



June 18th, 2014 Patch Notes

Characters

1. All characters below Level 55 who log in or move to the following zones will be automatically moved to the Fast Track Server.

Fast Track Default Zones by Race		
Race	Elyos	Asmodian
Zone	Poeta	Ishalgen
	Verteron	Altgard
	Eltne	Morheim
	Heiron	Beluslan
	Theobomos	Brusthonin
	Inggison	Gelkmaros

- If players switch to the Standard Server manually, they will remain on the Standard Server even when moving to one of the above zones, until they log in again.

2. "Standard Server" will now appear above the compass when characters under Level 55 are on the Standard Server. Level 56 and above characters will not see this information.



3. Fixed an issue with not being able to attack summons such as Healing Servant when dueling.
4. When a player is the only one eligible for an untradeable item, the acquisition confirmation window will not pop up.
 - If multiple players are eligible for the item, the confirmation window will still pop up.
5. Fixed an issue where players were moved to the opposing race's zone when connecting to the Fast Track Server.

Instances

1. In order to increase participation and lower the difficulty of Sauro Supply Base, the following changes have been made:

- The entrance at Soaring Archways Rampart has been relocated to Beritra's Bane Encampment/Battlegroup Encampment, so that they can be accessed without conquering a base.



- Goldrine Teleport Devices have been added to Pandaruner's Port with paths to Beritra's Bane Encampment (Elyos) and Battlegroup Encampment (Asmodians).
- The entrances at Pandaruner's Port have been removed.
- The 3 Blood Mark entry fee has been removed.
- The levels and stats of monsters in Sauro Supply Base have been lowered.
- The battle patterns of Brigade General Sheba and Guard Captain Ahuradim have been changed.
- The battle patterns of the following monsters in Sauro Supply Base have been changed:

Affected NPCs	
Guard Captain Rohuka	Chief Gunner Kurmata
Chief of Staff Moriata	Darkblade Ovanuka

- Some of the bosses have been removed, and the others have had their key cost lowered:

Before Changes	After Changes
Sly Uterunerk (1 Key)	Sly Uterunerk (Removed)
Medical Officer Surkihan (2 Keys)	Medical Officer Surkihan (Removed)
Inquisitor Jardaraka (3 Keys)	Inquistior Jardaraka (Removed)
Guard Captain Ahuradim (4 Keys)	Guard Captain Ahuradim (1 Key)
Brigade General Sheba (5 Keys)	Brigade General Sheba (2 Keys)

2. In order to increase participation and lower the difficulty of the Steel Rose instances, the following changes have been made:

- The minimum level has been changed from 61 to 60.
- The entrances have been moved from Danaria – Pandarunerk’s Delve to Katalam – Kaisinel’s Beacon (Elyos) and Danuar Spire (Asmodian).



- Some monsters in the instances have been moved or deleted.
- The levels and stats of monsters have been lowered.

The battle patterns of the boss monster Rumakiki have been changed.

3. Fixed an issue in Sauro Supply Base where the key couldn't be acquired after defeating Chief Gunner Kurmata.
4. Fixed an issue where characters that were disconnected after entering an instance were not kicked from the group automatically.
5. Fixed an issue where the effects of the Entrance Defense Cannon didn't work at the starting location of Iron Wall Warfront.
6. The mouse cursor that appeared when selecting the Elyos Protection Statue at the entrance of Iron Wall Warfront has been changed.
7. Fixed various issues encountered when riding the Beritra Tram in The Eternal Bastion:

- Buffs will no longer be applied to characters on the tram.
 - Fixed an issue where monsters didn't attack.
 - Fixed an issue where characters weren't able to exit the tram.
 - Fixed an issue where players couldn't talk to each other.
8. Fixed an issue where the Head Kutol Clone in Elementis Forest couldn't recognize characters in certain areas.
9. The effect of the western power supply in Illuminary Obelisk has been fixed.
10. Fixed an issue where characters that entered Dark Poeta through Find Group and died were revived on the incorrect server.
11. Entering Dark Poeta no longer requires a Time Activation Stone.
- Blue Balaur Scales and Rift Essence have been removed from mobs and merchants respectively, and can no longer be used.
12. The confirmation distance has been increased for some objects in Danuar Mysticarium, making it possible to recognize them from further away.

Skills

1. Skills will now be acquired automatically when a character levels up.
- When acquiring a new skill, the "Skill Acquired" icon will be shown next to the Quickbar.



- Stigma skills and Greater Stigma skills are still acquired by equipping the corresponding stigma.
- Preceptors and Trainers will no longer sell Skill Books.

2. The Skill UI has been updated.



- Columns showing acquisition level and Quickbar registration have been added. For Passive Skills, only acquisition level is shown.

- Skills that are not on the Quickbar will show as Unbound.

- When acquiring a skill of a higher level, the skill registered in the quick bar will be automatically updated to the new higher skill.

- When acquiring a higher level skill while in the process of using a lower level skill, the character will use the lower level skill, but the skill in the quick bar will be updated to the higher level skill.

3. Fixed an issue with the Chanter skill Acceleration Cheer I where the buff icon's tooltip displayed a 20% speed boost instead of 25%.

4. The amount of Seed of Transformation needed to use Transformation: Guardian General I-V has been lowered.







5. The enemy boost for using the Aethertech skills Chilling Wave I-V, Electric Shock I-IV, Lightning Tether I-IV, Sundering Blade I-IV, Backshock I-III, Vexing Blast I-V, Aetherlock Blade I-II, and Magnetic Wave I-II has been lowered.

6. Fixed an issue where chain skills registered in the quick bar didn't work.

7. Party shield effects will no longer cancel out individual shield effects.
8. Fixed an issue where the protection shield effects of some skills and items had the wrong priorities.
9. The color of skill icons have been normalized across all skill ranks, instead of a different color for each rank.

	Skill Name	Acquired	Quickbar
	Adagio I	lvl 13	Unbound
	Adagio II	lvl 25	Unbound

10. Fixed an issue where the Aethertech skill Hypergate Detonation I couldn't be used while flying.
11. The icons of the Chanter skills Protective Ward and Blessing of Health II, and the Sorcerer skill Flame Cage have been changed.

Icon Changes		
Name	Before	After
Protective Ward		
Blessing of Health II		
Flame Cage		

12. Fixed an issue where the effect of the Gunslinger skill Aetheric Bombardment couldn't be removed.

Abyss

1. The Kysis, Krotan, and Miren Barracks instances have been updated with better loot.
 - In each room, monsters and either an Abyssal Treasure Chest or an Abyss Statue will spawn.
 - Destroy the Abyss Statue to earn 3000, 6000, or 15000 AP, which is shared with your party.
 - Inside the Abyssal Treasure Chest is an Abyss Fortress Box containing a Major Ancient Goblet and a Ceramium Medal.

- In the final room, an Ancient Treasure Chest will spawn containing a Fortress Supplies Bundle, an Ornate Abyss Fortress Box, and a chance at Enraged Crimson Dragon's weapons.

2. The rank 4 rewards from Sillus, Silona, Pradeth, Krotan, Kysis, and Miren fortresses have been changed from 4 Mithril Medals to 1 Ceramium Medal.

Glory Points

1. Glory Points are now awarded for participation in the Arena of Chaos, Arena of Discipline, and Arena of Harmony.

- The higher your score and rank are in the match, the more glory points you will receive.

	Basic Reward	Rank Reward	Score Reward	Total Reward
Abyss Points	200 	613 	334 	1,147 
Glory Points	0 	14 	7 	21 
Crucible Insignia	195	309	168	672
Courage Insignia	0	36	19	55
Opportunity Token				3

2. Glory Points will be rewarded for Iron Wall Warfront, Kamar Battlefield, and Engulfed Ophidan Bridge, even if the match ends in a draw or loss.

3. The daily deduction of Glory Points is now standardized across ranks.

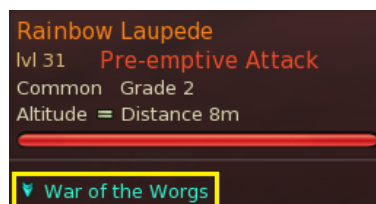
- All characters of the same rank will have the same amount of Glory Points deducted.

- The overall amount of Glory Points deducted each day has also been changed to support this.

4. The maximum amount of Glory Points that can be obtained when successfully defending Katalam, Danaria, and Upper Reshanta fortresses has been lowered.

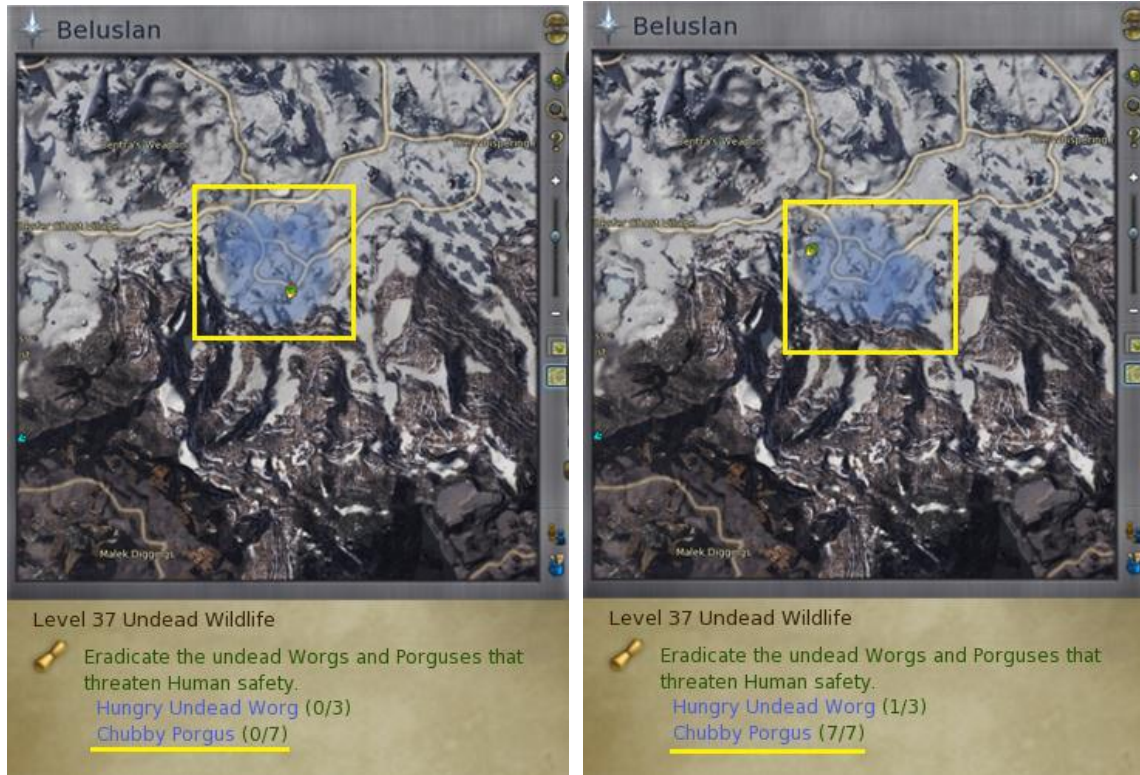
Quests

1. If a monster/object is part of a quest, the corresponding quest title will appear on their tooltip.



2. The way the map information is shown for quests where multiple monsters have to be defeated has been changed.


- The map information for a given monster will disappear once the quota is met.
- Currently, this change is only for quests that require you to kill the monsters. Quest item collection still displays all the map information, even when quest items are to be collected from dead enemies.



3. Additional quests have been added to Kaisinel Academy and Marchutan Priory.

- The NPCs are located in the Sanctum/Pandaemonium region near their corresponding Teleport Statues.

Race	Quest Name	NPC	Location
Elyos	A New Training	Quilven < Crucible Outreach >	

Asmodian	A New Challenge	Renen < Crucible Outreach >	
----------	-----------------	--------------------------------	-------------------------------------------------------------------------------------

4. Ancient Coin rewards for daily quests in Idian Depths have doubled.

Quest Name	Rewards	
	Before Changes	After Changes
[Coin] Trading with Shugos 1	5 Ancient Coins	10 Ancient Coins
[Coin] Trading with Shugos 2	5 Ancient Coins	10 Ancient Coins
[Coin] Aktorunerk's Offer	6 Ancient Coins	12 Ancient Coins

5. Ancient Coin quests have been added to Katalam and Danaria.

- The quest NPCs are located in Kaisinel's Beacon and Danuar Spire in Katalam.

Race	Quest Name	NPC
Elyos	[Coin] Settle the Road	Ferechin <Ancient Coin Reward Officer>
	[Coin] Hostile Takeover	
	[Coin] Securing Union Contracts	
Asmodian	[Coin] Taming the Road	Mokchunerk <Ancient Coin Reward Officer>
	[Coin] Fool Me Once, and You're Dead	
	[Coin] Work of a Shugo	

6. Some of the quests in Steel Rose have changed.

- The minimum level to receive the quests has changed from 63 to 60.

- Ancient Coins have been added as rewards.

- The NPCs have been moved to Kaisinel's Beacon and Danuar Spire in Katalam.

7. Pistol and Aethercannon weapon crafting designs have been added to the rewards list of some weapon crafting request quests.

8. Some of the quests in Sauro Supply Base have changed.

Race	Quest Name	Progress	
		Before	After
Elyos	[Group] Slay Sheba, Blind Beritra	Destroy 5 Mystery Box Keys	Destroy 2 Mystery Box Keys
Asmodian	[Group] Unlock the Mystery Box		

- NPCs have been moved to Beritra's Bane Encampment and Battlegroup Encampment in Danaria.

- Characters who received the quest before and have destroyed more than 2 Mystery Box Keys will advance to the next step of the quest.

9. Design: Expert Adamantium Cipher-Blade has been added to the rewards list of the Weaponsmithing Expert quest.

10. The rewards of the Elyos quest "Evidence of the Betrayal" and Asmodian quest "The Black List" are now more significant.

11. The Skill Book rewards for some quests have been replaced with consumable items:

Race	Quest Name
Elyos	Danger From Above
	Fragments in the Sky
	Dispatch to Verteron
	Testing Flight Skills
	[Group] Reducing Kaidan Strength
Asmodian	Fungus Among Us
	Funny Floating Fungus
	Dispatch to Altgard
	The Last Checkpoint
	[Group] Never to Rise Again

12. Entrance requirements to Silentera Canyon have changed, and the videos have been removed.

- Silentera Canyon can now be accessed even if the forts haven't been conquered.

- When entering Silentera Canyon from the Fast-Track server, players will be taken to the regular server.

13. The quests to acquire the ingredients for the Time Activation Stone needed to enter Dark Poeta have been removed.

Race	Quest Name	NPC
Elyos	[Group] Door Into Darkness	Maloren <Priest>
	[Group] Trial of Transcendence	Maloren < Priest >
	[Group] I Need Materials!	Suirunerk < Roving Shugo Inventor >
Asmodian	[Group] Essential Material	Hresvelgr < Prophet >
	[Group] The Road to Dark Poeta	Hresvelgr < Prophet >
	[Group] Activate the Artifact	Suirunerk < Roving Shugo Inventor >

- Players who received the quests before the update can still complete them through the corresponding NPCs.

14. The Elyos quest Oriel is Calling and the Asmodian quest Pernon Awaits You can no longer be received.

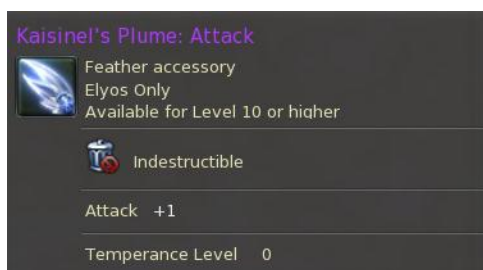
15. The Elyos quest [Hero] Achievements in Katalam and the Asmodian quest [Hero] Achieve Results in Katalam will now display completion status.

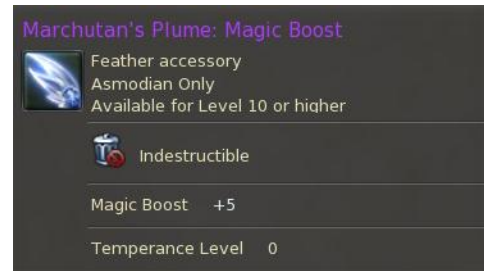
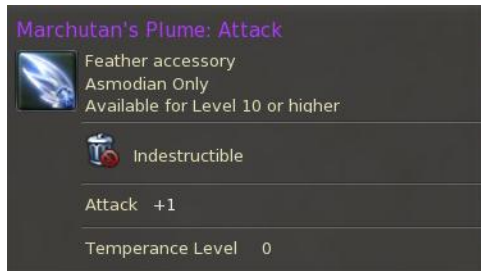
16. Changed the reward in the Elyos quest Koruchinerk's Offer to match the reward for the Asmodian quest Moorinerk's Offer.

17. The Elyos quest Enter with Luck and Asmodian quest Into the Reliquary now give the correct rewards.

Items

1. Emphyrean Plumes have been added.





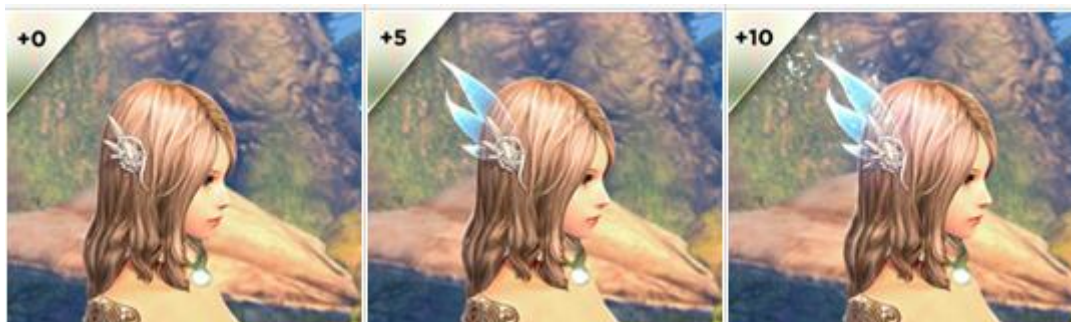
- Plumes are a new accessory that can be equipped in a new slot.



- Plumes can be enchanted with Tempering Solution.
- Plumes do not have a tempering limit.
- The success rate of tempering for plumes decreases with every Temperance Level.
- If tempering succeeds, plumes will give players additional stats, depending on its type.
- When tempering fails on a plume, it will be destroyed.
- Starting from level 5, there's a chance of getting additional Attack /Magic Boost stats.

Name	Basic Stats	Additional Stats from Tempering
Kaisinel's/Marchutan's Plume: Attack	Attack +1	Every Level: +4 Attack, +150 HP Level 5+: Chance of additional Attack.
Kaisinel's/Marchutan's Plume: Magic Boost	Magic Boost +5	Every Level: +20 Magic Boost, +150 HP Level 5+: Chance of additional Magic Boost.

- The plume's appearance changes at Temperance Levels 5 and 10.



- Plumes can be freely transferred between characters at any Temperance Level.
- Plumes can be obtained from the Plume Tuner NPC in the capital cities, or from the following instances' bosses at a low rate.

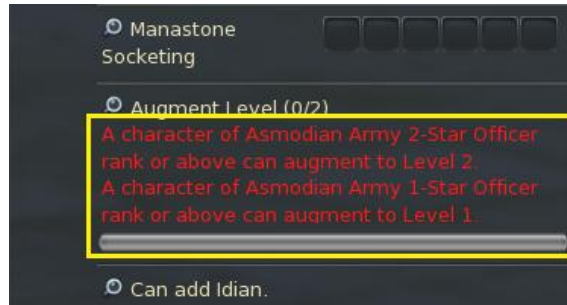
Instances	
Fire Temple	Rentus Base
Draupnir Cave	Tiamat's Fortress
Theobomos Lab	Ophidan Bridge
Adma Stronghold	Engulfed Ophidan Bridge
Dark Poeta	Danuar Sanctuary
Beshmundir Temple	Illuminary Obelisk

2. Since some gear couldn't be used after losing ranks, the conditions for acquiring and equipping rank-restricted gear have been changed, and rank recommendations have been added.

- Only 2-Star Officers or above can purchase Officer gear.
- Officer gear is now recommended for 2-Star Officer and above, but can be equipped as low as Soldier Rank 1.



- If the recommended rank has not been reached, not all augmenting slots will be available, and the additional conditions that players need to meet will be shown in the item's tooltip.



- If the character falls below the recommended rank, previously acquired Augment Levels will be applied, but the additional stats will only be applied up to the level available.
- When the recommended rank has been reached, the rank requirements will no longer be shown in the tooltip.



- When combining rank-restricted two-handed weapons, the rank and augmenting restrictions of the higher level item will be applied.

3. Officer distributor NPCs Heraenia (Elyos) and Verintos (Asmodian) have had their tabs updated.

4. Officer distributor NPCs Heraenia (Elyos) and Verintos (Asmodian) in Katalam will no longer sell Guardian/Archon Special Forces items.

- If a player still has the items, they will be available for use the same way as before.

- The recommended ranks have been changed so that they match the Special Forces/Spaulders items.

5. The set effect of the Forgotten Siel's Magic Leather has been changed to Magic Boost from Physical Attack.

6. Fixed an issue where the wrong stats were applied when enchanting shields.

7. Fixed an issue where the Bastion's Eternal Treasure acquired when reaching Rank S in The Eternal Bastion didn't give any eternal weapons.

8. The amount of Ancient Coins needed to buy Remodeled Danuar equipment has been lowered.

Type		Before	After
Weapon		3,779	2,834
Shield		2,519	1,889
Armor	Torso	2,519	1,889
	Head		
	Pants	1,889	1,417
	Shoulder	1,260	945
	Gloves		
	Shoes		

9. The final reward for Engulfed Ophidan Bridge has been changed.

- The amount of Ancient Coins given from the Reward Box of Ophidan Victory has been increased.

- An Ophidan Bridge Opportunity Bundle has been added so that players can get Ancient Coins even if they lose/draw.

10. The Ancient Coin Bundle has been added to the list of items that can be obtained from the Danuar Mysticarium Archive in Danuar Mysticarium.

- Ancient Coins Parcel can be obtained from the Treasure Chest at a set rate.

11. The drop rates of the items that can be obtained from the Vanquisher's Box and Brilliant Vanquisher's Box with Conqueror's Marks have been increased.

12. The Battlefield Consumable Item Reward Officer NPC at Windswept Camp and Soaring Archways Rampart now sells Ancient Coins in exchange for Blood Marks.

Item Name	Price
Bloody Ancient Coin Bundle	20 Blood Marks
Bloody Ancient Coin Chest	200 Blood Marks

13. Some monsters in Talonin Village and Talonin Trail in Katalam will now drop Ancient Coins.

14. Drop rates have been increased for bosses in Steel Rose instances.

15. Some drop rates for monsters in Sauro Supply Base have been increased.

16. Fixed an issue with the skill icon for Ranger Greater Stigma skill Lightning Arrow IV.

17. A confirmation window will now pop up when destroying Wrapping Scroll – Eternal Class.

18. The cooldown of buff scrolls will only be applied to scrolls of the same type.

- Example: Awakening Scroll and Running Scroll provide different types of buffs, so they will not put each other on cooldown.

Shared Cooldown	Scroll Types
Defense/Resistance Boost	Fire/Water/Earth/Wind Defense Boost Scroll Physical/Magic Critical Resistance Boost Scroll
Anti-Shock	Anti-Shock Scroll
Combat Speed	Courage/Awakening Scroll
Moving Speed	Running/Raging Wind Scroll
Critical Strike	Physical/Magic Critical Strike Scroll

19. The prices of Greater Stigma above level II have been lowered.

- Stigma Specialist NPCs have had their fees lowered.

20. Combat/Magic Class Stigma Specialist NPCs have been added.

Race	Location
Elyos	Sanctum – Protector's Hall
	Reshanta – Teminon Fortress
	Inggison – Inggison Illusion Fortress
	Sarpan – Kahrun Guard Headquarters
	Katalam – Kaisinel's Beacon

Asmodian	Pandaemonium – Capitol Building
	Reshanta – Primum Fortress
	Gelkmaros – Gelkmaros Fortress
	Sarpan – Siel's Spear Headquarters
	Katalam – Danuar Spire

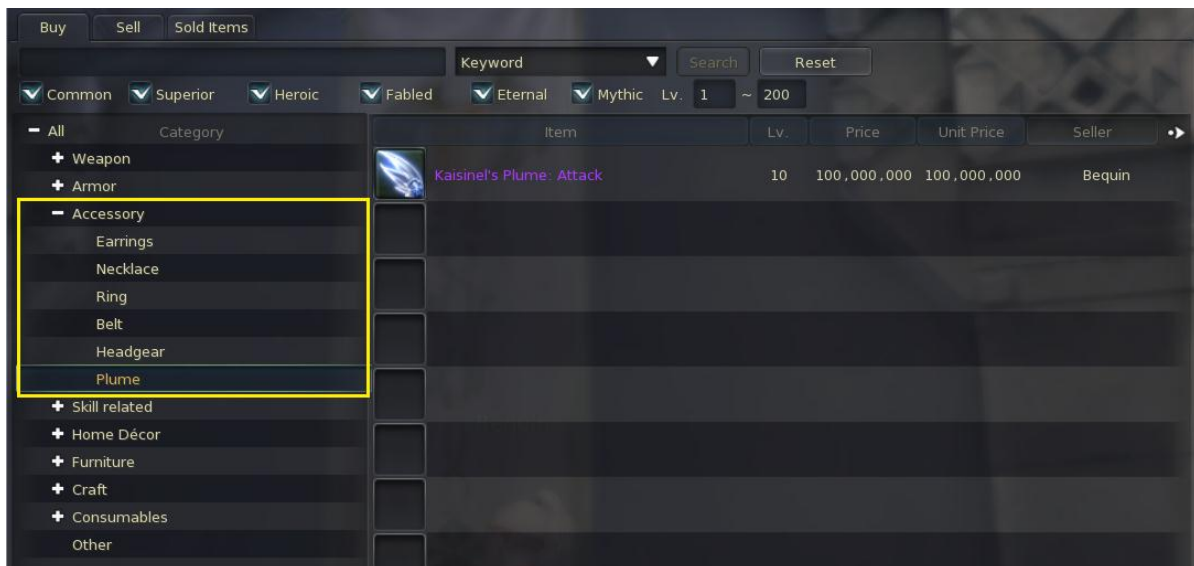
- 21. Fixed an issue where monsters in Sauro Supply Base were not dropping Magical Chain Armor.
- 22. All AP relics can now be stacked up to 100.
- 23. Some kisks can now be stacked up to 100.
- 24. Fixed an issue where the tooltip for armsfused weapons showed the wrong information.
- 25. Increased the Magical Attack, Magic Boost, and Magical Accuracy of the Dragon Lord's Passage CIPHER-Blade.
- 26. Fixed an issue where the tuning didn't apply to some items.
- 27. The icons and models for some CIPHER-Blades and Bastions have been changed.



28. The reward items and drop rates of some Coin Reward Chests have been changed.
29. The reward items and drop rates of the Traveler's Consumables Bundles have been changed.
30. Fixed an issue where Tatar's Pistol was obtainable from the Tatar's Cipher-Blade Box.
31. Fixed an issue where some monsters in Raksang didn't drop Raksha's Dagger and Raksha's Short Gun.
32. Fixed an issue where some items couldn't be acquired under certain situations.
33. Fixed an issue where Asmodian characters would arrive at the wrong location when using Pandaruner's Delve Scroll.
34. Fixed an issue where incorrect stats would be applied upon retuning some items.
35. The icons of some items have been modified.
36. Renamed [Event] Commander's boxes back to [Event] Timeless boxes.
37. A 6-hour cooldown has been added to Remedy of Growth items.

UI

1. The Plume category has been added to the Broker, under Accessories.

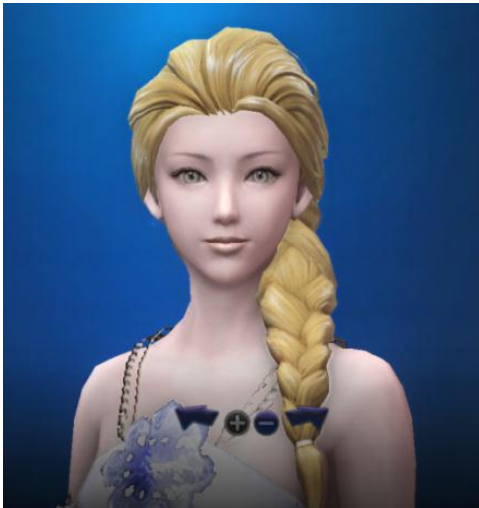


2. A new icon displaying the locations of coin redemption NPCs in the map has been added.
- The icon displays Ancient Coin NPCs as well as Steel, Bronze, Silver, Gold, Platinum, Mithril, and Ceramium Coin NPCs.

- This can be toggled from the Show on Map tab on the World Map.



3. A new female hairstyle has been added to the character creation section.



4. Additional information has been added to the Prepare for Entry dialog.

- While forming the group, information about current members is shown.



- After the group has been formed, information about ready status is shown.



5. Fixed an issue where the Find Group function didn't work under certain conditions.

6. Fixed an issue where only some group members were shown when clicking on Members Info in the Find Group dialog.

7. A warning window has been added for the Ready check window that is applied when recruiting and joining for groups.

8. When the Ready window has been removed from sight, the following conditions will cause it to pop up again.

- When the "Ready" button is pressed, the window will pop up.
- When a party request has been accepted, the party leader will get a pop up.
- When all the party members are ready, the party leader will get a pop up.

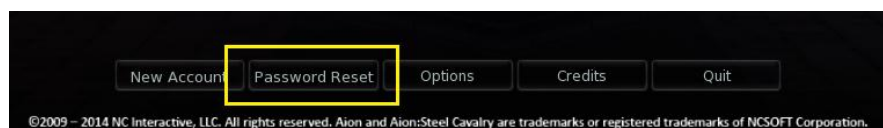
9. Fixed an issue where whispers didn't work for characters on the same server via the group recruiting window.

10. The Crafting window can now be opened when flying or on a mount.

11. Macros will now be alphabetized by name.
12. When searching for an NPC in a faraway location while having the transparent map minimized, the location of the NPC will be shown on the main map instead.
13. When searching for an NPC with the transparent map open, the main map will remain as-is.
14. The Display Plume option has been added in [Options] → [Game Options] → [Names].



15. The transparent map has been changed so it doesn't overlap with other UI windows.
16. When using the hotkey for Hide/Show Other PCs in [Options] → [Key Mapping] → [Functions], both PCs and their summons will be hidden.
17. Fixed an issue with the display of item tooltips.
18. The [Find Password] button on the login screen now reads [Password Reset] to better match its functionality.



Siege

1. Changes to Guardian Deities previously applied only to the Israphel server have now been applied to all servers.

- The difficulty will be significantly affected by the current influence ratio. This applies to both factions.

Bases

1. The amount of Scouts in Katalam/Danaria has increased from 4 to 8, and the respawn time has been lowered.
2. Warcaptains and Warmarshals in Katalam and Danaria will appear more frequently.
3. The respawn time of Balaur officers after conquering a Garrison in Danaria has been reduced.

NPC

1. Ancient Coin vendors have been added to Kaisinel's Beacon and Danuar Spire in Katalam.



2. Fixed an issue where the Officer's Distributor in Katalam was not functioning properly.
3. The Officer's Distributor NPCs Heraenia (Elyos) and Verintos (Asmodian) in Katalam will only sell items to 2-Star Officers and higher. Lower ranks may view items but will receive an error upon attempting to purchase.
4. Coin Redemption NPCs will now indicate the type of coins they take in their title. For example, Attion <Muse Administration Officer> is now named Attion <Mithril Muse Administration Officer>.
5. Coin Redemption NPCs have been added to various locations in the following zones:
 - Elyos: Verteron, Eltnen, Heiron
 - Asmodian: Altgard, Morheim, Beluslan
6. The following Combat Manual Stewards have been removed from Desolation's Edge and Starlit Grove in Danaria:

Race	NPC Name	
Elyos	Sineya <Combat Manual Steward>	Selbine <Combat Manual Steward>
Asmodian	Agrahum <Combat Manual Steward>	Geiravor <Combat Manual Steward>

7. The dialogues of all Class Trainers and Preceptors have changed.

8. Fixed an issue where the wrong monsters appeared in Inggison and Gelkmaros.

9. The locations of some Coin Redemption NPCs have changed.

10. The flightpaths from Beritra's Bane encampment and Battlegroup Encampment to the Sauro Mountains have been deleted.

- Players can now teleport to the Sauro Mountains through the flight statue in Beritra's Bane Encampment and Battlegroup Encampment.

11. Pathways have been added to make it easier to move around Katalam and Danaria.

- Players can now teleport to Beritran Foothold and Primeval Ruins from Danuar Spire and Kaisinel Beacon in Katalam.

- Teleportation to Beritra's Bane Encampment and Battlegroup Encampment has been added to the teleportation device that appears when conquering Eldris Valley Campsite and Soaring Archways Rampart in Danaria.

Environment

1. In Katalam and Danaria, Shugo engineers have fortified their safe pads against Daevas seeking to fight on top of them.



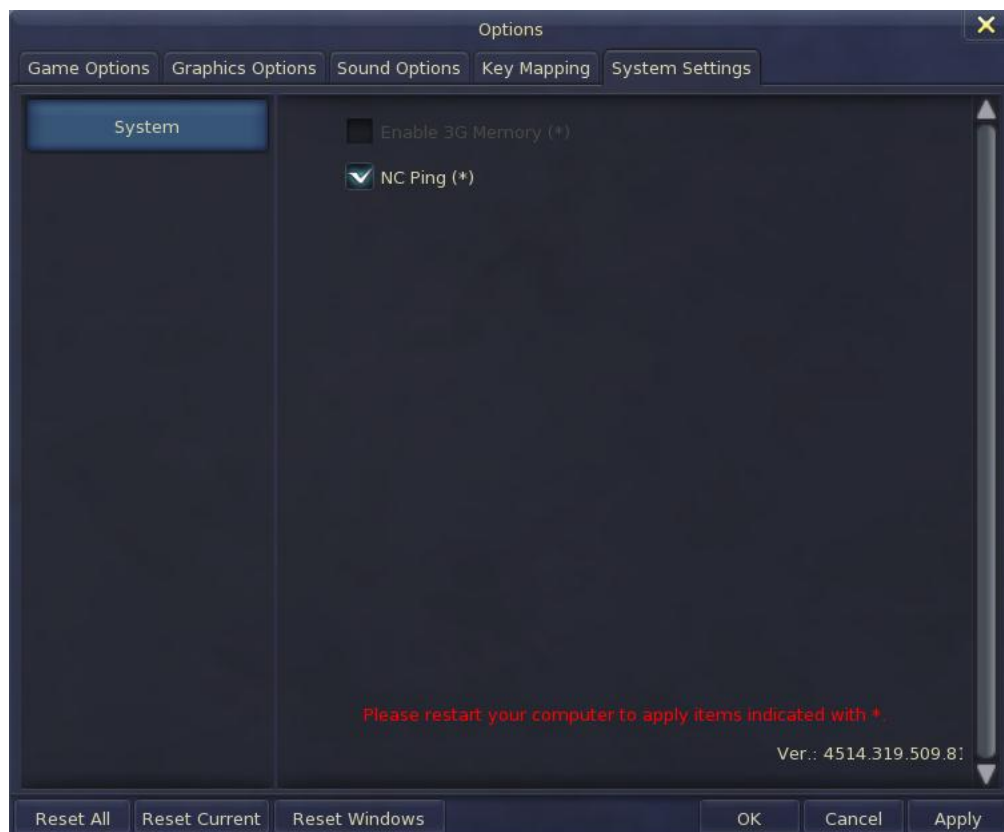
2. Some parts of the following areas have changed:

Areas Affected	
Pradeth Fortress	Danuar Mysticarium
The Eternal Bastion	Pandaemonium
Steel Rose Deck	Ophidan Bridge
Katalam	Danaria
Poeta	Theobomos
Sanctum	Altgard
Morheim	Beluslan
Gelkmaros	The Eternal Bastion
Eltne	Heiron

- Fixed an issue where small characters couldn't sit in some chairs.
- The Obelisks near Occupier's Lounge and Spiralroot Shelter have been removed.
- The safe pads near Occupier's Lounge and Spiralroot Shelter have been removed.

System

- The NC Ping function has been added.



- NC Ping improves client-server communication to improve network performance.
- In [Options] → [System Settings] → [System], check “NC Ping (*)” and restart your computer to apply the NC Ping function.
- NC Ping will remain on unless you turn it off in the settings.

Events

1. The Lost Word event is ending.
2. The Power of the Plumes promotion is beginning and will run until 7/2.

Miscellaneous

1. Fixed an issue where the client crashed under certain conditions.
2. Fixed an issue where the keyboard didn't work under certain conditions.
3. Support for the Ascension Mark and Veteran Mark items has ended.

Known Issues

1. Ascension Crystal exchangers accept the wrong currency on three of their four tabs.

