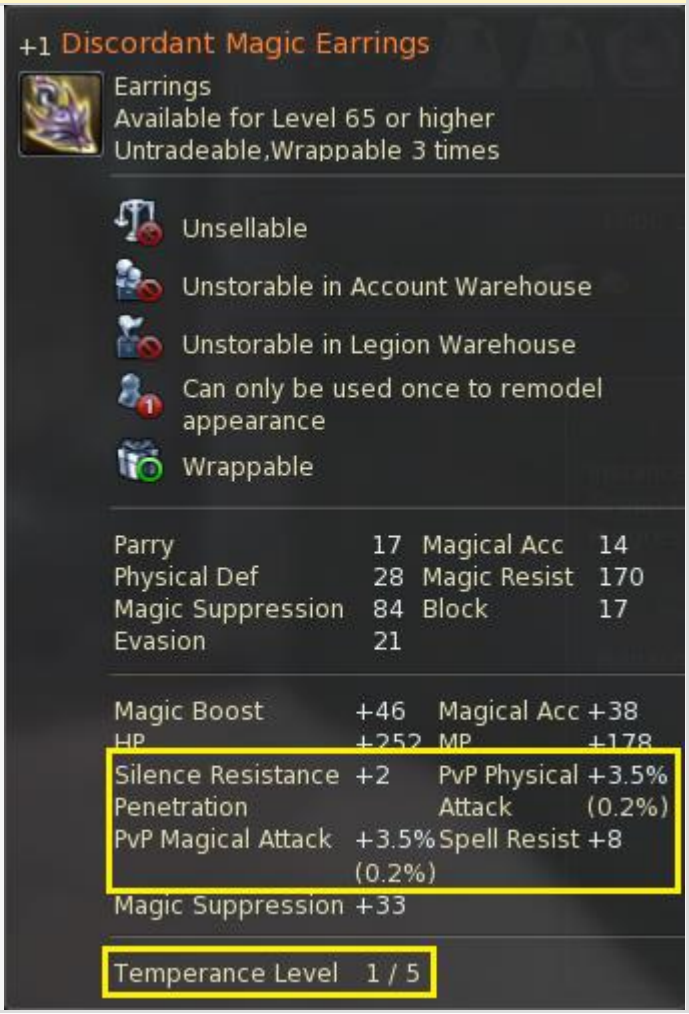
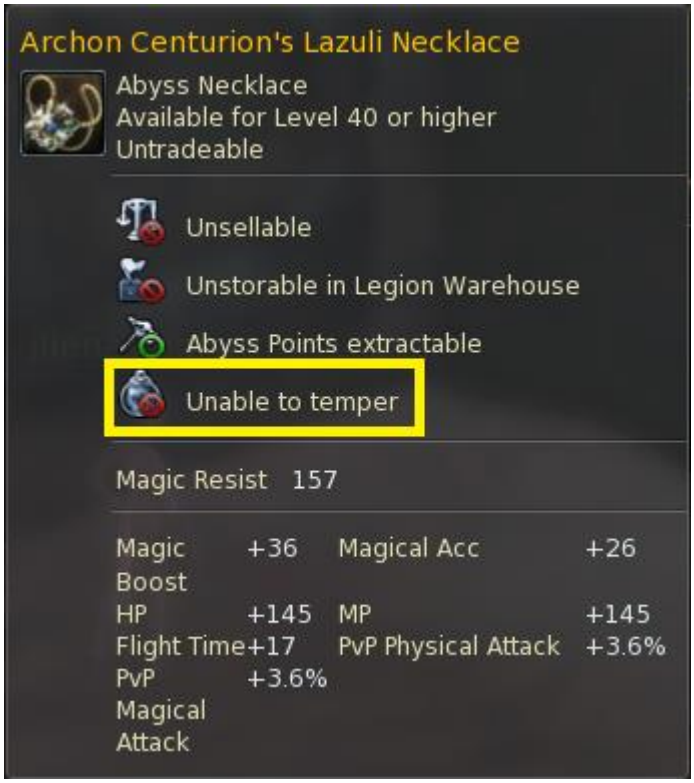
- Players can temper accessories using Tempering Solution



- PvP stats are awarded for successfully tempering. If tempering fails, the Temperance level returns to 0 and any gained PvP stats are lost.

- The tempering system is only available for accessories above Level 50. Some event/timed items are also ineligible.

- Temperance level is added before the item name and can be checked on the bottom of the tooltip. Also, the increased PvP stats are displayed in parentheses.

Tempered Item	Ineligible Item
	

- The following bosses now have a small chance to drop Tempering Solution:

Instance	Drops From
Draupnir Cave	Commander Bakarma
Dark Poeta	Brigade General Anuhart
Beshmundir Temple	Stormwing
Rentus Base	Brigade General Vasharti
Tiamat Stronghold	Tahabata's Treasure Chest
Sauro Supply Base	Chief of Staff Moriata
Danuar Sanctuary	Chief Medic Tagnu
Ophidan Bridge	Vera
Danuar Reliquary	Enraged Queen Modor
Infinity Shard	Hyperion
Illuminary Obelisk	Test Weapon Dynatoum
Kysis Barracks	Weakened Kysis Duke
	Enraged Kysis Duke
Miren Barracks	Weakened Miren Prince
	Enraged Miren Prince
Krotan Barracks	Weakened Krotan Lord
	Enraged Krotan Lord

- Additionally, some boss monsters have a chance to drop Tempering Solution Chests:

Instance	Drops From	Instance	Drops From
Fire Temple	Kromede the Corrupt	Theobomos Lab	Unstable Triroan
	Vile Judge Kromede	Adma Stronghold	Lord Lannok
Draupnir Cave	Commander Bakarma	Beshmundir Temple (Hard Mode)	Isbariya the Resolute
Dark Poeta	Calindi Flamelord	Sauro Supply Base	Sly Uterunerk
	Tahabata Pyrelord		Medical Officer Surkihan
Rentus Base	Brigade General Vasharti		Inquisitor Jardaraka
Tiamat Stronghold	Tahabata's Treasure Chest		Guard Captain Ahuradim
Illuminary Obelisk	Test Weapon Dynatoum		Brigade General Sheba

7. The amount of supplements needed for socketing manastones has been changed.

- The amount of supplements needed for both regular and composite Critical Strike/Attack Manastones has been changed to be consistent with all other manastones.

- The amount of supplements needed for Composite Manatones has been reduced.

- The amount of supplements needed for Ancient Manastones has been adjusted according to the manastone's class.

8. Items purchased with Blood Marks can now be wrapped.

- Only 'Fabled/Eternal' items can be wrapped, and the limit is 3 times.

9. Fixed a bug where the Aethertech skill Kinetic Bulwark wasn't available from Greater Stigma Bundles.

- Greater Stigma Bundles are obtained from instances within conquered fortresses.

10. The Brazen Bulwark Burster and Bulwark Burster from the Illuminary Obelisk are now able to be traded for a limited time.

11. The "Reinforcement Stone" category in the alchemy menu has been changed to ‘Manastone’.

12. Fixed a bug where a Traveling Kitter pet summoned by another player didn't show up correctly.

13. Fixed typos on some item tooltips.

14. Fixed a bug where Aegis Tunic and Brazen Aegis Tunic didn't display correctly.

15. Fixed bugs where certain stats weren't applied correctly when equipping items.

16. Some Spiritmaster skill books that can be obtained through monster drops can now also be purchased from Preceptor/Trainer NPCs.

- Summon: Wind Spirit I – Wind Spirit IV

- Summon: Water Spirit I – Water Spirit IV

17. Fixed a bug where the wrong visuals were applied to some items.

18. Fixed a bug where some items showed up incorrectly in the preview window.

Glory Points

1. The amount of Glory Points obtained when successfully defending Katalam, Danaria, and Upper Reshanta fortresses has been increased.

2. A cap has been added to the amount of Glory Points that can be obtained when successfully defending Katalam, Danaria, and Upper Reshanta fortresses.

3. New Glory Points quests have been added to the game. Vicious Marks and Abyssal Fractals must be combined in order to receive Glory Points. There are multiple quests available offering varying amounts of GP.

- Abyssal Fractals can be purchased with Abyss Points.

- Vicious Marks can be purchased with kinah.

Skills

1. When you teleport after having summoned a spirit, the spirit will no longer disappear.

2. Fixed bug where the Spiritmaster skill Command Type didn't activate under certain circumstances.

3. Fixed a bug where flight time continued to be deducted after a Spiritmaster had landed while having a summon active.

4. The Sorcerer skills Sleep: Scarecrow I and Sleep I now have the same magic accuracy.

5. The Gladiator skills Force Cleave I and Force Cleave II have been changed.

- The range will be affected by the range of the weapon equipped.

- The skill's magic accuracy has been increased.

6. The Templar skill Judgment can now be used while wielding close-range weapons.

7. The Assassin skill Blinding Burst I has been changed.

- The skill now applies to 8 enemies, up from 6.

- The priority of Blinding Burst I has increased.

8. The Ranger skill Arrow Deluge has been changed.

- The skill now applies to 6 enemies, up from 3.

- The range has been increased to 7m from the target, up from 5m.

9. The Sorcerer skill Ice Sheet has been changed.

- The skill now applies to 8 enemies, up from 6.

- Damage has been increased.

10. The Spiritmaster skill Spirit Wrath Position I has been changed.

- The skill effect for Earth Spirit has changed from a protective shield, to an increase in max HP.

11. The range of Chanter mantras have increased from 20m to 25m.

12. The Cleric skill Shatter Memory VII now decreases enmity further.

13. The Gunslinger skill Memory Manipulation IV now decreases enmity further.

14. Some Aethertech skills have been changed.

- HP recovery has been added to Recharge I-V.

Skill Name	Skill Description
Recharge I	Recover 4000 MP and 3000 HP.
Recharge II	Recover 4500 MP and 3250 HP.
Recharge III	Recover 5000 MP and 3500 HP.
Recharge IV	Recover 5500 MP and 3750 HP.
Recharge V	Recover 6000 MP and 4000 HP.

- The cooldown of Kinetic Bulwark I-IV has been reduced from 10 minutes to 5 minutes.

- The ranges for the effects of Chilling Wave I-V, Riplash I-VI, Conversion Pulse I-II, Particle Whip I-VII, Ravager Cannon I, Annihilation Barrage I-III, and Magnetic Wave I-II have been increased.

- The amount of HP recovered when using Conversion Pulse I-II has been increased from 75% to 100% of the damage dealt.

- There's now a limit to how many players will be affected by Conversion Pulse I-II and Annihilation Barrage I-III.

- The damage of Annihilation Barrage I-III has been increased.

- The duration of Kinetic Battery I-V has been increased from 1 minute to 1 minute 30 seconds.

- The range of Convulsion Beam I-VI has been increased from 15m to 20m.

- The effect of Convulsion Beam I-VI will now be applied first when stacked with another effect.

15. The Songweaver skill Impassion I now also increases your Magic Accuracy by 100.

16. Fixed a bug where the Songweaver skill Fluttered Note IV was being applied first if stacked with Fluttered Note V.

17. Increased the priority of the Cleric skill Blinding Light I.

18. Fixed a bug where shield skills could be used even if a shield wasn't equipped.

Character

1. The speed of NPC dialogue text while riding a bastion has been increased.

2. Fixed a bug where a character couldn't go into battle mode while auto-running on a bastion.

3. Fixed a bug where the Asmodian Aethertechs would incorrectly display battle mode effects while flying.

4. Fixed a bug where the distance from a party member showed up incorrectly when the distance couldn't be calculated.

5. Fixed a bug that caused private shops to open abnormally.

6. Summoned spirits will remain in place when travelling through windstreams.

7. Fixed a bug where the spirit command controls switched from manual to auto when teleporting with a spirit.

8. Fixed a bug where the spirit became visible right away to other users when teleporting.

9. The speed when switching between regular/battle modes while on a Bastion has been changed.

10. The amount of Abyss Points that can be obtained through PvP has increased.

- The amount of Abyss Points that can be obtained by winning in PvP has been adjusted.

- The amount of Abyss Points that are deducted when losing in PvP has been adjusted based on rank.

- The max amount of Abyss Points that can be obtained in a set time has been adjusted based on rank.

11. A summoned spirit will remain in place when used with a flight transporter or a flying device.

NPC

1. The dialogue of some trainer/preceptor NPCs has been changed.

2. When teleporting to Krotan Refuge from Terminon Landing or Primum Landing, players will arrive closer to Hyprotes <Fortress Teleporter> and Pauna <Soul Healer>.

Quests

1. Fixed a bug where the locations of completed quests didn't show up correctly if the number of quests exceeded 50.

2. The number of Blood Marks that can be obtained from completing PvP daily quests in Katalam and Danaria has been increased from 3 to 4.

3. Fixed the required level and sale price of the Harp that is rewarded from the Elyos quest “Refreshing the Springs”.

4. When you delete quest items for the Asmodian quest “The Secret of the Seiren Treasure”, the quest will now be removed as well.

5. New Terath Dredgion quests have been added for characters level 61 to 65.

- Quest NPC’s Isda and Sharmaine are stationed in Rancora Fortress, Tiamaranta.

6. Fixed typos in some quests.

UI

1. Fixed a bug where the font color in the chat window could be changed by using tags.

2. A Tempering Solution category has been added in [Consumables-Modify] in the broker.

Housing

1. Players can now teleport to Heiron and Beluslan through the Relationship Crystal and Homeward Bound.

Environment

1. The Hall of Fame and Walk of Fame have been added to Kaisinel Academy and Marchutan Priory.

- The Elyos Walk of Fame and Asmodian Hall of Fame are special areas designed to commemorate esteemed Daevas who battle for the glory of their faction. The innermost Shrine of Heroes and Gallery of Heroes are only accessible to Daevas who have achieved the general rank or higher.

- An NPC that provides consumable items to Daevas of Officer Rank or higher is also present.

- A new General's Consumable Item NPC has been added to the Gallery of Heroes and Shrine of Heroes, replacing the previous NPC in Kaisinel Academy and Marchutan Priory.

2. Fixed a bug with several windstreams in Danaria not functioning properly.

3. Some parts of Idian Depths have been changed.

4. Some parts of Silona Fortress have been changed.

5. Some parts of Sillus Fortress have been changed.

6. Some parts of Danuar Mysticarium have been changed.

7. Some parts of Engulfed Ophidan Bridge have been changed.

8. Some parts of The Eternal Bastion have been changed.

9. Some book titles in Pandaemonium's Temple of Knowledge have been changed.

Abyss

1. The amount of Abyss Points that can be obtained from various ways in the Upper Reshanta Fortresses (Krotan, Miren, Kysis) and Katalam/Danaria Fortresses (Sillus, Silona, Pradeth) has been increased.

2. The contribution bonus received from attacking first in a fortress has been removed.

Mounts

1. Fixed a bug where mounts appeared abnormal when a character's Guardian transformation ends abruptly.

Miscellaneous

1. The “Report Auto Hunting” feature has been revamped and updated to combat third party program usage.

- Players can use the function to report botting activity by using the “/reportautohunting” command or putting the function on the skillbar.

- Once a character accumulates enough reports, they will experience negative effects.

- A player can return to a normal status by playing the game normally for a while.

2. Several changes have been implemented on Israphel server only to address faction imbalance.

- Elyos fortress gates, cannons, and field generators have had their difficulty reduced.

- Deities that spawn at Kysis, Miren, Krotan, Silona, Sillus, and Pradeth fortresses will have their difficulty significantly affected by the current influence ratio. This applies to either faction.

- A special Asmodian buff NPC has been added in Katalam.

3. The faction selection screen has changed.