

Patchnotes 7.5

Inggison/Gelkmaros

1. Level of monsters/NPCs has been increased from 40~55 to 76~80.
2. New Monsters have been added throughout the fields.
They appear at random and have lots of HP, but are easy to defeat with Greater and Lesser Pursuit Bombs.
 - Small and Large Bombs can be purchased from Inggison/Gelkmaros Magical Crafting Merchants.
3. Inggison/Gelkmaros Arenas have been added.
 - Once a certain number of monsters has been defeated, Mystery Rifts appear in various places, through which the respective arena can be entered.
 - A total of 24 Mystery Rifts appear, each allowing entry to one player of any faction.
 - The arena remains open for 10 minutes. When the battle starts, a reward chest appears in the centre of the arena.
 - Important: When the time is up the arena will explode, killing all characters that are still inside it!
 - Return Scrolls can be used to return.
 - Devices have been hidden in some regions, which can be used to summon special monsters. There are special rewards available for defeating these monsters.
5. New Garrisons have been added.
 - If a faction conquers a garrison in a certain region (Elyos: Inggison, Asmodians: Gelkmaros), a teleportal appears.Monsters with slightly better droprate will appear nearby.
 - If the opposite race takes control over a garriosn, you won't be able to use its feature. The Dragonbound will automatically seize the garrison 2 hours after it has been conquered.
6. Added Artefacts that are very useful in PvE.
7. Rifts have been added.
 - 12 or 24 player Rifts will be generated in Gelkmaros and Inggison.
8. 'Dredgion Infiltration' content will appear throughtout the fields.
 - Dredgion will appear in regular interval throughout the Inggison/Gelkmaros fields.
 - When a Dredgion appears, Attack Drillers are set up.
 - If the Attack Drillers are destroyed, there is a certain probability of access to the interior of the Dredgion opening up.
 - Infiltrate the Dredgion and kill the Captain to earn special rewards.
 - Omega appears as a raid monster in Inggison, and Ragnarok in Gelkmaros.
 - If the raid monster is defeated, the player receives various items (e.g. Extreme weapons/armour).
9. Fort and Defence outposts have been added to the Gelkmaros/Inggison Teleporters.

Silentera Canyon

1. All creatures in the Silentera Canyon are now level 80.
2. Additionally, the raid monsters Adjutant Anuhart and Debilkarim the Maker are lurking at various locations in the Silentera Canyon.
 - If a raid monster is defeated, the player receives various items (e.g. Extreme weapons/armour, Legendary Noble Floren Accessories/Legendary Noble Feathers).

Lakrum

Lakrum has been transformed into a field suitable for begginers not familiar with PVP

1. Changed to server-wide field.
2. Lakrum entrance has been changed.
 - Lakrum can now be entered daily via a corridor from Inggison/Gelkmaros.
3. The level of monsters/NPCs has been chagned to 80.
4. Squad Order quests have been added.
 - Order Ticket is required to accept the quests.
5. Added Garrison buffs.
6. Changed the rewards for defeating named and raid monsters.
 - Various rewards are available for defeating the raid monster 'Crazed Anomos' (e.g. Heavenly Vision Weapons).

7. The Genesis Crystals Merchants now also sell Legendary/Ultimate equipment.
8. The Dimension Hourglass must be charged in order to enter.

Dumaha

Dumaha has been transformed into a field suitable for Groups and Legions

1. Changed to server-wide field.
2. Changed entry to Dumaha:
 - Dumaha can now be entered on Monday, Wednesday and Friday from Inggison/Gelkmaros.
3. Added Legion Winding Towers.
 - Added a total of 48 Winding Towers.
 - Winding Tower Engraving Stones can be used to capture Winding Towers.
 - Winding Tower Engraving Stones can be purchased and used from Legion Level 5.
4. Changed the rewards for defeating named and raid monsters.
 - Various rewards are available for defeating the raid monsters 'Kadabra', 'Pupuru', 'Rachmaga' and 'Yanohas' (e.g. Paralysing Vision Weapons).
5. Some limited-sale items from Altars have been changed.
6. Changed the rewards for the Altar Siege Battle.
The Dimension Hourglass must be charged in order to enter.
7. It will no longer be possible to easily attack bosses using "Inanna's Sanctuary" and "Inanna's Hideout" topography.
8. 12th Large Altar has been added to the Dumah Region.

Red Katalam (North/South)

Red Katalam (North/South) is especially suitable for players who prefer PvP.

1. Changed entry to Red Katalam:
 - Red Katalam can now be entered on Monday, Wednesday and Friday via a corridor from Inggison/Gelkmaros.
2. Added the single-player instance 'Unstable Hall of Knowledge'.

Entrance	Max. players	Level	Entries	Reset
Red Katalam (North)	1	80	1x daily	Daily at 9 AM

- Can be accessed via the entrance at the Lake of Solitude in Red Katalam (North).
 - The corridor appears again 1 hour 50 mins to 2 hours 10 mins after it disappears.
 - The corridor remains for a maximum of 30 minutes, or disappears once 20 characters have entered it.
3. 12 out of 25 Garrisons have been removed and the remaining 13 have been relocated.
 4. Changed the structure of the depots.

Depot	Garrison structure
1st Depot	Garrisons 1, 2 and 3
2nd Depot	Garrisons 4 and 5
3rd Depot	Garrisons 6 and 7
4th Depot	Garrisons 8, 9 and 10
5th Depot	Garrisons 11, 12 and 13

5. Changed the conditions for receiving a reward for conquering a depot.

Before	Changed
Conquering level 3 garrisons	Conquering garrisons of level 1 or above

6. Changed the rewards for conquering a depot.

Before	Changed
Raid monster appears	Treasure chest NPC appears in the garrison

7. Changed the method for obtaining treasure chests.

- A Crystal Key, which can be obtained via Garrison Battles, is required to open a treasure chest.
- There is a certain probability of a fake chest appearing.

8. Raid Beasts no longer appear.

9. Reward Chests can now only be used by the victorious race.

Red Katalam (South)

1. Added the Pandarung Battle (single player), in which each character can put their strength to the test.

Entrance	Players	Level	Entries	Reset
Red Katalam (North) Each Race's Base	200 Players	80	Until the number of entries reaches 0	Every Tue, Thu, Sat and Sun at 9 PM

- If the Magus and Assassin Commander of the Red Katalam Garrison (North) is defeated, there is a certain probability of receiving a Secret Transformation Potion, which grants access to the Pandarung Entrance.

- Teleport Scroll: Pandarung Port can be obtained from Cargo Boxes hidden in the starting area.
- There is a total of 16 'Teleport Scrolls: Pandarung Port' that teleport players to the final battle at Pandarung Port.
- If the lever for the order in the processing centre for premium goods at Pandarung Port is activated, the player will receive a 'Premium Freight Box' after 1 minute.
- The 'Premium Freight Box' can only be received by one character. If no one collects the box within 20 minutes, the Pandarung Battle will end.

2. Replaced the Prades Fortress Siege Battle with the Prades Fortress Battle.

3. Windstreams have been removed.

Fortress/Altar

Added the Bassen/Prades Fortress Battle.

Entrance	Players	Level	Entries	Reset
Red Katalam (North) Each Race's Base	192 per race	80	Until the number of entries reaches 0	Every Tue, Thu, Sat and Sun at 10 PM

- Use the corridor to move to the Siege area.
- The title 'Katalam Challenger' is required to take part.
- Ultimate Battle Insignias can be exchanged with the Red Katalam trader for the 'Katalam Challenger' title.
- It corridor remains open from 9 PM until midnight. Once the corridor closes, characters are teleported back.
- The faction that defeats the Balaur Guardian General first conquers the fortress. The winning faction receives a Grace buff in the post, while the losing faction gets an Encouragement buff.

2. Added the Inggison/Gelkmaros Fortress Battle.

- It starts on Tuesday, Thursday, Saturday and Sunday at 9 PM.
- Shortly before the Fortress Battle starts, the Balaur capture the Elyos/Asmodian fortress.
- The Balaur Guardian General appears once the Fortress Battle begins. The faction that defeats him first conquers the fortress.

3. The fortresses in Lakrum and Dumaha are locked. Fortress Battles no longer occur in these regions.

4. Increased the stats of creatures at the Dumaha Altar to raise the difficulty level.

Battles for the Divine Fortress now take place on Tuesday, Thursday, Saturday and Sunday at 9 PM.

6. Fortress Battles start at 9 PM on all servers and last 50 minutes.

Field Glory System

1. Introduced the field glory system.

- It is used in the following regions:

Field glory regions	
Inggison	Lakrum
Gelkmaros	Dumah
Silentera Canyon	Red Katalam (North/South)

- You can see your Glory level at the top of the radar (see picture).
- Clicking on the icon opens the field glory menu.



- Both, the items offered by NPCs and the content change depending on the Glory level.
- Glory Points are awarded for monster hunts, quests and the use of items. Glory items can be found in the specified Glory regions.
- When defeated by monsters, Glory Points are lost. These can be restored by Soul Healers.
- Points are automatically deducted on Monday, depending on your level.

2. Added a new Glory Rifts for all characters that have fulfilled the Glory level conditions in Inggison/Gelkmaros.

Rift	Glory Level	Players	Cooldown	Number of Rifts
Glory Rift	9	4 Alliances (96 players)	168h (7 days)	1
Glory Rift	7	1 Alliance (24 players)	72h (3 days)	2
Glory Rift	5	1 Alliance (24 players)	24h (1 day)	3

- The rift opens with the use of special items for characters that have achieved the required number of Glory Points
- Glory Rifts remain open for 3 hours.

3. After reaching Level 4 at the Silentera Canyon, you can exit on the opposite race's map.

Items

1. Added new Extreme equipment.

- Enchantments up to +15 are possible with the 'Ultimate Extreme Enchantment Stone'.
- Extreme equipment consists of a weapon and armour, which can be sold through trade brokers.
- If enchanting process fails, there is a chance the item will be destroyed.



2. Vision weapons with special skills have been added.

- Depending on the nature of the weapon, a certain Vision skill is granted (e.g. paralysis or silence).
- The skill effects of Vision weapons are enchanted by upgrading.

3. Added new accessories and feathers.

- New Accessories and Feathers are neither PVE or PVP and can not be enchanted.

4. Added new cubes.

Name	Source
Raging Magma/Heat Protector's Cube	Kubrinerk's Monster Cube Laboratory / Fame Rewards
Mortasha Cube	

5. Changed the regions of some scrolls.

- Changed the regions of Integrated Scrolls.

- The 'Teleport Scroll: Neutral Lakrum Base' and 'Teleport Scroll: Neutral Dumaha Landing Site' can now only be used in Lakrum/Dumaha.

- Changed the instances that can be entered with the 'Premium Entry Scroll'.

Daevanion Skill Books are available in the following instances:

Instanced Dungeon	Splendid Shukiruk	Untrained Smuggler Shukiruk
Esoterrace		o
Ara Infernalial (normal)	o	
Ara Infernalial (normal)	o	

7. Added Ancient Polishing Stone.

- Polishing Stones are used for polishing Odians and runes.

8. Added Purifier.

- Purifier is used to purify contaminated Odians and Runes.

9. Extraction Material has been added.

- Extraction Material can be used to extract Polishing Powder and Cleaning Powder from Accessories and Feathers that have Odian and Rune slots.

10. Added 'Ultimate Starlight' equipment.

- Available when upgrading 'Light Fragment' equipment and 'Ultimate Blinding Starlight' equipment.

11. Blessed Slot Stone and new Supplies have been added to the [[Magical Crafting]].

- Blessed Slot Stones can be used to open Odian/Rune Slots.

12. Changed the attributes of some accessories.

13. Discontinued the sale of Entry Scrolls for Narakkalli, Holy Tower, Makarna of Bitterness and Prometun's Workshop in the Gold Sand shop.

14. Replaced the following expired items with other items:

Expired	Replacement
Lakrum Return Scroll	Integrated Return Scroll
Lakrum Return Scroll	Integrated Return Scroll
Signia Return Scroll	Integrated Return Scroll
Vengar Return Scroll	Integrated Return Scroll
Dumaha Return Scroll	Integrated Return Scroll
Dumaha Return Scroll	Integrated Return Scroll
Entry Scroll for Makarna of Bitterness	Premium Entry Scroll
Entry Scroll for the Holy Tower	Premium Entry Scroll
Entry Scroll for the Holy Tower	Premium Entry Scroll
Entry Scroll for Narakkalli	Premium Entry Scroll
Entry Scroll for Makarna of Bitterness	Premium Entry Scroll

Entry Scroll for Prometun's Workshop	Premium Entry Scroll
[Lugbug] Entry Scroll for the Holy Tower	Premium Entry Scroll
[Lugbug] Entry Scroll for the Holy Tower	Premium Entry Scroll
[Lugbug] Entry Scroll for Makarna of Bitterness	Premium Entry Scroll
[Lugbug] Entry Scroll for Prometun's Workshop	Premium Entry Scroll
Lakrum Return Scroll	Integrated Return Scroll

15. The apperance of some equipment items has been changed.

16. Rewards from Lower Udas Temple, Esoterrace, Stella Research Laboratory (Easy) have been increased.

17. 6 Transformation Fragments have been added.

Item
Ariel's Apostle Transformation Fragment
Azphel's Apostle Transformation Fragment
Yustiel's Apostle Transformation Fragment
Triniel's Apostle Transformation Fragment
Vaizel's Apostle Transformation Fragment
Lumiel's Apostle Transformation Fragment

18. Collect 100 Fragments to obtain a Transformation Contract.

19. Unusable Raid Monster Summoning Scrolls can now be used.

Item
Ancient Creatures Summoning Scroll: Kadabra
Ancient Creatures Summoning Scroll: Rachmaga
Ancient Creatures Summoning Scroll: Yanohas
Ancient Creatures Summoning Scroll: Pupuru
Summoning Scroll: Dumaha Commander
Summoning Scroll: Rachmaga

20. Re-Identification tooltips of some items have been fixed.

21. Some Costumes have been fixed.

22. The colours of [Event] Pharaoh's Robe/Headdress have been changed.

23. The apperance of '[Event] Bear Ear Headband (7 days)' could not be changed. This issue has been fixed.

24. Shell Gold has been added to the Allingis and Byolk stores.

25. Some outdated items have been removed from the drop.

26. Some reward weapon and armor chests from Instanced Dungeons can now be stored in the account warehouse.

27. The apperance of some costume items has been fixed.

Odian

1. Accessory-exclusive Odian system has been added.



- Odians can be attached to equipment such as necklaces, earrings, rings and belts.
 - Only Odians that match your class can be used. Attached Odians can be removed.
 - Odian slots must be expanded before Odians can be attached to accessories.
 - When attached, a normal skill or an Odian skill becomes available for use, depending on the Odian. The usage conditions of each skill differ depending on the Odian.
 - You will need multiple Odians to be able to use the Odian Skill. To enhance the skill, you will need to polish the Odian.
 - Equipment with an Odian attached can be neither traded in the Auction House nor stored in the warehouse.
2. Added an Odian extraction system.
 - Slot Stones are obtained when extracting Odians, or Cleaning Powder when an Extraction Material is used.
 3. Added an Odian Fusion.
 - Odian Fusion creates a new Odian.
 - If Odians of the same colour and quality are fused, an Odian of the same colour and quality is obtained, but with a different skill. The assigned skill is random so there is a chance to receive an Odian with the same skill.
 - If two Odians of different colours are fused, an Odian of a completely different colour is obtained.
(For example, fusing a Crimson Odian with an Azure Odian results in a Jade Odian.)
 - If two Odians of different quality are fused, an Odian of a random quality is obtained.
 - A Glowing Odian can not be obtained by fusing two Odians of a different quality.
 - Odians for different classes can not be fused.

Rune

1. Feather-exclusive Rune System has been added.



- Runes can be used on Wings, Feathers, Bracelets. Equipped Runes can be removed.

- Rune Feather Slots must be expanded before Runes can be attached.

- Attaching runes activates their own passive skills. Polish enchants these skills.

- Equip 3 Runes with the same prefix to enhance your transformations.

2. Added a rune extraction system.

- Slot Stones are obtained when extracting runes, or Cleaning Powder when an Extraction Material is used.

3. Added a rune fusion system.

- New runes are obtained via rune fusion.

- If runes of the same form are fused, another rune of this form is obtained.

- If two runes of different forms are fused, a rune of a completely different form is obtained.

(For example, fusing an Attack Rune with an Enhancement Rune results in a Support Rune.)

Odian/Rune

1. Added a new contamination/cleaning system for Odians and runes.

- Odians/runes are enchanted by polishing in the Boost/Modify window.

- Ancient Polishing Stones are required for the polishing of Odians/runes.

- If the polishing of Odians/runes fails, there is a certain probability of the item becoming contaminated. This prevents it from being polished.

- A Contaminated item can be purified with an Ancient Purifier. As the number of Purifications increases, so does the number of required Ancient Purifiers.

Instances

1. Added the new group instance 'Ara Infernalial'.

Entrance	Players	Level	Entries	Reset
Silentera Canyon	2~6	80	2 times per week (Free)	Wednesday at 9 AM
Unknown Lands			4 times per Week (Goldpack)	

- The rewards depend on the difficulty level (easy, normal).

- New accessories and feathers can be obtained there.

- New 'Ara Infernalial' quests have been added.

1. Removed the following instances:

- Narakkalli, Holy Tower, Beshmundir Temple

2. The prefix [Campaign] has been removed from development instances.

3. Added the new instance 'Makarna of Bitterness (difficult)'.

Entrance	Players	Level	Entries	Reset
Silentera Canyon	2~6	80	4 times per week	Wednesday at 9 AM
Hope's Demise				

- This instance shares the number of entries with 'Prometun's Workshop (difficult)'.
- Added upgrade material for Ultimate Starlight equipment.
- 4. The score and appearance conditions for the Dredgion monsters have been changed.
- 5. The boxes in the Runatorium now appear at different times.
- 6. Teleport NPCs are now available in the Runatorium.
- 7. Ambush used by Girad in the Tower of Challenge (middle level, 5th floor) will no longer trigger the Remove Shock Icon.
- 8. You will now obtain more Kinah from the 8th floor of the Tower of Challenge.
- 9. Up to 30 players will now receive rewards for the best score in the Tower of Challenge (middle level) ranking.
 - The ranking rewards have been changed.
- 10. The duration of some Battlefields and Arenas has been changed.
 - Ashunatal Dredgion
 - Runatorium
 - Arena of Discipline
 - Arena of Cooperation
 - Illumiel
 - Kamar's Battlefield
 - 3vs3 Golden Crucible
- 11. If you successfully kill 4 bosses in the 'Prometun's Workshop (difficult)', and the bosses in 'Makarna of Bitterness (difficult)', there is a chance to receive an additional reward box.
 - The box contains the Extreme equipment.
- 12. The respawn position after dying inside the Esoterrace Instanced Dungeon has been changed.
- 13. The drop from the final boss inside the Esoterrace Instanced Dungeon has been changed to come from the boss directly.
- 15. The entrances to some instances are now located elsewhere.
- 16. If the conquest is successful within the time attack time, an additional reward chest will appear in the following instances:
 - Ara Infernalialia (normal), Ara Infernalialia (easy)
- 18. The difficulty of some instances has been reduced.
 - Stella Development Laboratory (easy), Stella Development Laboratory (normal), Beninerk's Manor (easy), Beninerk's Manor (normal)
- 19. The Jotun NPC will now disappear after engaging Raging Prigga, the final boss inside the Prometun Workshop (difficult) instance.
- 20. You will no longer be able to glide through some terrain inside the Tower of Challenge.
- 21. The effects of some skills used by Minionite Lord in the Hidden Minium Warehouse have been fixed.
- 22. You will no longer be able to use Remove Shock against the Slayer's Restraint skill used by Kunax inside the Tower of Challenge (Middle Level).
- 23. The difficulty of Beninerk's Manor (Easy) has been adjusted. - Abilities have been lowered.
 - The rewards have been changed.
- 24. The entrance to the Hererim Mine has been changed to allow both, Elyos and Asmodians, entrance. The location of some Entrances has been changed.
- 25. New [[Stella Private Stadium]] Instanced Dungeon has been added.
 - Can be entered with Legion members.

Entrance	Players	Level	Entries	Reset
Dumaha "Orbis Training Arena"	2~6	80	2 entries a week	Wednesday at 9 AM

- 26. The difficulty of Stella Development Laboratory (easy) has been reduced.
 - Resurrection skills can now be used in all areas.
 - Slime monsters will no longer appear near the switch during Weakling Draug fight.
 - During Weakling Draug fight, the switches will now appear immediately.
 - The slime that heals Weakling Draug has been removed.
 - Explosive spores during Weakling Draug battle will only show one contaminated pool.
 - The generation time of the plague zone created by Weakling Shiamon has been changed from 5s to 10s.
 - The attack power of assassin monsters summoned during Weakling Shiamon fight has been significantly reduced.
 - The number of monsters summoned by Weakling Paplap has been significantly reduced.
 - The damage of Weakling Paplap's Electric Waves has been significantly reduced.

- Weakling Daeva Mob Leader will no longer clime on the pillar during the fight.
- 27. The level of skills used inside the Kubrinerk's Monster Cube Laboratory dungeon has been adjusted.
- 28. The names of some skills used inside the Kubrinerk's Monster Cube Laboratory dungeon have been changed.
- 29. Traps will no longer give Abyss Points when killed inside the Hidden Minionite Warehouse.
- 30. Ancient Fame Essence: Dumaha has been added as a reward for the Stella Research Laboratory (Easy), Beninerk's Manor (Easy) dungeons.
- 31. The rewards for the Stella Development Laboratory (Normal), Beninerk's Manor (Normal) have been increased.
- 32. You will no longer gain XP from killing Pyre Soul in the Lower Udas Temple dungeon.

Battlefield

1. Added the new group battlefield 'Raging Valley'.

Admission	Players	Level	Entries	Reset
Can be entered via the 'Entry request' button	2~6	80	1x daily	Daily at 9 AM

- For the battle in the Raging Valley, all participants receive the same stats.
- The game lasts for 10min and whoever accumulates more points at the end or earns a 2,000 points advantage will win.
- Points are scored for defeating the enemy faction, Stella Guardians and the chief guardian, or for finding the real Inanna.
- You gain 5 points for regular guards, 50 for opposite players, 100 for the captain, 200 for real Inanna, and 100 for players if you are outmatched.
- You can obtain root, Aether's Hold, and scarecrow polymorph items from boxes that appear on the field.

Character

1. Up to 8 equipment sets can now be configured.
2. Level 55 constraints have been removed.
 - At level 55, if you gain enough expiriance, you will level up to 56 without any additional requirements.
3. The number of uses of 'Lunamon's Rescue' now determines the waiting time until resurrection.
 - Soul Healer will be able to reset the number of uses.
4. The 'Cube Expansion Key' now opens more cube slots.
5. Characters that have logged out in certain areas or anchored in a landing site are relocated as follows:
 - Heiron, Beluslan, Inggison, Gelkmaros -> Elyos: Heiron / Asmodian: Beluslan
 - Signia, Vengar, Lakrum, Dumah -> Elyos: Inggison / Asmodian: Gelkmaros
6. Female characters would not blink while using the Ninja Motion. This issue has been fixed.

Lugbug Missions

1. Lugbug Missions have been changed.
 - Level 1~75 missions have been changed, and new level 76~80 missions have been added.
 - Lugbug rewards have been changed and new items have been added.
2. The number of kills for the LEVEL 1~75 "[Instance] No mercy!" mission has been changed to 3.
3. New missions have been added. The order and days for some missions have been changed.
4. The icon for some reward boxes has been changed.

Quests

1. Some quests in Lakrum/Dumah have been chaned.
2. New quests in Lakrum have been added.
3. New quests have been added to the Gelkmaros/Inggison regions.
4. Some quests in Heiron/Beluslan have been changed and new quests have been added.

5. Quests that can no longer be completed have been removed.
6. Added new quests on the new battlefield 'Raging Valley'.
7. New Pandarung Infiltration quests have been added.
8. Quests for the Legion Winding Towers have been added.
9. New Quests have been added to the Silentera Canyon region.
10. New quests have been added to the Unstable Hall of Knowledge.
11. Tooltips and targets for the Legion Tasks have been changed.
12. New quests have been added to the Makarna of Bitterness (difficult).
13. Added new quests for 'Insignia of Experience' in Inggison/Gelkmaros.
14. Quests to earn Fame have been added.
15. Added Fortress Battle quests with medal rewards.
16. Windstream quests have been changed.
17. Pandora quests have been removed.
18. Your transformation will now disappear when changing into Inanna during 'Beninerk, a Special Friend' mission.
19. Acquisition and performance levels for Heiron Coastal Guard Post Support Quest have been changed.
20. New Race/Legion quests related to Large Dumah Altars have been added.
21. XP from some quests has been removed.
22. You will now accept [Instance] Lepharist Secrets quest immediately after entering the Aetherogenetics Lab dungeon.
23. The reward for some quests has been changed to Abyss Points.

Race	Quest Name
Elyos	[Instance] Challenge of the Arena of Discipline 1
	[Instance] Challenge of the Arena of Discipline 2
	[Instance] Challenge of the Arena of Discipline 3
	[Instance/Group] Challenge of the Arena of Cooperation 1
	[Instance/Group] Challenge of the Arena of Cooperation 2
	[Instance/Group] Challenge of the Arena of Cooperation 3
	[Instance/Group] Challenge of the Ashunatal Dredgion
Asmodian	[Instance] Challenge of the Arena of Discipline 1
	[Instance] Challenge of the Arena of Discipline 2
	[Instance] Challenge of the Arena of Discipline 3
	[Instance/Group] Challenge of the Arena of Cooperation 1
	[Instance/Group] Challenge of the Arena of Cooperation 2
	[Instance/Group] Challenge of the Arena of Cooperation 3
	[Instance/Group] Challenge of the Ashunatal Dredgion

24. 'Guardian Fighter Insignia', 'Archon Fighter Insignia' quests are no longer available.

Others

1. Red Katalam (North/South) have been added to the entire world map.
2. The death Menu will no longer appear upon death in the Coliseum Training Arena.
3. World system messages upon item acquisition have been changed.
 - the message will no longer appear when someone acquires a Legendary item.
 - The world message has been changed as follows.

Before	Changed
Lakrum Capital city of the respective faction	Inggison Gelkmaros Capital city of the respective faction

Enviroment

- The Growth areas of Heiron/Beluslan have been changed.
 - Deleted superfluous NPCs and created new NPCs.
 - Created Oakle traders in Heiron/Beluslan.
 - Oakles can be traded with Oakle traders for equipment and consumables in the level 1-75 growth areas.
 - Level of NPCs and objects in the region have been changed from 10~40 to 10~75.
 - Some Teleport Bases have been added.
- Signia/Vengar regions have been removed.
 - You can no longer move to Signia/Vengar regions.
 - Pandora Raids have been removed from Signia/Vengar.
- Balaurea Teleporter has been placed at the entrance to the Empyrean Crucible.

UI

- The description of the Burning Magical Caustic and Burning Magical Fusion Stone has been fixed to reflect recent sale agent changes.
- The combat icon would not be displayed in certain combat areas. This issue hass been fixed.
- Some outdated dungs have been removed from the Instance Info window.

Transformation

- Transformations and Collections have been added.

Grade	Transformation	Effect
Legendary	Ariel's Apostle	Atk. Speed +27% Casting Spd. +27% Speed +60% Healing Boost +63 Physical Attack +160 Magic Attack +160 Physical Defence +168 Magic Defence +168 Crit Strike +263 Crit Spell +263
	Azphel's Apostle	Atk. Speed +27% Casting Spd. +27% Speed +60% Healing Boost +63 Physical Attack +160 Magic Attack +160 Physical Defence +168 Magic Defence +168 Crit Strike +263 Crit Spell +263
	Yustiel's Apostle	Atk. Speed +32% Casting Spd. +23% Speed +60% Healing Boost +63 Physical Attack +160 Magic Attack +160 Physical Defence +168 Magic Defence +168 Crit Strike +263 Crit Spell +263
	Triniel's Apostle	Atk. Speed +32% Casting Spd. +23% Speed +60% Healing Boost +63 Physical Attack +160 Magic Attack +160 Physical Defence +168 Magic Defence +168 Crit Strike +263 Crit Spell +263

	Vaizel's Apostle	Atk. Speed +20% Casting Spd. +35% Speed +60% Healing Boost +63 Physical Attack +160 Magic Attack +160 Physical Defence +168 Magic Defence +168 Crit Strike +263 Crit Spell +263
	Lumiel's Apostle	Atk. Speed +20% Casting Spd. +35% Speed +60% Healing Boost +63 Physical Attack +160 Magic Attack +160 Physical Defence +168 Magic Defence +168 Crit Strike +263 Crit Spell +263

Collection	Effect
Eternal Death	Spell Fortitude +30
Muscles complement the outfit perfectly	Strike Fortitude +30
Pyjama Party	Evasion +323
Do you know the way?	Magic Resist +323
Black & White Theory	Crit Strike Damage +50, Crit Spell Damage +50
Extravagant Ball Costume	Healing Boost +74
Polyamorous	Magic Defence +171
Gods and Apostles of Fantasy	Spell Fortitude +80
Gods and Apostles of Fate	Strike Fortitude +80

Minion

1. When you acquire an S grade Minion through fusion, a message in the region will now be displayed.

Skills Changes

1. Spiritmaster's 'Flames of Anguish' skill will no longer be affected by target's Immobilisation resistance.
2. Stellusia Guardians will no longer turn hostile when a Chanter uses 'Penetrating Wave'.
3. The stun effect of Painter's 'Sudden Smash' and 'Shocking Blast' skills will no longer be removed with Purification skills.
4. The tooltip of Cleric's 'Blessed Shield' has been changed.
5. Some Skill effects have been changed.

General

Skill Name	Before	After
Protection: Dispel Magic I	Single activation removes 1 buff from the target	Requires 2 activations to remove 1 buff from the target

Gladiator

Skill Name	Before	After
Tenacity	Increases Physical Attack by 1,000	Increases Physical Attack by 1,200

Defence Preparation	Increases Magic Defence by 500. Increases Physical Defence by 500. Increases Add. PvP Def. by 500. Reduces Add. PvP Atk. by 400. Reduces Physical Attack by 400.	Increases Magic Defence by 800. Increases Physical Defence by 800. Increases Add. PvP Def. by 800. Reduces Add. PvP Atk. by 600. Reduces Physical Attack by 600.
Combat Preparation	Increases Physical Attack by 500. Increases Add. PvP Atk. by 500. Reduces Physical Defence by 400. Reduces Magic Defence by 400. Reduces Add. PvP Def. by 400.	Increases Physical Attack by 800. Increases Add. PvP Atk. by 800. Reduces Physical Defence by 600. Reduces Magic Defence by 600. Reduces Add. PvP Def. by 600.
Springing Slice	Deals 1,019 physical damage	Deals 1,222 physical damage
Draining Blow	Deals 1,176 physical damage	Deals 1,412 physical damage
(Improved) Draining Blow	Deals 1,586 physical damage	Deals 1,904 physical damage
Crippling Cut	Deals 1,578 physical damage	Deals 1,895 physical damage
(Improved) Crippling Cut	Deals 2,129 physical damage	Deals 2,555 physical damage
Earthquake Wave	Deals 1,021 physical damage	Deals 1,225 physical damage
(Improved) Earthquake Wave	Deals 1,377 physical damage	Deals 1,900 physical damage
Fury Absorption	Absorbs HP equal to 50% of the damage.	Absorbs HP equal to 20% of the damage.
Draining Sword		
(Improved) Draining Sword		

Templar

Skill Name	Before	After
Dazing Severe Blow	Reduces Physical Defence by 50	Reduces Physical Defence by 160
Judgment Blow	Deals 1,511 physical damage	Deals 1,814 physical damage
Shield Shock	Deals 758 physical damage Cooldown: 1m	Deals 910 physical damage Cooldown: 30s
Bloodstorm Blow	Deals 594 physical damage	Deals 713 physical damage
Bloodstorm Splitter	Deals 594 physical damage	Deals 713 physical damage
Depriving Strike	Deals 594 physical damage Absorbs HP equal to 40% of the damage	Deals 713 physical damage Absorbs HP equal to 20% of the damage
(Improved) Bloodstorm Splitter	Deals 706 physical damage	Deals 847 physical damage
(Improved) Depriving Strike	Deals 706 physical damage Absorbs HP equal to 40% of the damage	Deals 847 physical damage Absorbs HP equal to 20% of the damage
Divine Fury	Deals damage with each use	Doesn't deals damage with each use
(Improved) Divine Fury		
(Improved) Prayer of Victory	Increases Add. PvP Def. by 160	Increases Add. PvP Def. by 300
(Improvement) Armor of Asylum	Increases Add. PvE Def. by 160	Increases Add. PvE Def. by 300
Incur Wrath	Increases Enmity	Enmity boost increased by about 30%
(Improved) Incur Wrath		
Snickering Roar		

Assassin

Skill Name	Before	After
Flurry	Increases Atk. Speed by 20% Increases Crit Strike by 1500	Increases Atk. Speed by 20% Increases Crit Strike by 1500 Increases Weapon Atk. by 1500
Deadly Focus	Increases Physical Attack by 1,800	Increases Physical Attack by 2,000
Mist Butcher	Duration: 40s	Duration: 1m

Ranger

Skill Name	Before	After
Mau's Glory	50 DP to activate 200 DP every 4s to maintain	400 DP to activate 400 DP every 4s to maintain
(Improved) Mau's Glory	50 DP to activate 150 DP every 4s to maintain	300 DP to activate 300 DP every 4s to maintain
Final Storm Attack	Cooldown: 3m	Cooldown: 1m

Aethertech

Skill Name	Before	After
Limitless Power	Activation Cost: DP 100	Activation Cost: DP 400
(Improved) Limitless Power	Activation Cost: DP 100	Activation Cost: DP 300
Idium Explosion		
(Improved) Iidium Explosion	Deals magical damage	The probability of dealing critical damage reduced
Electric Snare	Cooldown: 30s	Cooldown: 12s
Rage Wave		Enmity boost increased by about 30%
Rage Brand	Increases Enmity	

Gunner

Skill Name	Before	After
(Improved) Firebug Cannon	Level 1: Deals 1,549 magical fire damage	Level 1: Deals 2,014 magical fire damage

	Level 2: Deals 2,648 magical fire damage Level 3: Deals 5,001 magical fire damage	Level 2: Deals 3,442 magical fire damage Level 3: Deals 5,001 magical fire damage
Binding Cannonball	Deals 679 magical earth damage.	Deals 815 magical earth damage.
(Improved) Binding Cannonball	Deals 916 magical earth damage.	Deals 1,099 magical earth damage.
Gift of Magic Power	Boosts the effect of 5 Magical attacks by 10% for 30s Increases Add. PvP Atk. by 770	Boosts the effect of 6 Magical attacks by 10% for 30s (Increases Add. PvP Atk. by 770 removed)
(Improved) Gift of Magic Power	Boosts the effect of 5 Magical attacks by 12% for 30s Increases Add. PvP Atk. by 770	Boosts the effect of 6 Magical attacks by 12% for 30s (Increases Add. PvP Atk. by 770 removed)
Between the Eyes	Stuns the target	Knocks the target back
(Improved) Between the Eyes		
Projectile of Silence	Can be used with Revolvers and Cannons	Can be used with Revolvers (can't be used with Cannons)
Aimed Hunter's Eye	Increases Add. PvP Def. by 3000 for 12s Increases Stun, Knock Back, Stumble, Spin, and Aether's Hold Resists by 1000 Increases Silence Resistance by 500 Increases Binding resistance by 500	Increases Add. PvP Def. by 3,500 for 12s Increases Stun, Knock Back, Stumble, Spin, and Aether's Hold Resists by 1,200 Increases Binding resistance by 1000 (Increases Silence Resistance by 500 removed)
Weakpoint Shot	Cooldown: 20s	Cooldown: 1s
Aimed Weakpoint Shot	Cooldown: 30s	Cooldown: 12s

Sorcerer

Skill Name	Before	After
Stone Skin	Grants up to 4,104 protection Increases Add. PvP Def. by 500	Grants up to 4,514 protection Increases Add. PvP Def. by 700
Prayer of Iron-Clad	Grants up to 50,000 protection.	Grants up to 80,000 protection.
Winter Binding	Cooldown: 40s	Cooldown: 30s
Graspbreaker	You teleport 10m backwards. Cooldown: 2m	You teleport 15m backwards. Cooldown: 30s
Winter Armour	You reflect 2,034 damage back to the enemy	You reflect 2,644 damage back to the enemy
(Improved) Winter Armour	You reflect 2745 damage back to the enemy	You reflect 3,569 damage back to the enemy

Spiritmaster

Skill Name	Before	After
Stone Skin	Grants up to 4,104 protection. Increases Add. PvP Def. by 500	Grants up to 4,514 protection Increases Add. PvP Def. by 700.
Order: Spirit Barrier	Grants up to 10,000 protection.	Grants up to 20,000 protection.
(Improved) Withering Gloom	Reduces the target's recovery by 10%	Reduces the target's recovery by 15% Target can't restore MP
(Improved) Nightmare Curse	Cooldown: 48s	Cooldown: 45s
(Improved) Nightmare Sorrow		
Summon Group Member	Cooldown: 10m	Cooldown: 8m

Bard

Skill Name	Before	After
Disharmony	Deals 5,156 magical wind damage	Deals 4,640 magical wind damage Low Critical Chance
(Improved) Disharmony	Deals 6,959 magical wind damage	Deals 6,263 magical wind damage Low Critical Chance
Fantastic Variation	Deals 8,835 magical fire damage	Deals 7,951 magical fire damage. Low Critical Chance
(Improved) Fantastic Variation	Deals 13,251 magical fire damage	Deals 11,926 magical fire damage. Low Critical Chance
Paralysis Resonation	Paralyses the target for 5 seconds	Paralyses the target for 5 seconds Doesn't transform into a Guardian
(Improved) Paralysis Resonation		
Healing Mode	Reduces Magic Attack by 500	Reduces Magic Attack by 800
	Cooldown: 10s	Cooldown: 30s
(Improved) Healing Mode	Reduces Magic Attack by 500	Reduces Magic Attack by 800
	Cooldown: 10s	Cooldown: 30s
Magic Boost Mode	Cooldown: 10s	Cooldown: 30s
(Improved) Magic Boost Mode	Cooldown: 10s	Cooldown: 30s

Chanter

Skill Name	Before	After
(Improved) Shelter of Resistance	Cost: DP 1000	Cost: DP 1500

Shield Mantra	Increases Physical Defence by 201 Increases Block by 452 Increases Parry by 452 Increases Evasion by 401	Increases Physical Defence by 250 Increases Block by 500 Increases Parry by 500 Increases Evasion by 450
Word of Inspiration	Reduces Healing Boost by 500. Cooldown: 10s	Increases Add. PvE Atk. by 500. Reduces Healing Boost by 1,000. Cooldown: 30s
(Improved) Word of Inspiration		
Meteor Strike	Reduces Physical Defence by 54 for 4s.	Reduces Physical Defence by 160 for 4s.
Divine Curtain	Grants up to 50,000 protection	Grants up to 80,000 protection

Cleric

Skill Name	Before	After
Chain Discharge	50% activation chance A crit strike reduces the cooldown for Call Lightning by 20 seconds.	100% activation chance A crit strike reduces the cooldown for Call Lightning by 9 seconds.
(Improved) Chain Discharge	50% activation chance A crit strike reduces the cooldown for Call Lightning by 25 seconds.	100% activation chance A crit strike reduces the cooldown for Call Lightning by 14 seconds.
Call Lightning	Deals 6,258 magical wind damage	Deals 5,006 magical wind damage
(Improved) Call Lightning	Deals 8,446 magical wind damage	Deals 6,756 magical wind damage
Blinding Light	Blinds the target for 15s	Blinds the target for 12s
(Improved) Blinding Light	Blinds the target for 18s	Blinds the target for 15s
Sacrificial Power		+ Increases Add. PvE Atk. by 500
(Improved) Sacrificial Power		+ Increases Add. PvE Atk. by 800
(Improved) Indestructible Shield Wall	Confers a protective shield for 10s Grants up to 22,800 protection	Confers a protective shield for 12s Grants up to 28,000 protection
(Improved) Indestructible Protective Shield	Confers a protective shield for 6s Grants up to 11,400 protection	Confers a protective shield for 8s Grants up to 15,000 protection

Painter

Skill Name	Before	After
Colour Rocket	Deals 1,047 physical damage	Deals 1,152 physical damage
Colour Grenade	Deals 1,349 physical damage	Deals 1,484 physical damage
Sour Dye	Deals 1,475 physical damage	Deals 1,622 physical damage
Powerful Shot	Deals 1,790 physical damage	Deals 1,969 physical damage
Attack Colour Boost	Cost: DP 1500	Cost: DP 2000

(Improved) Attack Colour Boost	Cost: DP 1000	Cost: DP 1500
(Improved) Colour of Transcendence	Restores up to 40,000 HP	Restores up to 60,000 HP
(Improved) Colour of Resistance	Restores up to 25,000 HP	Restores up to 35,000 HP
(Improved) Colour of Silence	Silences the target for 3s.	Silences the target for 4s.
Glaze Coating	You evade 5 physical attacks and 5 magic attacks for 3s.	You evade 1 physical attacks and 3 magic attacks for 3s.
(Improved) Glaze Coating		
Colour Fist	Deals 6,310 physical damage	Deals 5,679 physical damage. Low Critical Chance
(Improved) Colour Fist	Deals 8,518 physical damage	Deals 7,666 physical damage Low Critical Chance
Colour Monster	Deals 9,750 physical damage	Deals 8,775 physical damage Low Critical Chance
(Improved) Colour Monster	Deals 16,575 physical damage	Deals 14,918 physical damage Low Critical Chance

GF FEATURES

1. Changed some items in the Shugo Vending Machine.
2. The Honour Points have been reset. Existing Honour Points have been compensated at a ratio of 600 Honour Points to 1 Gold Ingot.
3. Renewed some items in the Gold Sand Shop. The following items can be purchased for a limited period (10/6/2020–24/6/2020):

Item	Price	Limitations
[Rune] Legendary Transformation Contract (10 types)	1,500 Gold Ingots	1 per week
[Rune] Ancient Transformation Contract: (18 types)	250 Gold Ingots	1 per week
Selection Box of Legendary Daevanion Skills (10 types)	200 Gold Ingots	1 per week

4. Removed substance transformation recipes specific to GF. The materials which this change makes obsolete will automatically be exchanged for Kinah.
5. Certain items in Atreia Pass have been changed.
6. Adjusted the 'Epic Loot System'.
7. Removed world drops in Lakrum and Dumaha.
8. Removed additional Kinah drops in instances.