The Official Patch Notes for Unshackled Fate

Timeless Terrace

1. Timeless Terrace has been added. It can be accessed by using the Underground Rift in Silentera Canyon. Only level 80 characters may enter.
2. Timeless Terrace is located on the Battlefield Server, but does not deplete the Dimensional Hourglass.
3. Timeless Terrace is comprised of 1 base (Hall of Eternity), 10 border areas, and 3 sanctuaries.
4. Map-specific currencies Silentium, Silentium Fusion Agent, and Captured Souls are required to purchase items in Timeless Terrace. They can be obtained in the following methods:
    - Silentium: Found on monsters.
    - Silentium Fusion Agent: Purchased from Renown merchants.
    - Captured Soul (Captured soul): Use Spirit Phials on souls, which randomly appear after certain types of monsters are slain. Spirit Phials are available from Renown Merchants.
    - Note: Captured Souls will disappear upon leaving the map.
5. Monsters in Timeless Terrace do not respawn normally after being killed. Rather, all monsters respawn when one of the following conditions are met:
    - Condition 1: An Elemental Sage is defeated. Elemental Sages occasionally spawn as monsters are defeated in their border area.
    - Condition 2: All Elemental Sages are spawned before one is defeated.
    - Note: After the monsters respawn, all Elemental Sages will despawn.
6. When the monsters respawn, sometimes Gloriad's Secret Brazier will also spawn somewhere on the map. The first player interacting with it can purchase Ultimate Bitterthorn Equipment.
7. If one dies in Timeless Terrace, they must use Kisks, Perfect Resurrection, or resurrection skills to resurrect.

8. If the game ends normally in Timeless Terrace, the player will be returned to their registered Obelisk when reconnecting.
9. If the game ends via disconnect or crash, players will be transported to the Temporal Rift if they reconnect within 3 hours. Otherwise, they will respawn at their registered Obelisk.
    - Captured Souls won't disappear in the Temporal Rift.
    - The Dimensional Rift can be used to return to the Timeless Terrace or the registered Obelisk.
    - When the game ends normally in the Temporal Rift, the character will be moved to the registered Obelisk.
    - PvP, gliding, flight, mounts, and kisks are all disabled in the Temporal Rift.

Altar of Gales

1. Altar of Gales (Easy/Normal) has been added.

Entrance	Group Size	Level	Entries (Prestige)	Reset time
Sillentera Canyon	2 – 6	80	Easy – 4(5) Normal – 2(3)	Wednesday 9AM

2. Players can earn Ultimate Stormshackle and Ultimate Truestorm equipment here, as well as Storm Shards and Legendary Manastones, depending on the difficulty attempted and reward tier earned. Reward tiers are based on clear time.
3. 100 Storm Shards and 1 Altar of Gales Seal Scroll can be combined to create an Ultimate Truestorm Equipment Box.
    - Altar of Gales Seal Scroll can be acquired by extracting the following equipment types:

Type	Acquisition
Ultimate Cruel Intruder Weapon / Armor Ultimate Stormshackle Weapon / Armor	Random
Ultimate Truestorm Weapon / Armor	Guaranteed

Glyphs

1. Added a new equipment type, Glyphs.
2. There are several types of Glyphs, each resisting a specific crowd control effect.
3. Glyphs can be earned from Glyph Boxes, which are assembled by combining 100 Glyph Box Fragments.
4. Glyph Box Fragments can be obtained from Lugbug Missions and Renown Merchants.
5. Glyphs can be enchanted up to +5 by using Glyph Scrolls.
6. Unlike enchanting other equipment types, Glyph Scrolls will always succeed – but the stats they add are randomized.

Lumiel's Transmutation

1. Added Lumiel's Transmutation. The UI can be accessed via the main menu, or by clicking on the ring menu of a transmutable item.
2. Players can add items to gain transmutation energy. This will delete the material items.
3. When transmutation energy is full, transmutation can be started. Five possible rewards will be displayed, from which one can be chosen at random.
   - Advanced Transmutation allows one to spend Kinah to reroll the five possible rewards.
4. There are three types of transmutation, each with its own material items and list of rewards.

Item Collections

1. Added Item Collections. The UI can be accessed via the main menu, or by clicking on the ring menu of a collectible item.
2. Item Collections allow players to register certain sets of items in exchange for bonus stats, which are applied to each character on the same account and server. Completing some collections can also award items.
   - Some collections progress in tiers, and will offer a portion of their stats at each tier.
3. Registered items are deleted from the inventory. Please use extra caution when registering, as Support may not be able to restore items lost in this fashion.
4. Completing collections will increase your collection level, visible at the top of the window.
5. As collections are completed, stats will display in the following areas:
   - Your total stats for completed collections will display on the right side of the window, and will be added to the collection tooltip (they are combined with the stats from Transformation Collections).
   - Your collection level stats can be viewed by clicking the button at the right side of the collection level bar. These stats are reflected in the character window, but are not displayed as part of the collection tooltip or with the aggregated collection stats.
6. Stats from item collections are shared across characters on the same server for each account.

Skills

1. Fixed a bug where the Ranger's Breath of Nature and its Daevanion skills were not correctly adding resistance values.
2. Fixed an issue where some skill effects from enchanting Gemstones were not added correctly.
3. Fixed some skill graphical issues.
4. Balanced skills for each class:

Gladiator

Skill	Change
Crashing Cleave	Increased number of targets from 6 to 10.
Unraveling Assault	Increased number of targets from 6 to 12.

Skill	Change
(Advanced) Unraveling Assault	Increased number of targets from 6 to 18.
Ferocious Lunge	Increased number of targets from 6 to 8.
(Advanced) Ferocious Lunge	Increased number of targets from 6 to 8.

Templar

Skill	Change
Taunt	
Mocking Blast	
Capture	
Illusion Chains	Increased Enmity by 50%.
Provoking Roar	
Incite Rage	
(Advanced) Incite Rage	
Sword Storm	Increased number of targets from 6 to 8.
Provoking Roar	Increased number of targets from 6 to 8.

Cleric

Skill	Change
Vengeful Lightning	Increased number of targets from 6 to 10.
	Decreased cooldown from 40s to 30s.
Divine Paralyze	Decreased paralysis duration from 2s to 1s.
	Increased cooldown from 24s to 36s.
Paralyzing Spark	Increased paralysis duration from 1s to 1.5s.
	Removed critical hit effect.
	Decreases Divine Paralyze's cooldown by 7s if it hits.

Skill	Change
(Advanced) Paralyzing Spark	Increased paralysis duration from 1.5s to 2s.
	Removed critical hit effect.
	Decreases Divine Paralyze's cooldown by 11s if it hits.
(Advanced) Divine Crackle	Decreased the chance to crit by 50%.
Saving Grace	Decreased cooldown from 30s to 16s.
(Advanced) Saving Grace	Decreased cooldown from 18.9s to 8s.
Rapid Salvation	Decreased cooldown from 60s to 40s.
(Advanced) Rapid Salvation	Decreased DP cost from 2000 to 1500.
	Decreased cooldown from 60s to 30s.
Iron Wall Salvation	Increased DP cost from 1500 to 2000.
(Advanced) Iron Wall Salvation	Increased DP cost from 1000 to 1500.

Chanter

Skill	Change
Iron Crash	Increased number of targets from 6 to 10.
Dizzying Smash	Increased number of targets from 6 to 8.
(Advanced) Dizzying Smash	
Resonant Strike	Increased number of targets from 6 to 8.

Assassin

Skill	Change
Dashing Cleave	Now deals damage to targets afflicted with Shock, Immobilize, or movement speed reduction.
Flash of Speed	Added basic stealth for 3 seconds.
Massacre	Increased number of targets from 6 to 8.

Ranger

Skill	Change
Arrow Hurricane	Increased number of targets from 6 to 10.
Arrow Deluge	Increased number of targets from 6 to 8.

Sorcerer

Skill	Change
Meteor Wave	Increased number of targets from 6 to 10.
Frost Binding	
Flame Waltz	Increased number of targets from 6 to 8.
Shifting Magma	
(Advanced) Shifting Magma	

Spiritmaster

Skill	Change
Stone Onslaught	Increased number of targets from 6 to 10.
Magic's Curse	Increased number of targets from 6 to 10.
Choking Winds	Increased number of targets from 6 to 8.
(Advanced) Choking Winds	
Sandblaster	
Spirit Bind	
(Advanced) Spirit Bind	

Songweaver

Skill	Change
Dissonant Cleave	Increased number of targets from 6 to 10.
Harmony of Tempest	Increased radius from 4m to 6m and number of targets from 6 to 8.
(Advanced) Harmony of Tempest	
Strengthened Tempest Variation	Increased number of targets from 6 to 8.
(Advanced) Hurricane's Chant	
Fiery Requiem	
(Advanced) Fiery Requiem	
Dazzling Flourish	
(Advanced) Dazzling Flourish	
Combustible Cacophony	Increased magic damage by 30%.
(Advanced) Combustible Cacophony	

Vandal

Skill	Change
Living Masterpiece	Increased number of targets from 6 to 10.
Sticky Paint	Increased number of targets from 6 to 8.
(Advanced) Sticky Paint	Increased number of targets from 6 to 8.
	Decreased cooldown from 42s to 24s.

Gunslinger

Skill	Change
Focused Fire	Increased number of targets from 6 to 10.
Cleaving Qooqoo	
Suppressing Fire	Increased number of targets from 6 to 8.

Skill	Change
(Advanced) Suppressing Fire	
Wave Cannon	
(Advanced) Wave Cannon	
Precise Shots	Changed to cause 3 critical hits for the next 7 seconds.
(Advanced) Precise Shots	Changed to cause 4 critical hits for the next 10 seconds.
Pressurized Chamber	No longer affected by critical hit skill effects.
(Advanced) Pressurized Chamber	No longer affected by critical hit skill effects.

Aethertech

Skill	Change
Slam Shot	Increased magical damage by about 15%.
(Advanced) Slam Shot	Increased magical damage by about 15%.
Aion's Favor	Changed to on hit, chance to increase Magic Crit against the target by 700 for 3s.

Instances

1. Added the final boss monster, Berserk Beritra, to Infernal Drakenspire Depths (Hard).
2. Adjusted Arena of Solitude's entry time to 8PM and 11PM every day, for 60 minutes at a time.
3. Changed rewards for certain instanced dungeons.

Instance List	
Lower Udas Temple	Benirunerk's Estate (Easy/Normal)
Esoterrace	Primeth's Forge
Stellin Laboratory (Easy/Normal)	Infernal Drakenspire Depths
Altar of Ascension (Easy/Normal)	Herelym Mine

4. Re-organized all battlefield rewards.
5. Assistance in The Red Cellar can now be exchanged for Experience Marks instead of Stellium.
6. Adjusted drop rate and quantity of Heart of Protection in some instances.
7. Fixed an issue where guard captains would sometimes not spawn in Chaotic Vale.

8. Increased the damage of some of Mortasha's skills in Altar of Ascension, and adjusted some combat patterns.
9. Fixed an issue where Hand of Reincarnation would sometimes be deleted upon entering some instances.

Items

1. Reorganized Aetherforging recipes.
   - Added new recipes.
   - Modified some recipes' required materials.
   - Deleted some recipes.
2. Added a new Cubic for Altar of Gales' final boss, which can be obtained in Qubrinerk's Monster Cubic Lab.
3. Added a new Cubic for Berserk Beritra, which can be obtained in Qubrinerk's Monster Cubic Lab or from Renown rewards.
4. Modified the Renown merchant item lists.
5. Fixed an issue where some crowd-control penetration Runestone effects did not apply.
6. Removed some unused items from merchants.
7. Hunting Bomb items in Inggison and Gelkmaros can now be used while moving.
8. Increased some of the defensive stats of Ultimate Scarlet Luminance feather accessories.
9. Fixed an issue where some item stats were not being applied correctly.
10. Fixed an issue where destruction of Paragon equipment could reduce character stats in certain situations.
11. Changed some item requirements that were using discontinued coins.
12. Changed the item prices of some instance merchants in Demaha that accept Experience Marks.
13. Fixed some cases where the reset time was incorrect for merchant purchase limits.
14. Fixed some equipment displaying incorrectly on the character.
15. Weapon boxes from Infernal Drakenspire Depths (Normal) and Benirunerk's Estate (Easy/Normal) are now selection boxes.
16. Fixed an issue where some items would not display when searching at the broker.
17. Fixed an issue where Divine Fertile Soil could not be obtained.
18. Some event minion contracts can now be destroyed without typed confirmation input.

UI

1. Fixed an issue where Knockback and Stumble resistance values would sometimes display incorrectly in the character window.
2. Fixed intermittent client crashes that occur when the character detail view feature was used.
3. Adjusted the sound option's default reset value to 80.
   - This change will only be visible by clicking the Reset button in the Sound Options. Your existing settings will be retained.
4. Fixed essencetapping ingredients not working correctly.
5. Adjusted some information in the item guide.

Sieges

1. Reduced the AP rewards of sieges.
2. Fixed where Pleased Lugbug would fail to spawn after winning a siege in Inggison.
3. Fixed an exploit that allowed players to enter forts abnormally at the start of a siege.
4. Increased Divine Fortress barrier damage.

Lugbug's Missions

1. Revised the rewards of daily and weekly Lugbug Missions.

Competition Ranking

1. Rankings were deactivated one week in advance of the update. They will restart at midnight after the update maintenance.
2. GP will be reset and players will be mailed gold ingots as they have been in the past.

Environment

1. Added some neutral areas to Lakrum.
2. Corrected some terrain issues in Demaha.

Quest

1. Added missions and quests for Timeless Terrace.
2. Added quests for Altar of Gales.
3. Added tutorials related to item collection.
4. Revised certain quests' rewards.
5. Adjusted quests related to Altar of Ascension, Chaotic Vale.
6. Deleted Windstream quests.
   - Unused quest items will be exchanged when connecting to the game.
7. Fixed where Balaur language was not being translated for some characters even after completing the necessary quest.

Character

- Fixed some preview skills displaying awkwardly during character creation.

Monster

1. Changed the AP reward of certain monsters that appear at Herelym Mine.
2. Revised drops from some monsters in cross-server zones.
3. Increased the stats of monsters in Lakrum, Demaha and Crimson Katalam.
4. Added monsters to Lakrum.
5. Added additional monster spawns to certain areas of Inggison and Gelkmaros, and increased the spawn rate of some other monsters.

NPC

1. Fixed some NPCs having the wrong levels.
2. Fixed an issue where Pleased Lugbug would become unresponsive in some cases after winning a siege.
3. The position of some NPCs inside the Gelkmaros Fortress were adjusted.

NCW Feature Changes

1. Updated Lockbox contents

Drop List	Name	Qty
Bonus Rewards	Cute Kitter Costume Selection Box	1
	Ultimate Enchantment Stone Selection Box	1
	Ultimate Engraved Manastone Selection Box	1
	Wild Kitter Weapon Skin Selection Box	1
	Daevanion Essence Box	1
	[BCM] Legendary Transformation Contract (10 Types)	1
	[Event] Rank 2 Grade A Minion Contract Selection Box	1
	Flawless Manastone Supplement Selection Box	1
	Stigma Enchantment Stone	10

Drop List	Name	Qty
	Daevanion Skill Bundle	1
	[BCM] +12 Stigma Selection Box	1
	100% Enchantment Stone Selection Box	1
	100% Stigma Enchantment Stone	1
	Advanced Platinum Cubicle Bundle	1
	Berdin's Lucky Star	1 or 5
	Mysterious Beverage	25
	Mysterious Food	25
	Abyssal Star	1 or 5
	Yasuba's Favor	1
	Grade S Minium	25
	Grade A Minium	50
	Major Ancient Crown	2 or 10
	+9 Stigma Selection Box	1
	Cute Minion Contract (14 types)	1
Main Rewards	Instance Bonus Entry Scroll Selection Bundle	1
	Instance Bonus Entry Scroll Selection Bundle II	1
	Battlefield Bonus Entry Scroll Bundle	1
	Legendary Engraved Manastone Selection Box	1
	[BCM] Glyph Scroll	1
	[BCM] Ancient Refining Stone	1
	Legendary Enchantment Stone Selection Box	1
	Transparent Transformation Scroll	50
	Mysterious Recovery Serum	50 or 100
	Special Transformation Contract (64 Types)	2
	Lucky Kinah Chest	1

Drop List	Name	Qty
	Magic Crystal Bundle	1
	Alcemium Bundle	1
Coins	Lockbox Coin	1, 2, 5, or 25

2. Updated Lockbox Merchant offerings.
3. Added 100% Stigma Enchantment Stone to the Shattered Abyssal Splinter merchant.
4. Added the following to new content:
   - Prestige Coin drops.
   - Lockbox and Lockbox Key drops.
   - Transformation Contract boss drops.
   - Luna Material boss drops.
5. Luna can be used to add entries to Altar of Gales (Easy/Normal) when they run out.
6. Added Altar of Gales (Easy/Normal) to the list of instances affected by the Prestige Pass entry boost.