



The Secret of Empire

12 March 2019

Hunting Zones

Imperial Tomb

A new zone has been added - **Imperial Tomb**.

The zone is meant for a full party of characters level 83–85.

You can get to the zone via Gatekeeper Tatiana in the Town of Goddard.

Imperial Tomb is divided into 2 zones: for solo and for full party hunting. The monsters dwelling at the entrance are not aggressive and don't come to help their kin, which makes hunting easier.

The monsters dwelling at lower levels are extremely powerful, meaning that only high-level characters in best equipment are capable of defeating them.

Defeating some monsters in the zone will only bring you XP and SP.

From such monsters as Blood Priest and Chakram Beetle you can get Sepulcher Pass, which is necessary to enter the Four Sepulchers instanced
dungeon.

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Four Sepulchers consists of 4 party dungeons, including Sepulcher of Rulers, Judges' Sepulcher, Great Sages' Sepulcher and Conquerors' Sepulcher.

The zones are meant for 4-9 players level 80 and above.

You can get into the instances via special Manager NPCs located in Imperial Tomb. To enter a specific zone, you need to talk to the corresponding NPC.

The zones are non-standard instanced zones created individually for every command channel on the server. The remaining time before re-entering the zones cannot be checked with the `/instancezone` command.

It's impossible to enter the instanced dungeon if any other party is inside.

To enter the dungeon, every party member should have a Sepulcher Pass in the inventory, which can be obtained when defeating such monsters as Blood Priest and Chakram Beetle in Imperial Tomb.

How to enter

*NPC Sepulcher
Manager*

Min. level to enter

80 and above

**Every party member
should have**

*Sepulcher Pass - 1 p.
(common dungeon)*

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Each instance consists of 6 rooms: Monsters dwell in 5 rooms, and you have to complete a specific quest to move further, and in room 6 you'll find the boss.

The instance difficulty is defined at random when you enter. Depending on the difficulty, different bosses appear in the last room of the dungeon: Halisha's Shadow Alectia, Tisha, Mekara or Morigul.

After you've defeated the final boss in the Tomb, you'll see Halisha's Chest (common dungeon) or Halisha's Chest + Halisha's Chest with treasures (unstable dungeon). You can different rewards from the chests: Forgotten Manuscripts to learn rare skills, chests with weapon and armor grade A, resources for crafting items grade S, gems grade A/S, etc.

As loot from bosses, you may get goblets with the same names: Goblet of Alectia, Goblet of Tishas, Goblet of Meka, Goblet of Morigul. When you have all 4 goblets, talk to Ghost of Wigoth to exchange them for an S-grade weapon or armor recipe (at your choice).

If a character dies in the dungeon, there's no XP or item loss.

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**How to enter***NPC Imperial Tomb Guide***Level to enter***70 and above***Amount of participants***Command channel of 27 characters and above***Time limit***2 hours***Zone reset***Wednesday, 6.30 a.m.*

The main reward for a successful raid is Frintezza's Necklace. You may also get weapon and armor grade A (including best weapon grade A), Sealed Crafting Packs for weapon and armor grade S, special varnish to upgrade equipment, etc.

Just like in Balthus Knights instanced zones, after a boss has been defeated, a special NPC appears, in Frintezza's instance it's Imperial Tomb Ghost giving the following reward:

For characters level 70-75: High-grade XP Scroll Ticket (2 p.)

For characters level 76 or above: High-grade XP Scroll Ticket (4 p.)

The tickets can be exchanged for an XP Scroll: 100,000,000 in the corresponding instanced zones or via Senior Appraiser Leo.

If a character dies in the dungeon, there's no XP

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Name	<i>Residence of King/Queen</i>
How to enter	<i>NPC Tara/ Iris/ Wiri/ Tritan</i>
Level to enter	<i>80 and above</i>
Location	<i>Forge of the Gods / Garden of Eva / Land of Winds / Wall of Argos</i>
Amount of participants	<i>Command channel of 27-100 characters</i>
Time limit	<i>20 minutes</i>
Zone reset	<i>Wednesday, 6.30 a.m. (Separate reset for each zone)</i>

Rest of extreme zones is not related to the zones in common mode.

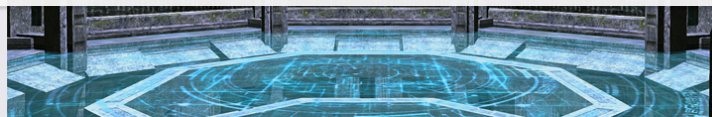
Changes in Hunting zones

Some zones have been changed:

Cruma Tower

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Monsters are not aggressive anymore.

Monster respawn time has been reduced.

Defeating some monsters in the zone will only bring you XP and SP - no trophies.

The amount of XP and SP, obtained for defeating some monsters, has been increased.

Antharas' Lair

Monsters' level has been increased by 8: now monsters level 68-78 dwell in the zone.

According to the changed levels, battle stats of monsters have also been increased.

Defeating some monsters in the zone will only bring you XP and SP - no trophies.

The amount of XP and SP, obtained for defeating monsters, has been increased.

The amount of adenas to be obtained has somewhat been increased.

Monster respawn time has been reduced.

Monsters are now vulnerable to melee weapon and bows, there's also decrease in their M. Def.

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Tower of Insolence



Monsters' level has been increased by 3: now monsters level 54-78 dwell in the zone.

According to the changed levels, battle stats of monsters have also been increased.

The amount of XP and SP, obtained for defeating monsters, has been increased.

The changes of getting trophies and the amount of trophies have been changed: for some monsters, the chances of dropping/spoiling items has been increased, however the amount has been reduced, and vice versa.

The amount of adenas to be obtained has somewhat been increased.

Monster respawn time has been reduced.

Monsters are now vulnerable to melee weapon, there's also decrease in their M. Def.

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The number of monsters has been increased.

Fire respawn time has been reduced.

Varka Silenos Barracks



The number of monsters has been increased (at the entrance to the zone and in some other parts).

Forgotten Island

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The number of monsters has been increased.

Monsters come back to their spawn places if you try to lead them too far.

Double amount of XP and SP, obtained for defeating Ketra Orc Grand Priest and Varka Silenos Grand Priest, but there's no drop from them anymore.

The number of monsters, appearing with Treasure Chest, has been increased.

Attribute Hunting Zones

The following monster stats in party zones have been decreased: P. Atk. / M. Atk. / P. Def. Monster stats in solo hunting zones remain the same.

The number of monsters in solo and party hunting zones has been increased.

Catacombs and Necropolises

The amount of XP and SP, obtained for defeating monsters, has been increased a little.

The amount of adenas to be obtained has

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has been increased, however the amount has been reduced, and vice versa.

World boss Antharas



The max. amount of raid participants has been increased: 300 → 450.

The amount of XP and SP obtained for defeating Antharas has been significantly decreased, however the amount of some trophies has been increased (chances of dropping remain the same).

The following stats of the boss have been significantly decreased: HP / P. Atk. / M. Atk. / P. Def. / M. Def., but HP regeneration has been significantly increased.

World boss Zaken

The amount of trophies has been increased, chances remain the same.

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Now you can quickly teleport to the deck of Zaken's ship via NPC Balthus Knight Paulia

located at the entrance of Devil's Isle.

Additional changes

The list of trophies from some monsters in the following zones has been changed:

Sea of Spores

Ivory Tower Crater

Outlaw Forest

Enchanted Valley

The Forest of Mirrors

In the zones listed above the amount of adenas dropping from some monsters has been increased.

The amount of XP and SP, obtained from raid bosses level 50 and below, has been reduced by half.

In such zones as Ruins of Agony and Ruins of Despair vitality herbs don't drop anymore.

The chance of dropping event items has been adjusted ("Royal Tears" potion, pieces of wood, etc.): Now the chance of dropping an event item increases together with level increase and hunting zone difficulty.

Fixed the bug stopping event items from dropping in Land of Winds.

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Hunting Zones



Items



Classes



System changes



Quests



Other changes



Fixed the bug causing the Mirror mobs to appear in Catacomb of the Witch.

Fixed the bug causing the raid boss skill Limit Barrier to be working with issues.

Items

S-grade weapon

S-Grade weapon has been added.

Weapon	Type	P. Atk.	M. Atk.
<i>Arcana Mace</i>	<i>One-handed blunt</i>	225	175
<i>Angel Slayer</i>	<i>Dagger</i>	246	132
<i>Imperial Staff</i>	<i>Two-handed blunt</i>	274	193
<i>Forgotten Blade</i>	<i>One-handed sword</i>	281	132
<i>Basalt</i>	<i>One-</i>	281	132

Battlehammer

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*Hunter**handed**Axe**blunt**Demon
Splinter**Fist*

342

132

*Heaven's
Divider**Two-
handed
sword*

342

132

*Tallum
Blade*Dark
Legion's
Edge**Dual*

342

132

*Draconic
Bow**Bow*

581

132

S-grade weapon can be obtained by crafting and upgrading weapon grade A-S.

S-grade dual swords can only be obtained by crafting.

If you fail to upgrade the following dual swords via Ferris, you can get the Dual Weapon Crafting Stamp (S-grade): Keshanberk*Keshanberk, Keshanberk*Damascus, Damascus*Damascus, Tallum Blade*Damascus.

There's a chance of failure when crafting S-grade dual swords. If you fail, the Dual Weapon Crafting Stamp (S-grade) disappears, and your character obtains a Tallum Blade and Dark Legion's Edge Chest containing both swords +0.

When enchanting S-grade items the stats value

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S-grade armor

S-Grade armor has been added.

Armor set	Type	Set effect
<i>Imperial Crusader Heavy Armor Set</i>	<i>Heavy Armor</i>	<i>2 items: HP Recovery Bonus +6 3 items: P. Def. +8% 4 items: Sleep/ Hold Resistance +70% 5 items: STR +4, DEX -1, Max HP +445 5 items + shield Shield Defense +24%</i>
<i>Draconic Light Armor Set</i>	<i>Light Armor</i>	<i>2 items: Weight limit +5759, Max MP +289 3 items: P. Atk. +4%, Atk. Speed +4% 4 items: STR+2, DEX+2, CON-1</i>

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*3 items: M.**Atk. +17%,
Stun
Resistance
+50%**4 items: INT
+2, WIT +2,
MEN -1*

S-grade armor can be obtained by crafting and upgrading armor grade A-S.

S-grade armor can be unsealed with the Cloth Piece item.

Sealed S-grade armor doesn't have set effects and some stats are reduced.

S-grade accessories

S-Grade accessories have been added.

Accessory	M. Def.	MP Bonus
<i>Tateossian Earring</i>	<i>81</i>	<i>31</i>
<i>Tateossian Ring</i>	<i>58</i>	<i>21</i>
<i>Tateossian Necklace</i>	<i>120</i>	<i>42</i>

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S-grade accessories can be unsealed with the Cloth Piece item.

Sealed S-grade accessories have reduced M. Def. and MP Bonus.

Recipes for making S-grade equipment have been added.

The new recipes are used by Dwarves when using the "Create Item" skill.

The chance of crafting items with the new recipes is 30%.

Weapon**Armor****Accessories and arrows**

Recipe:
Forgotten
Blade (30%)

Recipe:
Sealed
Imperial
Crusader
Breastplate
(30%)

Recipe:
Sealed
Tateossian
Earring (30%)

Recipe:
Basalt
Battlehammer
(30%)

Recipe:
Sealed
Imperial
Crusader
Gaiters (30%)

Recipe:
Sealed
Tateossian
Ring (30%)

Recipe:
Imperial Staff
(30%)

Recipe:
Sealed
Imperial

Recipe:
Sealed
Tateossian

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Crusader

Boots (30%)

Recipe:

Dragon

Hunter Axe

(30%)

Recipe:

Sealed

Imperial

Crusader

Shield (30%)

Recipe: Saint

Spear (30%)

Recipe:

Sealed

Imperial

Crusader

Helmet (30%)

Recipe:

Demon

Splinter

(30%)

Recipe:

Sealed

Draconic

Leather

Armor (30%)

Recipe:

Heaven's

Divider (30%)

Recipe:

Sealed

Draconic

Leather

Gloves (30%)

Recipe:

Draconic Bow

(30%)

Recipe:

Sealed

Draconic

Leather Boots

(30%)

Recipe:

Sealed

Draconic

Leather

Helmet (30%)

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*Recipe:**Sealed Major**Arcana**Gloves (30%)**Recipe:**Sealed Major**Arcana Boots**(30%)**Recipe:**Sealed Major**Arcana**Circlet (30%)*

Recipes for making Soulshots and Spiritshots S-grade have been added.

Recipe: Soulshot: (S-grade) (100%)

Recipe: Spiritshot: (S-grade) (100%)

Recipe: Blessed Spiritshot (S-grade) (100%)

All new recipes can be purchased from Ghost of Wigoth for special goblets obtained in the Four Sepulchers instance (a recipe of your choice).

Recipes for weapon, armor and accessories can also be obtained from the corresponding Crafting Packs (chance 100%), which, in turn, can be obtained as trophies from Antharas and Scarlet van Halisha. They can also be obtained if you fail when crafting A-grade equipment to grade S.

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Shining Life Stone has been added. To use it, you need Gemstone: (S-grade) - 200 p.

Shining Life Stone can be obtained with a certain probability from Halisha's Treasure Chest in the Four Sepulchers dungeon.

Equipment Upgrade

A new system of equipment upgrade has been added.

Equipment can be upgraded via NPC Head Blacksmith Ferris in the Town of Aden.

Upgrade is divided into several types: Rare (Immortal accessories), common (grades A-S) and special (grade A → S).

Besides, there are 2 kinds of common and special upgrade: Within one grade - low quality equipment is upgraded to high (for example: Dark Crystal Robe → Majestic Robe) and from the previous grade to the next one: D → C, C → B, B → A (for example: Bow of Peril → Shyheed's Bow).

Only enchanted items can be upgraded.

Weapon should be enchanted from +12 to +35, armor - from +10 to +25, accessories - from +8 to +20.

Weapon augmented with a Life Stone and empowered with a rune is not suitable for upgrading. You need to remove augmentation and extract the rune.

You need to pay a certain fee for equipment.
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When upgrading equipment within the same grade, your character receives top-quality

equipment within that grade (for example: Spiritual Eye → Cabrio's Hand).

Special upgrade (A → S) is possible both with low- and high quality items (for example: Carnage Bow → Draconic Bow, Shyeed's Bow → Draconic Bow).

However, common upgrade of a low-quality item to the next grade is impossible (for example: Arthro Nail → Sobekk's Hurricane).

When making common upgrade (D→A) our character receives top-quality equipment at once (example: Bellion Cestus → Sobekk's Hurricane, not Bellion Cestus → Blood Tornado or Dragon Grinder).

At common upgrade, the enchantment value will always be reduced by 1, however at special upgrade the obtained item grade S will always be +0.

When upgrading gloves/boots/helmets grade B/A/S your character gets sealed items.

You can upgrade upper or lower armor, but as a result you'll get full armor (for example: Blue Wolf Tunic → Majestic Robe, Blue Wolf Stockings → Majestic Robe). However, if you upgrade full armor, you'll get upper armor, not lower (for example: Tallum Plate Armor → Sealed Imperial Crusader Breastplate).

If you upgrade low-quality equipment and it doesn't have a high-quality equivalent, upgrading is impossible (for example: Twilight Knife → no

high-quality equivalent for the next grade).

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See the table of common upgrade below (D-A):

Item type	Grade D	Grade C	Grade B	Grade A
One-handed blunt	Bonebreaker	Naksa Mace	Art of Battle Axe	Barakiel's Axe
Two-handed blunt	-	Dwarven War Hammer	Star Buster	Behemoth' Tuning Fork
Two-handed blunt (magical)	Atuba Mace	Demon's Staff	Staff of Evil Spirits	Daimon Crystal
One-handed blunt (magical)	Staff of Life	Ecliptic Axe	Kaim Vanul's Bones	Cabrio's Hand
Bow	Light Crossbow	Eminence Bow	Bow of Peril	Shyheed's Bow
Dagger	Mithril Dagger	Crystal Dagger	Demon's Dagger	Naga Storm
Dagger (magical)	-	Soulfire Dirk	Twilight Knife	-
Fists	Scallop Jamadhr	Great Pata	Bellion Cestus	Sobekk's Hurricane
Polearm	Glaive	Orcish Poleaxe	Lance	Tiphon's Spear

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One- Vajra Ecliptic Wizard's Themis'

handed Wand Sword Tear Tongue
sword
(magical)

Dual Bastard Katana Samurai Tallum
swords Sword* Long Blade*
Elven Sword Damascus
Sword

Heavy Half Full Blue Majestic
armor Plate Plate Wolf Plate
(upper) Armor Armor BreastplateArmor
(unsealed)

Heavy Plate Full Blue Majestic
armor Gaiters Plate Wolf Plate
(lower) Armor Gaiters Armor
(unsealed)

Heavy Mithril Full Sealed Sealed
armor Gloves Plate Blue Majestic
(gloves) Gauntlets Wolf Gauntlets
Gloves

Heavy Plate Full Sealed Sealed
armor Boots Plate Blue Majestic
(boots) Boots Wolf Boots
Boots

Shield Plate Full Doom Shield
Shield Plate Shield of
Shield Nightmare
(unsealed)

Light Salamander Drake Blue Majestic
armor Skin Leather Wolf Leather

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Light armor (gloves)	Ogre Power Gauntlets	Drake Leather Gloves	Sealed Blue Wolf Gloves	Sealed Majestic Gauntlets
Light armor (boots)	Salamander Skin Boots	Drake Leather Boots	Sealed Blue Wolf Boots	Sealed Majestic Boots
Magic armor (upper)	Sage's Rags	Divine Tunic	Blue Wolf Tunic	Majestic Robe (unsealed)
Magic armor (lower)	Sage's Rags	Divine Stockings	Blue Wolf Stockings	Majestic Robe (unsealed)
Magic armor (gloves)	Rip Gauntlets	Divine Gloves	Sealed Blue Wolf Gloves	Sealed Majestic Gauntlets
Magic armor (boots)	Elven Mithril Boots	Divine Boots	Sealed Blue Wolf Boots	Sealed Majestic Boots
Helmet	Plate Helmet	Full Plate Helmet	Sealed Blue Wolf Helmet	Sealed Majestic Circlet
Necklace	Dark Necklace of Seal	Necklace	Black Ore	Sealed Majestic

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[Ring](#)
[Mithril](#)
[Ring of](#)
[Black](#)
[Sealed](#)
[Ring](#)
[Seal](#)
[Ore](#)
[Majestic](#)
[Ring](#)
[Ring](#)

Chances of successful upgrade depend on the item grade and its enchantment value.

The chance of common upgrade for items grade D / C / B / A (within the same grade and to the next grade) is 100%.

The chance of special upgrade (A → S) depends on the enchantment value of the source item (not 100%).

The chance of rare upgrade (Immortal accessories) is 100%.

If you fail to upgrade an item to grade S, your character receives a Crafting Pack and an Enchant Scroll. The chest contains a recipe for weapon/armor/accessory grade S and a full set of key materials (for example: Arcana Mace Head - 25 p.).

Having succeeded in upgrading an item to grade S, your character gets the item with +0 enchant value and an additional reward.

The key material for any kind of upgrade is the "Polish" item. There are several kinds of polish for different types of upgrade:

Kind of polish

Upgrade type

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MAIN

PATCH NOTES

STORE

*Elite polish**From the previous
grade to the next one**D → C, C → B, B → A**Special polish**From grade A to S*

Polish can be obtained as trophy from field and epic bosses.

Common bosses:

Boss level

Trophy

21-32

*Polish for
weapon/armor/accessories
- grade D*

33-49

*Polish for
weapon/armor/accessories
- grade D*

50-65

*Polish for
weapon/armor/accessories
- grade C*

66-70

*Polish for
weapon/armor/accessories
- grade B*

71-79

*Polish for
weapon/armor/accessories
- grade B*

80 and above

*Polish for
weapon/armor/accessories
- grade A*

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Epic or high-level bosses:

Boss name	Trophy
<i>Queen Ant</i>	<i>Elite Polish for weapon/armor/accessories - grade D</i>
<i>Core</i>	<i>Elite Polish for weapon/armor/accessories - grade C</i>
<i>Orfen</i>	<i>Elite Polish for weapon/armor/accessories - grade C</i>
<i>Baium</i>	<i>Elite Polish for weapon/armor/accessories - grade B</i>
<i>Zaken</i>	<i>Elite Polish for weapon/armor/accessories - grade B</i>
<i>Lilith</i>	<i>Polish for weapon/armor/accessories - grade A</i>
<i>Anakim</i>	<i>Polish for weapon/armor/accessories - grade A</i>
<i>Elemental Rulers (common)</i>	<i>Polish for weapon/armor/accessories - grade A</i>
<i>Elemental Rulers (extreme)</i>	<i>Special Polish for weapon/armor/accessories - grade A</i>

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- grade A

Immortal Accessories

7 types of epic boss essences have been added.

7 new epic boss essences have been added to NPC Beggins' saleslist.

Essence can be obtained by exchanging 2 refined epic accessories (for example: Refined Ring of Core + Refined Ring of Core = Essence of Core). The essence is required to upgrade a common accessory to Immortal via Blacksmith Ferris in the Town of Aden.

Essence of Core

Essence of Orfen

Essence of Queen Ant

Essence of Zaken

Essence of Baium

Essence of Frintezza

Essence of Antharas

6 new epic Immortal accessories have been added.

Immortal accessories can be obtained via

Blacksmith Ferris in the Town of Aden.

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Item

Description

Ring of Immortal Core

Mental Resistance and Atk. Rate +10%, P./M. M. Evasion +1, Received Damage -2%. Allows to use a special skill to remove debuffs. Effect does not double when two of the same rings are equipped. Cannot be enchanted.

Immortal Orfen's Earring

MP +40, Hold Chance and Resistance +30%, mental attacks Chance and Resistance +20%, Received Healing +12%, MP Skill consumption -10% With some probability, restores 3% MP by inflicting damage to a target. Effect does not double when two of the same earrings are equipped. Cannot be enchanted.

Immortal Ant Queen's Ring

MP +30, Poison Resistance and Atk. Rate +30%, P./M. Accuracy +5, P. Atk.

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equipped. Cannot be enchanted.

Immortal Zaken's Earring

MP +45, Bleed Resistance/ Atk. Rate +30%, Stun/ Mental Resistance / Atk. Rate +20%, Received Healing +15%, HP Recovery Bonus +20%, Skill MP Consumption -10%. Activates Vampiric Rage effect. Allows to use a special skill to reduce opponent's HP/ MP/ CP. Effect does not double when two of the same earrings are equipped. Cannot be enchanted.

Immortal Baium's Ring

MP +35, Bleed Resistance/ Atk. Rate +20%, Stun Resistance/ Atk. Rate +30%, P./ M. Accuracy +8, P. Stk./ Casting Speed +10%, M./ P. Skill Power +20%, P. Critical Damage +20%, M. Critical Damage +20%. Effect does not double when two of the same rings

are equipped. Cannot

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*Atk. Rate +30%,
Damage Reflection
Resistance +20%,
Received Healing
+20%, Skill MP
Consumption -15%.
With some
probability, restores
HP by 6% from
damage dealt to a
target. Effect does
not double when two
of the same earrings
are equipped. Cannot
be enchanted. Cannot
be enchanted.*

Some Immortal accessories give the following active skills to their owners:

Active skill

Description

*Immortal Orfen's
Earring - Special
Ability*

*Target's MP -10% in
PvP.*

Range: 600

Casting Time: 1 sec.

Cooldown: 2 min.

*Immortal Zaken's
Earring - Special
Ability*

*During PvP, limits the
CP, HP, and MP
recovery of the target
to maximum 80% for*

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*Immortal Antharas'**Blocks all the enemy's**Earring - Special Ability**physical and magical skills for 24 sec.**Range: 600**Casting Time: 1 sec.**Cooldown: 2 min.*

All the skills can be used on Grand Olympiad.

Frintezza's Necklace

A new accessory, Frintezza's Necklace, has been added.

Frintezza's Necklace can be obtained with a certain chance in the Last Imperial Tomb - Frintezza instanced zone.

Just like other rare accessories, Frintezza's Necklace can be upgraded to Enhanced, Refined and Immortal level. The higher the level, the more powerful effects obtained by the owner.

Item	Description
<i>Frintezza's Necklace</i>	<i>MP +29, Sleep Resistance/ Atk. Rate +10%, Paralysis Resistance/ Atk. Rate +5%, Damage Reflection Resistance +2%, Skill Cooldown</i>

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*+10%, Damage**Reflection Resistance
+3%, Skill Cooldown
-3%. Cannot be
enchanted.**Refined Frintezza's
Necklace**MP +44, Sleep
Resistance/ Atk. Rate
+20%, Paralysis
Resistance/ Atk. Rate
+15%, Damage
Reflection Resistance
+4%, Debuff
Resistance +10%, Skill
Cooldown -5%.
Cannot be enchanted.**Immortal Frintezza's
Necklace**MP +65, Sleep
Resistance/ Atk. Rate
+30%, Paralysis
Resistance/ Atk. Rate
+20%, Damage
Reflection Resistance
+10%, Debuff
Resistance +20%, Skill
Cooldown -10%.
Allows to use a special
skill to increase the
opponent's cooldown.
Cannot be enchanted.*

Frintezza's Necklace can be obtained as a result of upgrading Majestic Necklace +10 / +11 / +12 via Blacksmith Ferris in the town of Aden. Additionally, you'll need Essence of Frintezza.

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Item	Description
<i>Antharas' Earring (existing item)</i>	<i>MP +28, Bleed Resistance/ Atk. Rate +10%, Stun/ Mental Resistance and Atk. Rate +5%, Received Healing +6%, Skill MP Consumption -3%, Vampiric Rage effect +2%. Effect does not double when two of the same earrings are equipped. Cannot be enchanted.</i>
<i>Enhanced Antharas' Earring</i>	<i>MP +34, Bleed Resistance/ Atk. Rate +20%, Stun/ Mental Resistance and Atk. Rate +10%, Damage Reflection Resistance +7%, Received Healing +10%, Skill MP Consumption -4%. Vampiric Rage effect +2%. Effect does not double when two of the same earrings are equipped. Cannot be enchanted.</i>
<i>Refined Antharas' Earring</i>	<i>MP +40, CON +1, MEN +1, Bleed Resistance/ Atk. Rate +30%, Stun/ Mental Resistance and Damage Reflection</i>

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*Consumption -6%.**vampiric Rage effect +6%. Effect does not double when two of the same earrings are equipped. Cannot be enchanted.**Blacksmith Baggins in the Town of Giran exchanges 2 such earrings to Essence of Antharas.**Immortal Antharas' Earring**MP +50, CON +2, MEN +2, Bleed Resistance/Atk. Rate +40%, Stun/Mental Resistance and Atk. Rate +30%, Damage Reflection Resistance +20%, Received Healing +20%, Skill MP Consumption -15%. Vampiric Rage effect +6%. With some probability, restores HP by 6% from damage dealt to a target. Effect does not double when two of the same earrings are equipped. Cannot be enchanted.**Just like other rare accessories, Antharas' Earring*

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Item	Price
<i>Enhanced Antharas' Earring</i>	<i>Antharas' Earring (2 p.) + 1.000.000 adena</i>
<i>Refined Antharas' Earring</i>	<i>Enhanced Antharas' Earring (2 p.) + 1.000.000 adena</i>

Enchanting equipment

The effects at enchanting equipment have been changed.

Damage ratio when using Soulshots/Spiritshots depending on item grade has been changed:

Grade	Ratio change
<i>D</i>	<i>0.3 → 0.4</i>
<i>C</i>	<i>0.3 → 0.4</i>
<i>B</i>	<i>0.3 → 0.4</i>
<i>A</i>	<i>0.3 → 0.5</i>
<i>S (new)</i>	<i>0.7</i>

Bonus to character's Max. HP depending on the

armor enchantment value and its grade has been

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[D](#) [0](#) [0](#) [0](#) [9](#) [26](#) [52](#) [54](#) [56](#) [58](#) [60](#) [62](#) [64](#) [64](#)

[C](#) [0](#) [0](#) [0](#) [12](#) [36](#) [71](#) [73](#) [75](#) [77](#) [79](#) [81](#) [83](#) [83](#)

[D](#) [0](#) [0](#) [0](#) [14](#) [42](#) [84](#) [86](#) [88](#) [90](#) [92](#) [94](#) [96](#) [96](#)

[A](#) [0](#) [0](#) [0](#) [16](#) [47](#) [94](#) [96](#) [98](#) [100](#)[102](#)[104](#)[106](#)[106](#)

[S](#) [10](#) [20](#) [30](#) [40](#) [80](#) [160](#)[200](#)[250](#)[300](#)[350](#)[400](#)[450](#)[500](#)
(new)

If you fail to enchant weapon or armor, you may get Armor/Weapon Enhancement Stones.

Weapon Enhancement Stones can be obtained for failed enchantment of weapon +7 and above.

The amount of Weapon Enhancement Stones to be obtained for failed enchantment:

~~Grade 8~~ ~~→ 9~~ ~~→ 10~~ ~~→ 11~~ ~~→ 12~~ ~~→ 13~~ ~~→ 14~~ ~~→ 15~~ ~~→ 16~~ ~~→ 17~~ ~~→ 18~~ ~~→ 19~~
and
above

[D](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) [14](#)

[C](#) [2](#) [3](#) [4](#) [7](#) [8](#) [9](#) [12](#) [13](#) [14](#) [17](#) [18](#) [19](#) [25](#)

[B](#) [3](#) [4](#) [5](#) [8](#) [9](#) [10](#) [13](#) [14](#) [15](#) [18](#) [19](#) [20](#) [28](#)

[A](#) [5](#) [6](#) [7](#) [12](#) [13](#) [14](#) [19](#) [20](#) [21](#) [26](#) [27](#) [28](#) [38](#)

[S](#) [15](#) [18](#) [21](#) [25](#) [28](#) [29](#) [30](#) [31](#) [32](#) [33](#) [34](#) [35](#) [36](#)

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and
above

<i>D</i>	1	2	3	5	6	7	12
<i>C</i>	2	3	4	7	8	9	15
<i>B</i>	3	4	5	9	10	11	19
<i>A</i>	5	6	7	12	14	16	26
<i>S</i>	10	15	20	25	27	28	30

Enhancement Stones can be exchanged for High Quality Solid Scrolls via Galaducci and Alexandria in Giran Luxury Shop. You'll also need a certain amount of adena.

Crafting Items

Now, if a Maestro has learned such passive skills, as "Creation Master" and "Critical Creation", he/she has increased chances of crafting an item and a chance of crafting 2 items at once.

The "Critical Creation" skill doesn't work when creating the following items:

Resources

Soulshots/Spiritshots

Supplies (like arrows)

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Effect

Necessary





Creation
- Lv. 1

critical
success

Scroll:
Critical

rate +3%.
Creation

(Crafting
2 items
with 1
click)

Critical 79
Creation
- Lv. 2

Craft Lv. 2
critical Scroll:
success Critical
rate +5%. Creation

(Crafting
2 items
with 1
click)

Critical 84
Creation
- Lv. 3

Craft Lv. 3
critical Scroll:
success Critical
rate Creation
+10%.

(Crafting
2 items
with 1
click)

Creation 78
Master-
Lv.1

Craft Lv. 1
success Scroll:
rate +5%. Master of
Creation

Creation 82
Master-
Lv.2

Craft Lv. 2
success Scroll:
rate Master of

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Additional changes

The saleslist of NPC Lorenzo has been updated with the books to learn 3rd class mount transformations:

Spellbook: Mount Golden Lion

Spellbook: Mount Pegasus

Spellbook: Mount Saber Tooth Cougar

Spellbook: Mount Kukurū

Spellbook: Mount Black Bear

Now the characters who'd lost previously learned skills as a result of level decrease can buy a book to learn them again. Each transformation skill is linked to the corresponding class.

It's still impossible to learn more than 1 skill.

The price of a book is 500.000 adena (no tax to pay).

Now the spellbooks to learn mount transformations can be destroyed and sold in a shop.

The saleslist of merchants in Giran Luxury Shop has been updated with new High Quality Solid Scrolls:

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MAIN

PATCH NOTES

STORE

*High Quality**Used for**Weapon*

*Solid Scroll:
Enchant
Weapon (D-
grade)*

*enchancing
weapon
grade D. One-
handed
sword, one-
handed blunt,
dagger,
polearm: P.
Atk. +4. Two-
handed
sword, two-
handed blunt,
dual swords,
fists: P. Atk.
+5. Bows: P.
Atk. +8. All
weapon: M.
Atk. +3.
When
enchanted by
+4 and above,
bonus to P.
Atk. and M.
Atk. Is
doubled.
Gives safe
enchantment.
if
enchantment
fails, the item
doesn't break
into crystals
and keeps its
enchantment*

*Enhancement
Stone (20 p.)
+ 4.500.000
adena*

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MAIN

PATCH NOTES

STORE

*High Quality
Solid Scroll:**Used for
enchancing**Weapon
Enhancement**Enchant
Weapon (C-
grade)**weapon
grade D. One-
handed**Stone (32 p.)
+ 20.000.000
adena**sword, one-
handed blunt,
dagger,
polearm: P.
Atk. +4. Two-
handed
sword, two-
handed blunt,
dual swords,
fists: P. Atk.
+5. Bows: P.
Atk. +8. All
weapon: M.
Atk. +3.
When
enchanted by
+4 and above,
bonus to P.
Atk. and M.
Atk. Is
doubled.
Gives safe
enchancement.
if
enchancement
fails, the item
doesn't break
into crystals
and keeps its
enchancement
level. Used*

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MAIN

PATCH NOTES

STORE

*High Quality
Solid Scroll:**Used for
enchancing**Weapon
Enhancement**Enchant
Weapon (B-
grade)**weapon
grade B. One-
handed**Stone (36 p.)
+ 59.000.000
adena**sword, one-
handed blunt,
dagger,
polearm: P.
Atk. +4. Two-
handed
sword, two-
handed blunt,
dual swords,
fists: P. Atk.
+5. Bows: P.
Atk. +8. All
weapon: M.
Atk. +3.
When
enchanted by
+4 and above,
bonus to P.
Atk. and M.
Atk. Is
doubled.
Gives safe
enchantment.
if
enchantment
fails, the item
doesn't break
into crystals
and keeps its
enchantment
level. Used*

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*High Quality
Solid Scroll:*

*Used for
enchancing*

*Weapon
Enhancement*

*Enchant
Weapon (A-
grade)*

*weapon
grade A. One-
handed*

*Stone (52 p.)
+ 95.000.000
adena*

*sword, one-
handed blunt,
dagger,
polearm: P.
Atk. +4. Two-
handed
sword, two-
handed blunt,
dual swords,
fists: P. Atk.
+5. Bows: P.
Atk. +8. All
weapon: M.
Atk. +3.
When
enchanted by
+4 and above,
bonus to P.
Atk. and M.
Atk. Is
doubled.
Gives safe
enchantment.
if
enchantment
fails, the item
doesn't break
into crystals
and keeps its
enchantment
level. Used*

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Armor Merchant Alexandria

Item	Description	Price
<i>High Quality Solid Scroll: Enchant Armor (D-grade)</i>	<i>Used to enchant armor and accessories grade D. P. Def. +1. When enchanted by +4 and above, bonus to P. Def. +3. When enchanted by +4 and above, increases HP depending on enchantment value. Gives safe enchantment. if enchantment fails, the item doesn't break into crystals and keeps its enchantment level. Used for enchantment</i>	<i>Armor Enhancement Stone (20 p.) + 400.000 adena</i>

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Armor (C-
grade)

accessories
grade C. P.

+ 1.500.000



Def. +1. When
enchanted by
+4 and above,
bonus to P.
Def. +3.
When
enchanted by
+4 and above,
increases HP
depending on
enchantment
value. Gives
safe
enchantment.
if
enchantment
fails, the item
doesn't break
into crystals
and keeps its
enchantment
level. Used
for
enchantment
from +6 to
+9.

High Quality
Solid Scroll:
Enchant
Armor (B-
grade)

Used to
enchant
armor and
accessories
grade B. P.

Armor
Enhancement
Stone (36 p.)
+ 6.000.000
adena

Def. +1. When
enchanted by

+4 and above,

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increases HP

depending on
enchantment
value. Gives
safe
enchantment.
if
enchantment
fails, the item
doesn't break
into crystals
and keeps its
enchantment
level. Used
for
enchantment
from +6 to
+9.

High Quality
Solid Scroll:
Enchant
Armor (A-
grade)

Used to
enchant
armor and
accessories
grade A. P.
Def. +1. When
enchanted by
+4 and above,
bonus to P.
Def. +3.
When
enchanted by
+4 and above,
increases HP
depending on
enchantment
value. Gives
safe

Armor
Enhancement
Stone (48 p.)
+ 22.000.000
adena

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*and keeps its
enchantment
level. Used
for
enchantment
from +6 to
+9.*

Armor/Weapon Enhancement Stones can be obtained for failed enchantment of weapon/armor.

The following items have been removed from Galaducci's saleslist: Scroll: Enchant Weapon (D-grade) and (C-grade).

The weight of the following XP scrolls has been reduced to 0:

Top-grade XP Scroll

Super XP Scroll

XP Scroll: 10,000,000

XP Scroll: 50,000,000

XP Scroll: 100,000,000

The description of the Spirit's Blessing items has been updated with the info that attribute XP bonus is only active when hunting attribute monsters.

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Recipe: Boots of Blessing (60%)

Recipe: Gloves of Blessing (100%)

Recipe: Guardian's Boots (60%)

Recipe: Guardian's Gloves (100%)

Recipe: Elemental Gloves (60%)

Recipe: Elemental Gloves (100%)

Recipe: Implosion Gauntlets (100%)

Recipe: Paradia Boots (60%)

Boots of Blessing Design

The cooldown for the “Ring of Core - Special Ability” item skill has been reduced: 30 min. → 2 min.

Fixed the bug causing all types of Zaken's Earring has the same icons regardless the level of upgrade.

Classes

New skills

New skills have been added:

Skill	Class	Level 1	Learning
Full	Tran	Widely	76 - 84

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weapon

Scroll - Full

to attack

Swing

nearby

enemies

with 893

Power

added to

P. Atk.

Requires

a two-

handed

sword/

two-

handed

blunt to

be

equipped.

Ignores

Shield

Defense.

Over-hit.

Critical.

Range:

100

Casting

Time: 1.8

sec.

Reuse

Time: 15

sec.

Mass

Sigel

Pulls a

78, 81, 84

Chain

Phoenix

selected

Required

Strike

Knight,

target

item:

Hell

and

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Range:

600

Casting
Time: 1.5
sec.

Reuse
Time: 1
min.

<i>Critical Vulnerability Decrease (passive)</i>	<i>Sigel Phoenix Knight, Hell Knight, Eva's Templar, Shillien Templar</i>	<i>Success rate of attacks targeting the character's vital points -20%, chance of receiving P. Critical Attack -30%.</i>	<i>76, 78, 80, 82, 84</i> <i>Required item: Scroll - Critical Vulnerability Decrease</i>
--	---	--	---

<i>Detect Darkness (active)</i>	<i>Sagittarius, Moonlight Sentinel, Ghost Sentinel</i>	<i>Allows to find invisible enemies nearby Target can't become invisible</i>	<i>76</i> <i>Required item: Scroll - Detect Darkness</i>
---------------------------------	--	--	---

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a bow.

Range:
1000

Casting
Time: 1.5
sec.

Reuse
Time: 30
sec.

Bind *Archmage, Mystic, Muse, Storm Screamer, Soultaker* *Blocks all the enemy's physical skills for 10 sec.* *76, 78, 80, 82, 84*

Required item:

Range:
900

Scroll - Bind

Casting
Time: 4
sec.

Reuse
Time: 2
min.

Shadow's Despair *Spectral Master (Nightshade's skill)* *Nightshade's debuff magic. Nearby enemy's* *77, 79, 81, 83, 84*

*Sleep/
Hold/
Stun/*

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Knockdown

Range:
200



Casting
Time: 2
sec.

Reuse
Time: 30
sec.
(fixed)

Seal of
Blockade
(active)

Dominator

During
PvP,
restrains
the
standard
attacks of
the
enemy
and
nearby
targets
for 10
sec.

79, 81, 83

Required
item:

Scroll -
Seal of
Blockade

Range:
200

Casting
Time: 4.5
sec.

Reuse
Time: 2
min.

Mana
Burn

Disciple

Consumes
the

76 - 84

Required

117 Power

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Range:
900



Casting
Time: 4
sec.

Reuse
Time: 8
sec.

<i>Hawk Spirit Totem (active)</i>	<i>Grand Khavatari</i>	<i>Possessed 79 by a Hawk's Spirit. For 5 min., when using a fist weapon, Accuracy +6, Critical Rate +100, and Critical Damage +30%. Requires a fist weapon.</i>	<i>Required item: Scroll - Hawk Spirit Totem</i>
--	----------------------------	--	--

Casting
Time: 2
sec.

Reuse
Time: 30
sec.

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his back, losing his urge to attack and becoming stunned for 9 sec. Requires a dagger. Target cancel is possible.

Range: 40

Casting Time: 1 sec.

Reuse Time: 8 sec.

Critical Creation (passive)

Master

Craft critical success rate +3%.

76, 79, 84

Required item:

Scroll - Critical Creation (each Lv. are required to have a

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(passive)

item:



Scroll:
Master of
Creation
(each Lv.
are
required
to have a
new
scroll)

Mass Warlock, With a 40
 Summon Elemental 100%
 Soulshots Summoners,probability
 Phantom summons
 (active) Summoners 300
 Beast
 Soulshots.
 Consumes
 40
 Soulstone(s).
 Casting
 Time: 1
 sec.
 Reuse
 Time: 3
 sec.

Mass Warlock, With a 40
 Summon Elemental 100%
 Spiritshots Summoners,probability
 Phantom summons
 (active) Summoners 240
 Beast
 Spiritshots.
 Consumes
 Ore.

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*Reuse**Time: 3
sec.*

Skills changes

Healers

Skill	Class	Changes
<i>Mass Recharge</i>	<i>Shillien Elder, Shillien Saint</i>	<i>Cooldown has been decreased: 3 min. → 30 sec. Number of used Spirit Ore has been decreased: - Lv.1-5: 5 pcs. → 2 pcs. - Lv.6-10: 7 pcs. → 3 pcs. Efficiency has been increased: Example: Lv.6: 312 MP → 343 MP</i>

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Stigma of Shilen

skill learning has been increased to Lv. 84.

Shilen's Cursed Field

Shillien Saint

Max level of skill learning has been increased to Lv. 84.

Wind Shackle

Eva's Saint , Shillien Saint

Max level of skill learning has been increased to Lv. 84.

Cleanse

Cardinal

*Number of used Spirit Ore has been decreased :
40 pcs. → 20 pcs.*

Magical Backfire

Cardinal

Max level of skill learning has been increased to Lv. 84.

Sleep

*Cleric,
Bishop,
Cardinal,
Elven Oracle,
Elven Elder,*

Max level of skill learning has been increased to Lv. 84.

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Dryad Root *Elven Oracle, Shillien Oracle, Shillien Elder, Shillien Saint* *Max level of skill learning has been increased to Lv. 84.*

Miracle *Cardinal* *Number of used Spirit Ore has been decreased :
200 pcs. → 100 pcs.*

Life Rescue *Cardinal* *Number of used Spirit Ore has been decreased :
200 pcs. → 100 pcs.*

Prophecy of Water *Eva's Saint* *Number of used Spirit Ore has been decreased:
- Lv.1: 20 pcs. → 10 pcs.
- Lv.2: 30 pcs. → 20 pcs.*

Prophecy of Wind *Shillien Saint* *Effect has been*

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*growth have
been added.*

Lv.1: +3

Lv. 2: +4

*- effects of
chance and
M. Critical
Power growth
have been
added:*

Lv. 1: +15%

Lv. 2: +20%

*- damage to
Raid Bosses
has been
increased:*

*Lv. 1: +10% →
+15%*

*Lv. 2: +15% →
+20%*

*Number of
used Spirit
Ore has been
decreased:*

*- Lv. 1: 20 pcs.
→ 10 pcs.*

*- Lv. 2: 30
pcs. → 20
pcs.*

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increased:

30% → 80%.

Rogues

Skill	Class	Changes
<i>Evasion</i>	<i>Wind Rider</i>	<p>Effect has been changed:</p> <ul style="list-style-type: none"> - Magic Skill Evasion Rate has been added (70%) - the current P. skill Evasion Rate has not been changed (70%) <p>Duration has been increased:</p> <p>15 sec. → 1 min.</p> <p>Skill Cooldown has been increased:</p> <p>2 min. → 5 min.</p>

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reflection
against P.



Skills effect
has been
replaced by
damage
reflection
+20%

Duration has
been
increased:

15 sec. → 40
sec.

Skill
Cooldown has
been
increased:

2 min. → 5
min.

Throw
Dagger

Wind Rider

Duration has
been
increased:

10 sec. → 30
sec.

Throwing
Blood Dagger

Ghost Hunter

Duration has
been
increased:

20 sec. → 40
sec.

Throw
Dagger in

Adventurer

Effect has
been

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rate has been

decreased.

25% → 10%

Bleed

*Rogue,
Treasure
Hunter,
Adventurer ,
Elven Scout,
Plains Walker,
Wind Rider,
Assassin,
Abyss Walker,
Ghost Hunter*

*Max level of
skill learning
has been
increased to
Lv. 84.*

Enchanters

Skill

Class

Changes

Life Rescue

*Orc Shaman,
Overlord,
Dominator,
Warcryer,
Doomcryer*

*Max level of
skill learning
has been
increased to
Lv. 84.*

*Duration has
been
decreased:*

*15 sec. → 10
sec.*

*Efficiency has
been
increased:*

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*Chant of Life**Orc Shaman,
Warcryer,**Duration has
been**Doomcryer**decreased:**15 sec. → 10
sec.**Efficiency has
been
increased:**Example: Lv.
18: Recovers
HP per sec.:
57 → 94**Hammer
Crush**Dominator,
Doomcryer**Max level of
skill learning
has been
increased to
Lv. 78.**Freezing
Flame**Doomcryer**Max level of
skill learning
has been
increased to
Lv. 84.**Seal of
Silence**Dominator**Max level of
skill learning
has been
increased to
Lv. 84.**Seal of
Binding**Dominator**Max level of
skill learning
has been
increased to*

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<i>Seal of Winter</i>	<i>Dominator</i>	<i>Max level of skill learning has been increased to Lv. 84.</i>
<i>Seal of Suspension</i>	<i>Dominator</i>	<i>Max level of skill learning has been increased to Lv. 84.</i>
<i>Seal of Slow</i>	<i>Dominator</i>	<i>Max level of skill learning has been increased to Lv. 84.</i>
<i>Dryad Root</i>	<i>Cleric, Prophet, Disciple</i>	<i>Max level of skill learning has been increased to Lv. 84.</i>
<i>Greater Might</i>	<i>Prophet, Disciple</i>	<i>Can be used with Greater Shield/Chant of Earth skills.</i>
<i>Greater Shield</i>	<i>Prophet, Disciple</i>	<i>Can be used with Greater Might/War Chant skills.</i>
<i>War Chant</i>	<i>Warcryer</i>	<i>Can be used</i>

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*Prophecy of
Fire*

Disciple

*Number of
used Spirit
Ore has been
decreased:*

*- Lv. 1: 20 pcs.
→ 10 pcs.*

*- Lv. 2: 30
pcs. → 20
pcs.*

*Chant of
Victory*

Doomcryer

*Number of
used Spirit
Ore has been
decreased:*

*- Lv. 1: 60 pcs.
→ 30 pcs.*

*- Lv. 2: 70
pcs. → 40
pcs.*

*Victories of
Pa'agrio*

Dominator

*Number of
used Spirit
Ore has been
decreased:*

*- Lv. 1: 60 pcs.
→ 30 pcs.*

*- Lv. 2: 70
pcs. → 40
pcs.*

Pa'agrio's

Overlord,

Max level of

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STORE

*Ritual of Life**Overlord,
Dominator**Max level of
skill learning**has been
increased to
Lv. 84.**Song of Wind**Swordsinger,
Sword Muse**Max level of
skill learning
has been
increased to
Lv. 81.**Hunter's Song**Swordsinger,
Sword Muse**Max level of
skill learning
has been
increased to
Lv. 83.**Song of
Vitality**Swordsinger,
Sword Muse**Max level of
skill learning
has been
increased to
Lv. 82.**Song of
Renewal**Sword Muse**Max level of
skill learning
has been
increased to
Lv. 84.**Song of
Silence**Sword Muse**Max level of
skill learning
has been
increased to
Lv. 83.**Dance of Fury**Bladedancer,
Spectral**Max level of
skill learning*

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MMO GAMES

STORE

FORUM

SUPPORT

MAIN

PATCH NOTES

STORE

*Dance of
Concentration**Bladedancer,
Spectral**Max level of
skill learning**Dancer**has been
increased to
Lv. 82.**Dance of
Siren**Spectral
Dancer**Max level of
skill learning
has been
increased to
Lv. 83.**Dance of
Shadows**Spectral
Dancer**Max level of
skill learning
has been
increased to
Lv. 84.**Dance of
Medusa**Spectral
Dancer**Max level of
skill learning
has been
increased to
Lv. 83.**Dance of
Berserker**Spectral
Dancer**Cooldown has
been
decreased:

10 min. → 3
sec.***Fighters****Skill****Class****Changes**

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MAIN

PATCH NOTES

STORE

*Broad Sweep**Titan**Max level of
skill learning**has been
increased to
Lv. 82.**Excruating
Strike**Titan**Effect has
been
changed:**- Defence
Ignorance has
been
changed: 20%
→ 30%**Rage**Titan**Max level of
skill learning
has been
increased to
Lv. 80.**Burning Fist**Grand
Khavatari**Max level of
skill learning
has been
increased to
Lv. 84.**Bison Spirit
Totem**Grand
Khavatari**Cooldown has
been
decreased:**10 min. → 5
min.**Cripple**Grand
Khavatari**Max level of
skill learning
has been*

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been
changed.

-50% (on all
the levels) →
-50% / -40%
/ -30% /
-20%

Revival

*Warlord,
Dreadnought*

*Max level of
skill learning
has been
increased to
Lv. 79.*

Provoke

*Warlord,
Dreadnought*

*Max level of
skill learning
has been
increased to
Lv. 84.*

*Can be
learned by
Dwarves only.*

*Effect has
been
changed:*

*- blunt
weapon
attack
resistance has
been
decreased*

*- now the skill
requires a*

spear or blunt

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*Rush**Grand
Khavatari**Can be
learned by all
the warriors.**Effect has
been
changed:**- condition of
the skill usage
has been
deleted:
Momentum is
no longer
needed**- condition of
the skill usage
has been
deleted: can
be used with
any weapon**Encase Armor Warsmith**For Dwarves
only.**Weapon
Reinforcement Warsmith,
Maestro**For Dwarves
only.**Sonic Mastery Gladiator,
Duelist**Effect has
been
changed:**- A chance of
momentum*

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Wizards

Skill	Class	Changes
<i>Body To Mind</i>	<i>Wizard, Sorcerer, Archmage, Necromancer, Soultaker, Dark Wizard, Spellhowler, Storm Screamer</i>	<p><i>Max level of skill learning has been increased to Lv. 84.</i></p> <p><i>Effect has been changed (example: Lv. 6):</i></p> <ul style="list-style-type: none"> <i>- MP recovery has been increased: 80 MP → 182 MP</i> <i>- HP Consumption has been increased: 440 HP → 910 HP</i> <p><i>Skill has been added to the following classes:</i></p> <p><i>Elven Wizard, Spellsinger,</i></p>

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Soultaker, Lv. 84.

*Elven Wizard,
Spellsinger,
Mystic Muse,
Dark Wizard,
Spellhowler,
Storm
Screamer*

Prominence

*Sorcerer,
Archmage*

*MP
consumption
has been
decreased:*

*Example:
Lv..32: 80 MP
→ 72 MP*

*Mana
Regeneration*

*Spellsinger,
Mystic Muse*

*Can be
learned by
the following
classes:*

*Sorcerer,
Archmage,
Necromancer,
Soultaker,

Spellhowler,
Storm
Screamer*

Blazing Circle

*Sorcerer,
Archmage*

*Max level of
skill learning
has been
increased to
Lv. 84.*

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STORE

*Arcane Power**Archmage,
Mystic Muse,**Max level of
skill learning**Storm
Screamer**has been
increased to
Lv. 84.**HP
consumption
has been
decreased:**Lv.1: 30 HP →
15 HP per tick**Arcane Shield**Archmage,
Mystic Muse,
Storm
Screamer**Max level of
skill learning
has been
increased to
Lv. 84.**Duration has
been
increased:**10 sec. → 30
sec.**Robe Mastery**Wizard,
Sorcerer,
Archmage,
Necromancer,
Soultaker,
Elven Wizard,
Spellsinger,
Mystic Muse,
Dark Wizard,
Spellhowler,
Storm
Screamer**Effect has
been added:
Max. HP
increase:**Example: Lv.
45: Max. HP
+270*

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MAIN

PATCH NOTES

STORE

Screamer

Lv. 84.

MP
consumption
has been
decreased:

Example: Lv.
25: 79 MP →
72 MP

Corpse Burst *Necromancer,
Soultaker* *Max level of
skill learning
has been
increased to
Lv. 84.*

Curse Gloom *Necromancer,
Soultaker* *Max level of
skill learning
has been
increased to
Lv. 84.*

*Mass Curse
Gloom* *Necromancer,
Soultaker* *Max level of
skill learning
has been
increased to
Lv. 84.*

*Cursed Bones
are not being
consumed
anymore.*

Anchor *Necromancer,
Soultaker* *Max level of
skill learning
has been
increased to*

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*Necromancer, Lv. 84.**Soultaker,
Elven Mystic,
Elven Wizard,
Spellsinger,
Mystic Muse*

Curse Disease *Necromancer,
Soultaker* *Max level of
skill learning
has been
increased to
Lv. 84.*

Hydro Blast *Spellsinger,
Mystic Muse* *MP
consumption
has been
decreased:*

*Example: Lv.
31: 72 MP →
65 MP*

Frost Wall *Spellsinger,
Mystic Muse* *Max level of
skill learning
has been
increased to
Lv. 84.*

Hurricane *Spellhowler,
Storm
Screamer* *MP
consumption
has been
decreased:*

*Example: Lv.
31: 72 MP →
65 MP*

Tempest *Spellhowler* *Power has*

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STORE

*Sleep**Wizard,
Sorcerer,**Max level of
skill learning**Archmage,
Necromancer,
Soultaker,* *has been
increased to
Lv. 84.**Elven Wizard,
Spellsinger,
Mystic Muse,* *Duration has
been
decreased:**Dark Wizard,
Spellhowler,
Storm
Screamer* *10 sec. → 5
sec.**Inferno**Sorcerer,
Archmage* *Max level of
skill learning
has been
increased to
Lv. 84.**Effect has
been
changed:**- Enemy's
Mana Burn
effect has
been added:
-6% MP on
the 2nd level
of the skill**Fire Vortex**Archmage**Max level of
skill learning
has been
increased to
Lv. 84.**Effect has*

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Decreasing effect has been augmented: -5% → -10%

Cooldown has been decreased: 15 sec. → 8 sec.

Blizzard

Spellsinger, Mystic Muse

Max level of skill learning has been increased to Lv. 84.

Effect has been changed: - Power has been increased on the 2nd level of the skill: 151 → 155

- Basic landing rate has been increased: 40% → 80%

Ice Vortex

Mystic Muse

Max level of skill learning

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Cooldown has been



decreased:

15 sec. → 8 sec.

Demon Wind *Spellhowler, Storm Screamer*

Max level of skill learning has been increased to Lv. 84.

Effect has been changed (Lv. 2):

- Power has been increased: 151 → 155

- Received Healing has been changed: -50% → -52%

Wind Vortex *Storm Screamer*

Max level of skill learning has been increased to Lv. 84.

Effect has been changed:

- Enemy's

Atk. Spd. and decreasing

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Cooldown has been decreased:

15 sec. → 8 sec.

Dark Vortex

Soultaker

Max level of skill learning has been increased to Lv. 84.

Effect has been changed:

- P. Accuracy and Dark Attack Resistance decrease has been changed to P./M.

Critical Rate decrease: -10% (on all the levels)

Cooldown has been decreased:

15 sec. → 8 sec.

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Silver Ranger, Moonlight has been increased to

Sentinel Lv. 84.

Range has been increased: 500 → 900

Real Target

Sagittarius, Moonlight, Sentinel, Ghost, Sentinel

Max level of skill learning has been increased to Lv. 84.

Target Stun Resistance decrease effect has been added.

Range has been increased: 600 → 900

Rapid Fire

Silver Ranger, Moonlight, Sentinel

Range penalty has been decreased from the 2nd level of the skill:

Example: Lv. 8: -20% → -10%

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*level of the
skill.**-10% → -5%**Snipe**Hawkeye,
Sagittarius**Speed
penalty has
been
decreased
from the 3rd
level of the
skill:**Example: Lv.
8: -60 → -30**Ultimate
Evasion**Rogue,
Treasure
Hunter, Elven
Scout, Plains
Walker,
Assassin,
Abyss Walker**2nd level of
the skill can
be learned by
the following
classes:**Hawkeye,
Silver Ranger,
Phantom
Ranger**Pain of
Sagittarius**Hawkeye,
Sagittarius**Max level of
skill learning
has been
increased to
Lv. 82.**Effect has
been changed
(Example:
Lv. 5):**Recovery has*

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- HP

consumption has been increased: 407 → 500

Lethal Shot

Sagittarius, Moonlight Sentinel, Ghost Sentinel

Effect has been changed: - Critical Damage Rate has been increased: 15% → 25%

- Defence Ignorance has been added: 20% on the 1st level of the skill

Cooldown has been decreased: 8 sec. → 6 sec.

Flame Hawk

Sagittarius

Effect has been changed: - Defence Ignorance has been added: 10%

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150 HP → 250
HP per tick

Cooldown has
been
decreased:

1 min. 15 sec.
→ 30 sec.

Arrow Rain

*Moonlight
Sentinel*

Effect has
been
changed:

- Defence
Ignorance has
been added:
10%

- Power of the
constant
damage has
been
increased:

150 HP → 250
HP per tick

Range has
been
increased:

600 → 900

Cooldown has
been
decreased:

1 min. 15 sec.
→ 30 sec.

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*Ignorance has
been added:**10%**- Power of the
constant
damage has
been**increased:
150 HP → 300
HP per tick**Cooldown has
been**decreased:**1 min. 15 sec.
→ 30 sec.*

Knights

Skill	Class	Changes
<i>Aggression</i>	<i>Knight, Paladin, Phoenix Knight, Dark Avenger, Hell Knight, Elven Knight, Temple Knight, Eva's Templar, Palus Knight, Shillien</i>	<i>Power has been increased: Example: Lv.53: 2229 → 11145</i>

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	<p><i>Knights, Dark Avenger, Hell Knight, Temple Knight, Eva's Templar, Shillien Knight, Shillien Templar</i></p>	<p><i>Example: Lv.41: 2229 → 11145 Cooldown has been decreased: 40 sec. → 20 sec.</i></p>
<i>Chain Strike</i>	<p><i>Phoenix Knight, Hell Knight, Eva's Templar, Shillien Templar</i></p>	<p><i>Max level of skill learning has been increased to Lv.84.</i></p>
<i>Shield Strike</i>	<p><i>Paladin, Phoenix Knight, Dark Avenger, Hell Knight</i></p>	<p><i>Effect has been changed (example: Lv.19): - attack power has been increased: 2534 → 3739 - aggression power has been decreased: 7427 → 5571 Cooldown has been decreased:</i></p>

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Phoenix *been added:*

Knight, Dark

Avenger, Hell Knight

Example:

Lv.56: Power 2492.

- Skill can't deal critical hits.

- No defense ignore effect.

Shield of Sacrifice

Phoenix Knight

Max level of skill learning has been increased to Lv.84.

Duration has been increased:

3 min. → 5 min.

Cooldown has been decreased:

10 min. → 7.5 min.

Eva's Protection

Eva's Templar

Max level of skill learning has been increased to Lv.84.

Duration has

been

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Cooldown has been



decreased:

10 min. → 7.5 min.

Tribunal

Temple Knight, Eva's Templar

Effect has been changed (example: Lv.18):

- attack power has been

increased: 1961 → 3339

- aggression power has been

increased: 1795 → 5385

- possibility to use skill with Dual Sword has been added.

Cooldown has been

decreased:

4 sec. → 3 sec.

Summon Storm Cubic

Temple Knight, Eva's Templar

Max level of skill learning has been

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decreased



(example:
Lv.8):

11 pcs. → 5
pcs.

Summon Life
Cubic

Temple
Knight, Eva's
Templar

Max level of
skill learning
has been
increased to
Lv.84.

Number of
used Spirit
Ore has been
decreased
(example:
Lv.7):

11 pcs. → 5
pcs.

Summon
Attractive
Cubic

Temple
Knight, Eva's
Templar

Max level of
skill learning
has been
increased to
Lv.84.

Number of
used Spirit
Ore has been
decreased
(example:
Lv.3):

10 pcs. → 5
pcs.

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- attack power has

been increased: 2241 → 3339

- aggression power has been increased: 1795 → 5385

Cooldown has been decreased: 4 sec. → 3 sec.

Summon Viper Cubic

Shillien Knight, Shillien Templar

Max level of skill learning has been increased to Lv.84.

Number of used Spirit Ore has been decreased on Lv.4 and Lv.5:

5 pcs. → 4 pcs.

Summon Vampiric Cubic

Shillien Knight, Shillien Templar

Max level of skill learning has been increased to Lv.84.

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11 pcs. → 5 pcs.

*Summon
Phantom
Cubic*

*Shillien
Knight,
Shillien
Templar*

*Max level of
skill learning
has been
increased to
Lv.84.*

*Number of
used Spirit
Ore has been
decreased on
Lv.6:*

*5 pcs. → 4
pcs.*

Summoners

Skill	Class	Changes
<i>Final Servitor</i>	<i>Arcana Lord, Elemental Master, Spectral Master</i>	<i>Effect has been changed: - Max HP/MP: +10% → +20% - P./ M. Def.: +10% → +20% - P./ M. Atk.: +10% → +20% - Atk.</i>

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- P./ M.
Critical Rate:

+10% → +15%

- P./ M.
Critical
Damage:
+10% → +15%

Number of
used Spirit
Ore has been
decreased:

40 pcs. → 20
pcs.

Warrior Bane Arcana Lord,
Elemental
Master,
Spectral
Master

Max level of
skill learning
has been
increased to
Lv. 84.

Effect has
been
changed:

Before:

Removes
buffs that
increase Atk.
Spd. and
Speed from
the enemy.

After:

P. Atk. -23%,
Speed -20 for

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Spectral Master increased to Lv. 84.

Effect has been changed:

Before:

Removes buffs that increase M. Atk. and Casting Spd. from the enemy.

After:

M. Atk. -23%, Casting Spd -20% for enemy for 10 sec.

Servitor Share

Arcana Lord, Elemental Master, Spectral Master

Skill Lv.1 is available for learning on 76 lvl character.

Skill Lv.2 and Skill Lv.3 that are available for learning on 79 and 92 lvl characters have been added.

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Master,

Effect has

*Phantom
Summoners,
Spectral
Master*

been
changed:
- penalty on
characters
with max HP
has been
decreased:
example: Lv.5:
-24% HP →
-14% HP

*Warrior
Servitor*

Arcana Lord

*Effect has
been
changed:
- Max HP:
+10% → +30%
- HP Recovery
Bonus: +10%
→ +20%
- P. Def.: +10%
→ +25%
- P. Atk.: +10%
→ +25%
- Atk. Spd.:
+5% → +20%*

*Summon
Feline Queen*

Arcana Lord

*Max level of
skill learning
has been
increased to*

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Summon Storm Cubic *Warlock, Arcana Lord* *Max level of skill learning has been increased to Lv. 84.*

Number of used Spirit Ore has been decreased (example: Lv.8):

11 pcs. → 5 pcs.

Summon Binding Cubic *Warlock, Arcana Lord* *Max level of skill learning has been increased to Lv. 84.*

Number of used Spirit Ore has been decreased (example: Lv.9):

11 pcs. → 5 pcs.

Wizard Servitor *Elemental Master* *Effect has been changed:*

- MP

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*- MP**Consumption:**-3% → -5%**- M. Def.:**+10% → +25%**- M. Atk.:**+10% → +30%**- Casting Spd:**+5% → +20%**Summon
Seraphim the
Unicorn**Elemental
Master**Max level of
skill learning
has been
increased to
Lv. 85.**Summon
Magnus the
Unicorn**Elemental
Master**Max level of
skill learning
has been
increased to
Lv. 85.**Summon Life
Cubic**Elemental
Summoners,
Elemental
Master**Max level of
skill learning
has been
increased to
Lv. 84.**Number of
used Spirit
Ore has been
decreased
(example:
Lv.7):**11 pcs. → 5*

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Number of used Spirit Ore has been decreased (example: Lv.9):

6 pcs. → 5 pcs.

*Assassin
Servitor*

*Spectral
Master*

Effect has been changed:

*- P. Evasion:
+3 → +4*

*- P. Accuracy:
+3 → +4*

- P. Critical Rate: +10% → +25%

*- P. Critical Damage:
+10% → +25%*

*- Casting Spd:
+5% → +20%*

- M. Accuracy and M. Evasion +4 increase effects have been added

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and Damage



*Summon
Nightshade* *Spectral
Master* *Max level of
skill learning
has been
increased to
Lv. 85.*

*Summon
Spectral Lord* *Spectral
Master* *Max level of
skill learning
has been
increased to
Lv. 85.*

*Summon
Phantom
Cubic* *Phantom
Summoners,
Spectral
Master* *Max level of
skill learning
has been
increased to
Lv. 84.*

*Number of
used Spirit
Ore has been
decreased on
Lv.6:*

*5 pcs. → 4
pcs.*

*Summon
Spark Cubic* *Phantom
Summoners,
Spectral
Master* *Max level of
skill learning
has been
increased to
Lv. 84.*

*Number of
used Spirit*

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Robe Mastery Warlock, Max HP
Arcana Lord, increase
Elemental effect has
Summoners, been added:
Elemental
Master, Example:
Phantom Lv.45: max HP
Summoners, +270
Spectral
Master

Arcana Lord servitors

Skill	Servitor	Skill changes
<i>Blessing of Queen</i>	<i>Feline Queen</i>	<p>1. Additional levels of skill have been added: 2 (79), 3 (81), 4 (83), 5 (84).</p> <p>2. Duration increases with level up: 2 min. / 4 min. / 6 min. / 8 min. / 10 min.</p> <p>3. Effect does not change</p>

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- P. Critical
Damage



+20%

4. Can be used at the same time with "Gift of Queen" skill.

Gift of Queen Feline Queen

1. Additional levels of skill have been added: 2 (79), 3 (81), 4 (83), 5 (84).

2. Duration increases with level up: 2 min. / 4 min. / 6 min. / 8 min. / 10 min.

3. Effect has been increased at Lv.1:

- P. Atk.: +6%
→ +10%

- P. Accuracy:
+2 → +3

4. Can be used at the same time

time with "Gift of Queen" skill.

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have been
added: 5

(84), 6 (84).

2. Chance of
debuff cancel
has been
increased:

- Lv.1: 40%
(no changes)

- Lv.2: 45% →
50%

- Lv.3: 50% →
60%

- Lv.4: 55% →
70%

- Lv.5: 60% →
80%

- Lv.6: 65% →
90%

3. List of
debuffs, that
can be
nullfield via
skill, has been
updated:

- effects,
decreases P.
Accuracy, P.
Atk., Atk.
Spd. →
effects,

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*Slash**Feline King**1. Additional*

levels of skill have been added: 2 (81), 3 (82), 4 (83), 5 (84), 6 (84).

2. Skill Power increases with level up: 8264 / 8597 / 8945 / 9302 / 9674 / 10061.

*Spin Slash**Feline King*

1. Additional levels of skill have been added: 2 (81), 3 (82), 4 (83), 5 (84), 6 (84).

2. Skill Power increases with level up: 4132 / 4298 / 4470 / 4647 / 4834 / 5027.

*Grip of the Cat**Feline King*

Basic chance of Hold effect success rate has been increased: 60% → 80%

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*added: 2 (79),
3 (81), 4 (83),
5 (84).*

*2. Duration
increases with
level up: 2
min. / 4 min.
/ 6 min. / 8
min. / 10 min.*

*3. Effect does
not change
with level up:*

*- MP recovery
bonus +30%*

*4. New effect
has been
added:*

*- M. Critical
Rate +25%
(all levels)*

*5. Can be
used
simultaneously
with the "Gift
of Seraphim"
skill.*

*Gift of
Seraphim*

Seraphim

*1. Additional
levels of skill
have been*

added: 2 (79)

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min. / 4 min.

/ 5 min. / 8

min. / 10 min.

3. Effect does not change with level up:

- Casting Cooldown -10%

4. New effect has been added:

- M. Atk. +30% (all levels)

5. Can be used simultaneously with the "Blessing of the Seraphim" skill.

Cure of Seraphim

Seraphim

1. Additional levels of skill have been added: 5 (84), 6 (84).

2. Chance of debuff cancel has been increased.

(no changes)

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- Lv.3: 50% →
60%

- Lv.4: 55% →
70%

- Lv.5: 60% →
80%

- Lv.6: 65% →
90%

3. The list of debuffs, which might be canceled by the skill, has been supplemented:

- sleep, hold, stun, silence and paralysis → sleep, hold, stun, silence, paralysis and mental attacks

Whiplash

Magnus

1. Additional levels of skill have been added: 2 (81), 3 (82), 4 (83), 5 (84), 6 (84).

2. Power increases with level up: 6198

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have been
added: 2 (81),

3 (82), 4 (83),
5 (84), 6 (84).

2. Power
increases with
level up: 228
/ 230 / 232 /
234 / 236 /
240.

Spectral Masters` servitors

Skill	Servitor	Skill changes
-------	----------	---------------

Curse of Shade	Nightshade	1. Additional level of skill has been added: 5 (84).
-------------------	------------	--

2. Due to new
skill level
addition, the
effect of
Decrease
opponent`s
P./M. Def. has
been
decreased:

- Lv.2: -6% →
-5%

- Lv.3: -8% →

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- Lv.5: -10%
(new level)



*Mass Curse of
Shade* *Nightshade*

1. Additional level of skill has been added: 5 (84).

2. Due to new skill level addition, the effect of Decrease opponent`s P./M. Def. has been decreased:

- Lv.2: -6% → -5%

- Lv.3: -8% → -6%

- Lv.4: -10% → -8%

- Lv.5: -10%
(new level)

*Shade
Sacrifice* *Nightshade*

1. Additional levels of skill have been added: 5 (84), 6 (84).

2. Party members HP

Recovery

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- Lv.1: 771 →
775

- Lv.2: 795 →
800

- Lv.3: 824 →
825

- Lv.4: 848 →
850

- Lv.5: 875
(new level)

- Lv.6: 900
(new level)

**3. Servitor`s
HP
consumption
has been
decreased:**

- Lv.1: 1102 →
930

- Lv.2: 1136 →
960

- Lv.3: 1178 →
990

- Lv.4: 1212 →
1020

- Lv.5: 1050
(new level)

- Lv.6: 1080
(new level)

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2. Power of constant damage increases with level up: -112 HP / -115 HP / -118 HP / -121 HP / -124 HP.

3. New effect has been added: Decrease Cast. Speed: -23% (all levels).

Dicing Death

Spectral Lord

1. Additional levels of skill have been added: 2 (81), 3 (82), 4 (83), 5 (84), 6 (84).

2. Power increases with level up: 8264 / 8597 / 8945 / 9302 / 9674 / 10061.

3. New effect has been added: Cancel target - 30% chance

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2. Power
increases with
level up: 228
/ 230 / 232 /
234 / 236 /
240.

Maximum level of passive skills increase

The following class passive skills are available for learning till level 85 included:

Polearm Mastery

Light Armor Mastery

Heavy Armor Mastery

Sword/Blunt Weapon Mastery

Dual Weapon Mastery

Magic Resistance

Knighthood

Final Fortress

Dagger Mastery

Bow Mastery

Two-handed Weapon Mastery

Weapon Mastery

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SP amount for the skills learning

Amount of SP needed for the skills learning has been changed:

Class	Level	SP needed after the Update
<i>Soultaker, Adventurer, Wind Rider, Ghost Hunter, Grand Khavatari, Hierophant, Eva's Saint, Dominator, Doomcryer</i>	81	160 000 000
<i>Soultaker, Adventurer, Wind Rider, Ghost Hunter, Grand Khavatari, Hierophant, Eva's Saint, Dominator, Doomcryer</i>	82	170 000 000
<i>Soultaker, Adventurer, Wind Rider,</i>	83	240 000 000

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Soultaker, 84 240 000 000
Adventurer,
Wind Rider,
Ghost Hunter,
Grand
Khavatari,
Hierophant,
Eva's Saint,
Dominator,
Doomcryer

Rare skills

Rare skills has been added.

Rare skills are available for the characters from the lvl 80 and above. They are not bound to the exact class or race.

Skill	Description	MP Consumption
<i>Disarm</i>	<i>For 5 sec. makes target's and nearby enemies' weapon useless, P./ M. Atk. -30%, Speed -10%.</i>	<i>205 MP</i>

Range: 600

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MAIN

PATCH NOTES

STORE

*Armor Break**For 5 sec.
makes**205 MP**target's and
nearby
enemies'
armor
useless, P./ M.
Def. -30%,
Speed -10%.**Range: 600**Casting Time:
2 sec.**Cooldown: 2
min.**Spell Break**For 5 sec.
makes**205 MP**target's and
nearby
enemies'
Skills useless.**Range: 600**Working
Range: 300**Casting Time:
2 sec.**Cooldown: 2
min.**Jump**Cancels
target of
enemy and**77 MP**nearby*

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Casting Time:
0.3 sec.



Cooldown: 1 min.

Blaze

Cancels target of enemy and nearby enemies, for 5 sec., you cannot be targeted.

77 MP

Casting Time:
1 sec.

Cooldown: 2 min.

Berserker Mode

For 20 sec. P./ M. Atk., and Atk./ Casting Spd. +50%. Cannot be stacked with Berserker Spirit that will be available after transformation into Dragon Berserker.

200 MP

Casting Time:
2 sec.

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skills. Such books can be bought from Magic Books Trader Lorenzo in Aden. 4 pages of

Forgotten Manuscript and 10 millions of Adena are needed for each book.

Rare skills are learned with help of double click on the book.

Forgotten Manuscript, needed for the rare skills learning can be obtained in exchange for Manuscript Fragments with help of NPC Lorenzo or can be combined.

Fragments can be acquired in the Imperial Tomb, as well as in the Attribute King Raids in the normal and hard mode.

Forgotten Manuscripts and their Fragments can be exchanged, dropped, sold.

Certification skills

New certification skills have been added.

Certification skills are not bound to the level or the class of the character and the Soul Crystal item is needed to learn them.

Soul Crystals can be acquired during the quests "Hero's Way I - VII". The first of them becomes available from the 80th level.

Soul Crystal cannot be exchanged, dropped, sold, but can be shared within account through Dimensional Merchant.

All the certification skills are passive.

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STORE

2

*Courage
Mastery**Max CP
+300.**Soul
Crystal*

x10

3

*Courage
Mastery**Max CP
+600.**Soul
Crystal
x15*

4

*Courage
Mastery**Max CP
+1200.**Soul
Crystal
x30*

5

*Courage
Mastery**Max CP
+2000.**Soul
Crystal
x45*

1

*Honor
Recovery**Death XP
penalty
-5%.**Soul
Crystal x3*

2

*Honor
Recovery**Death XP
penalty
-10%.**Soul
Crystal
x10*

3

*Honor
Recovery**Death XP
penalty
-15%.**Soul
Crystal
x15*

4

*Honor
Recovery**Death XP
penalty
-20%.**Soul
Crystal
x30*

5

*Honor
Recovery**Death XP
penalty
-25%.**Soul
Crystal
x45*

1

*Didactic**Acquired
XP/ SP**Soul
Crystal x1*

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MAIN

PATCH NOTES

STORE

3

*Didactic**Acquired**Soul**XP/ SP**Crystal x5**+12%.*

4

*Didactic**Acquired**Soul**XP/ SP**Crystal**+20%.**x10*

5

*Didactic**Acquired**Soul**XP/ SP**Crystal**+30%.**x15*

1

*Dye of
War**PvP**Soul**Damage**Crystal x3**+3%.*

2

*Dye of
War**PvP**Soul**Damage**Crystal**+6%.**x10*

3

*Dye of
War**PvP**Soul**Damage**Crystal**+10%.**x15*

4

*Dye of
War**PvP**Soul**Damage**Crystal**+15%.**x30*

5

*Dye of
War**PvP**Soul**Damage**Crystal**+25%.**x45*

1

*Spear
Resist**Resistance**Soul**to spear**Crystal x1**attacks**+1%.*

2

*Spear**Resistance**Soul*

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*attacks**+5%.*

4	<i>Spear Resist</i>	<i>Resistance to spear attacks</i>	<i>Soul Crystal x10</i>
		<i>+7%.</i>	
5	<i>Spear Resist</i>	<i>Resistance to spear attacks</i>	<i>Soul Crystal x15</i>
		<i>+10%.</i>	
1	<i>Blunt Resist</i>	<i>Resistance to blunt attacks</i>	<i>Soul Crystal x1</i>
		<i>+1%.</i>	
2	<i>Blunt Resist</i>	<i>Resistance to blunt attacks</i>	<i>Soul Crystal x3</i>
		<i>+3%.</i>	
3	<i>Blunt Resist</i>	<i>Resistance to blunt attacks</i>	<i>Soul Crystal x5</i>
		<i>+5%.</i>	
4	<i>Blunt Resist</i>	<i>Resistance to blunt attacks</i>	<i>Soul Crystal x10</i>
		<i>+7%.</i>	
5	<i>Blunt Resist</i>	<i>Resistance to blunt attacks</i>	<i>Soul Crystal x15</i>
		<i>+10%.</i>	

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2

*Fist
Weapon*

*Resistance
to fist*

*Soul
Crystal x3*

*Resist
weapon
attacks
+3%.*

3

*Fist
Weapon
Resist*

*Resistance
to fist
weapon
attacks
+5%.*

*Soul
Crystal x5*

4

*Fist
Weapon
Resist*

*Resistance
to fist
weapon
attacks
+7%.*

*Soul
Crystal
x10*

5

*Fist
Weapon
Resist*

*Resistance
to fist
weapon
attacks
+10%.*

*Soul
Crystal
x15*

1

*Dagger
Resist*

*Resistance
to dagger
attacks
+1%.*

*Soul
Crystal x1*

2

*Dagger
Resist*

*Resistance
to dagger
attacks
+3%.*

*Soul
Crystal x3*

3

*Dagger
Resist*

*Resistance
to dagger
attacks
+5%.*

*Soul
Crystal x5*

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5	Dagger	Resistance	Soul
	Resist	to dagger attacks	Crystal x15 +10%.
1	Bow	Resistance	Soul
	Resist	to bow attacks	Crystal x1 +1%.
2	Bow	Resistance	Soul
	Resist	to bow attacks	Crystal x3 +3%.
3	Bow	Resistance	Soul
	Resist	to bow attacks	Crystal x5 +5%.
4	Bow	Resistance	Soul
	Resist	to bow attacks	Crystal x10 +7%.
5	Bow	Resistance	Soul
	Resist	to bow attacks	Crystal x15 +10%.
1	Sword	Resistance	Soul
	Resist	to sword attacks	Crystal x1 +1%.
2	Sword	Resistance	Soul
	Resist	to sword attacks	Crystal x3 +3%.

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4	Sword Resist	Resistance to sword attacks	Soul Crystal x10
		+7%.	
5	Sword Resist	Resistance to sword attacks	Soul Crystal x15
		+10%.	
1	Dual Sword Resist	Resistance to dual sword attacks	Soul Crystal x1
		+1%.	
2	Dual Sword Resist	Resistance to dual sword attacks	Soul Crystal x3
		+3%.	
3	Dual Sword Resist	Resistance to dual sword attacks	Soul Crystal x5
		+5%.	
4	Dual Sword Resist	Resistance to dual sword attacks	Soul Crystal x10
		+7%.	
5	Dual	Resistance	Soul
	Sword	to dual	Crystal

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Skills for Fishing

New skills have been added: Extra Inventory (Lv. 4) and Extra Inventory (Lv.5).

Skill	Effect	Needed item
<i>Extra Inventory (Lv. 4)</i>	<i>Inventory Slot +20</i>	<i>Inventory Expansion Ticket - Lv. 4</i>
<i>Extra Inventory (Lv.5)</i>	<i>Inventory Slot +25</i>	<i>Inventory Expansion Ticket - Lv. 5</i>

Inventory Expansion Ticket - Lv. 4 or Lv. 5 can be bought in Fishermen's Guild:

Item	Price
<i>Inventory Expansion Ticket - Lv. 4</i>	<i>Fresh Blue Mackerel (169.320 items) + 8.000.000 Adena</i>
<i>Inventory Expansion Ticket - Lv. 5</i>	<i>Fresh Blue Mackerel (507.960 items) + 8.000.000 Adena</i>

Additional changes

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*Chill Flame**Active**Weaken Skills**Blaze Quake**Active**Weaken Skills**Frost Flame**Active**Weaken Skills**Aura Sink**Active**Weaken Skills**Hammer
Crush**Active**Weaken Skills**Decay**Active**Weaken Skills**Fire Vortex**Active**Weaken Skills**Inferno**Active**Weaken Skills**Stun Shot**Active**Weaken Skills**Death Sting**Active**Weaken Skills**Ghost
Piercing**Active**Weaken Skills**Arrow Rain**Active**Weaken Skills**Flame Hawk**Active**Weaken Skills**Shock Attack**Active**Weaken Skills**Sting**Physical**Weaken Skills**Deadly Strike**Physical**Weaken Skills**Shield Charge**Physical**Weaken Skills**Life Rescue**Magic**Reinforcement
Skills*

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The information about enemy provoke has been deleted from "Arrest" skill description due to a discrepancy in actual effect.

Buff mechanic with a long cooldown and debuff effects with constant damage have been changed: now recovery or damage dealing is on a smaller scale, but faster than before the update.

System changes

Clan

New clan passive skill has been added - Clan Luck.

Skill can be learned via Grand Magister in the Temple of any city.

Skill	Description	Price	Clan level
<i>Clan Luck - Lv.1</i>	<i>When killed by an ordinary monster, item drop rate -50%. Cannot be used</i>	<i>500.000 adena</i>	<i>1</i>

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ordinary

monster,
item drop
rate
-70%.
Cannot
be used
by
chaotic
characters

Clan Luck When Blood 3
- Lv.3 killed by Crystal
an (20 pcs.)

ordinary
monster,
item drop
rate
-80%.
Cannot
be used
by
chaotic
characters

Clan Luck When 100.000.000
- Lv.4 killed by adena
an

ordinary
monster,
item drop
rate
-100%.
Cannot
be used
by

chaotic

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added.

*Effect: EXP bonus +15%**Price: 30.000 SP**Skill can be learned via Grand Magister in the Temple of any city.*

Amount of required items and Clan Reputation points for the study of clan skills lv. 1 has been changed.

Required amount of Blood Crystals: 10 pcs. → 2 pcs.

Required amount of Clan Reputation points: 1500 → 1800.

Study cost of “Clan Spirituality”, “No Clan Return” and “No Clan Resurrection” skills has not been changed.

Amount of obtained Clan Reputation points for a character's level up has been increased:

Level	Clan Reputation points before update	Clan Reputation points after update	Level
20-25	2	4	20-25
26-30	4	8	26-30
31-35	6	12	31-35

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56-60	16	35	51-55
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61-65	18	40	56-60
-------	----	----	-------

66-70	21	54	61-65
-------	----	----	-------

71-75	25	63	66-70
-------	----	----	-------

76+	30	75	71-75
-----	----	----	-------

-	-	90	76-80
---	---	----	-------

-	-	120	81+
---	---	-----	-----

Daily quests

All missions are divided into 4 categories and spread across different tabs for the players` convenience: Hunting, Raid, System, Upgrade.

Counter of the available rewards for the completed missions is displayed on the list of the corresponding category.

New One-off Missions, which can be completed when the corresponding level is reached, have been added:

Mission	Description	Reward
Reach Level (Lv. 81)	The reward is issued upon	1. 30-day Doll of Border

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inventory: P.

Atk. +12%, F.

Critical

Damage

+12%, Max. HP

+12%.

2. 30-day Doll

of Border -

Orfen

M. Atk.+8%,

M. Critical

Damage +8%,

Max. MP

+12%.

3. Quick Hero

Healing

Potion (30

pcs.)

Magic potion

that quickly

restores

HP(500).

Instant

cooldown.

4. Warrior MP

Recovery

Potion (30

pcs.)

Magical MP-

recovery

potion (50).

Reach Level The reward is 1. 30-day Doll

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inventory:

Mental
Resistance
+40%,
Paralysis /
Knockdown /
Pulling +20%,
P./M. Def.
+12%, Skill
Cooldown
-3%.

2. Quick Hero
Healing
Potion (30
pcs.)

Magic potion
that quickly
restores
HP(500).
Instant
cooldown.

3. Warrior MP
Recovery
Potion (30
pcs.)

Magical MP-
recovery
potion (50).

Reach Level
(Lv. 83)

The reward is
issued upon
the reach of
level 83.

1. 30-day
Refined Ring
of Core
MP +21,

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damage by



0%. Allows to use special skill to cancel debuffs.

2. Quick Hero Healing Potion (30 pcs.)

Magic potion that quickly restores HP(500). Instant cooldown.

3. Warrior MP Recovery Potion (30 pcs.)

Magical MP-recovery potion (50).

Reach Level (Lv. 84)

The reward is issued upon the reach of level 84.

1. Refined Queen Ant's Ring (30-day)

MP +21, Poison Resistance/Atk. Rate +20%, P./M. Accuracy +3, P./M. Atk.

+7% P.

Damage

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2. Quick Hero

Healing
Potion (30
pcs.)

Magic potion
that quickly
restores
HP(500).
Instant
cooldown.

3. Warrior MP
Recovery
Potion (30
pcs.)

Magical MP-
recovery
potion (50).

Reach Level
(Lv. 86)

The reward is
issued upon
the reach of
level 86.

1. Forgotten
Manuscript -
Page 1

2. Forgotten
Manuscript -
Page 2

3. Forgotten
Manuscript -
Page 3

4. Forgotten
Manuscript -
Page 4

5. Quick Hero

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HP(500).

*Instant
cooldown.**6. Warrior MP
Recovery
Potion (30
pcs.)**Magical MP-
recovery
potion (50).*

Mission which have been completed before the update, can not be completed one more time.

A new daily mission to obtain Sepulcher Pass, which is required to enter the Four Sepulchers instance, has been added:

Mission	Description	Reward
<i>Exploration of Imperial Tomb</i>	<i>Reward is issued daily for killing 500 monsters in the Imperial Tomb. (for characters 78 lvl and above)</i>	<i>Sepulcher Pass (1 pcs.) The pass is needed to enter the Four Sepulchers of Emperors. Find Nameless Spirit near the</i>

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New One-Off Missions, have been added. Soul Crystals can be obtained as a reward for these missions, which are required to learn certification skills:

Mission	Description	Reward
<i>Hero`s way I</i>	<i>When you reach Lv. 80, you will get 1 special token for learning certification skill.</i>	<i>Soul Crystal (5 pcs.)</i>
<i>Hero`s way II</i>	<i>When you reach Lv. 81, you will get 1 special token for learning certification skill.</i>	<i>Soul Crystal (10 pcs.)</i>
<i>Hero`s way III</i>	<i>When you reach Lv. 82, you will get 1 special token for learning certification skill.</i>	<i>Soul Crystal (15 pcs.)</i>
<i>Hero`s way IV</i>	<i>When you reach Lv. 83, you will get 1 special token for learning</i>	<i>Soul Crystal (20 pcs.)</i>

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*special token**for learning certification skill.*

Hero`s way VI *When you reach Lv. 85, you will get 1 special token for learning certification skill.* *Soul Crystal (60 pcs.)*

Hero`s way VII *When you reach Lv. 86, you will get 1 special token for learning certification skill.* *Soul Crystal (160 pcs.)*

Clan Arena

Effect of the “Clan Exuberance” skill lv. 4 and 5, which is activated after a certain stage of the Arena, has been changed:

Skill	Changes
<i>Clan Exuberance - Lv.4</i>	<i>Effect has been added: Acquired attribute EXP +15%</i>
<i>Clan Exuberance -</i>	<i>Effect has been</i>

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Attribute system

Price and number of some items, that can be obtained via NPC Svein, have been changed.

Spirit Rough Jewel has been added to the item list.

Item	Number	Price
<i>Spirit's Varnish</i>	1 → 2	No changes
<i>Blessed Spirit's Varnish</i>	1	Attribute Fragment: 4 → 1 Adena: 500.000 → 250.000
<i>Quick MP Recovery Potion</i>	4 → 13	No changes
<i>Intermediate Spirit's Blessing</i>	2 → 3	No changes
<i>Water Spirit Rough Jewel</i>	5	Fire Attribute Fragment (1 pcs.) + 50.000 adena

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Attribute



[or]

Wind
Attribute
Fragment (1
pcs.) +
50.000 adena

[or]

Earth
Attribute
Fragment (1
pcs.) +
50.000 adena

Fire Spirit 5
Rough Jewel

Fire Attribute
Fragment (1
pcs.) +
50.000 adena

[or]

Water
Attribute
Fragment (1
pcs.) +
50.000 adena

[or]

Wind
Attribute
Fragment (1
pcs.) +
50.000 adena

[or]

Earth
Attribute
Fragment (1
pcs.) +
50.000 adena

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Wind Spirit 5
Rough Jewel

Fire Attribute
Fragment (1

pcs.) +
50.000 adena

[or]

Water
Attribute
Fragment (1

pcs.) +
50.000 adena

[or]

Wind
Attribute
Fragment (1

pcs.) +
50.000 adena

[or]

Earth
Attribute
Fragment (1

pcs.) +
50.000 adena

Earth Spirit 5
Rough Jewel

Fire Attribute
Fragment (1
pcs.) +
50.000 adena

[or]

Water
Attribute
Fragment (1

pcs.) +
50.000 adena

[or]

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Fragment (1
pcs.) +
50.000 adena

[or]

Earth
Attribute
Fragment (1
pcs.) +
50.000 adena

Olympiad

Price of some items, that can be obtained for Marks of Battle via Olympiad Manager, has been changed:

Item	Number	Price
Major Quick Healing Potion	1	Mark of Battle: 47 → 24 Adena: 240.000 → 75.000
Quality Quick MP Recovery Potion	1	Mark of Battle: 15 → 5 Adena: 96.000 → 15.000

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<i>Fish Stew - The Guild's Gratitude (Lv.2)</i>	<i>Acquired XP/ SP +30% for 20 min while hunting.</i>	<i>Blue Mackerel (350 pcs.) [or] Fresh Blue Mackerel (180 pcs.)</i>
---	---	---

Fish Stew - The Guild's Gratitude (Lv.1) can be exchanged for 60 Blue Mackerels. Possibility of exchanging for 35 Fresh Blue Mackerels has been saved.

Death XP penalty

Now characters 80+ lvl (including 80) lose 1% XP when die.

Death XP penalty for characters 1-79 lvl has not changed - 4%.

Quests

Quest changes

The third class change quests have become easier

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Keeper of the Holy Edict

- Now the quest monster killing is counted only for one party member, that is completing a quest.

Watcher of the Ancient Pledge

Halisha's minions

- Number of the following monsters has been increased:
Swampland Watchman, Flame Drake, Fiery Ifrit, Ikedit.

- Now 7 Halisha's Badges can be obtained at once after killing *Swampland Watchman, Flame Drake, Fiery Ifrit, Ikedit.*

The minimum level for taking quests via NPC Vanutu next to the entrance to the Antharas` Lair has been changed:

Whisper of Dreams - Part 1: 56-66 → 64-74

Whisper of Dreams - Part 2: 68-72 → 68-82

The first class change quests have become easier to complete:

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MAIN

PATCH NOTES

STORE

*Path of the Elven
Knight**Drop rate of some
quest items has been
increased.**Path of the Elven
Wizard**Drop rate of some
quest items has been
increased.**Path of the Orc Raider**Kuruka Ratman
Captain will now
spawn every time
when there is 10
Green Blood in the
inventory.**Path of the Orc
Shaman**Number of Durka
Parasite shaping,
when Durka Spirit is
summoned, has been
decreased.**Path of the Scavenger**The required amount
of Hunter Bear
monsters to be killed
has been decreased.**Honey Bear spawn
rate has been
increased.**Path of the Human
Wizard**Water Seer does not
attack first.**Path of the Elven
Oracle**Location of spawn of
the Lizardman Warrior
and Lizardman Soldier
monsters has been
changed.*

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If you choose to fight the Angels, your reward is as follows:

Blood-stained Cloth Blood-stained Cloth — 10 pcs.

Master Toma's time spent has been increased: 30 min. → 60 min.

Now Master Toma appears near entrance to the Abandoned Coal Mines, not inside.

New NPC Misto, which is located near entrance to Milthril Mines, has been added: you can enter to the location via Researcher Misto.

Number of Langk Lizardman Warrior has been increased in Langk Lizardmen Dwellings.

Other changes

Interface

Party interface has been changed as follows:

Class icon has been increased for party members.

Party leader name is highlighted yellow.

Party member's nickname, archetype and party

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“Assist” icon appears for one second when party member icon in the party interface is right

clicked.

Dead party member’s interface is getting blacked out.

“Next Target” and “Previous Target” actions have been changed.

“Previous Target” action has been replaced by “Previous Target (Melee)”, and “Next Target” action has been replaced by “Next Target (Melee)”.

New actions have been added: “Previous Target (Range)”, “Next Target (Range)” (corresponding commands: “/targetprev2” and “/targetnext2”).

Melee attack - 600, Range attack - 1400.

“Quest Info” tab has been added to the “Map” - “World Info” interface.

The list of available quests is shown in accordance with character’s level.

Window with the Attribute Spirit experience scale has been added. It is derived from general attribute interface to the screen.

The process of the Attribute Spirit development can be tracked without opening the main attribute window.

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in the item modification window now. It is enough to place an item in any part of the item

modification window and it will be automatically placed in the corresponding slot.

Fixed an issue with command channel members, not being party members, being displayed as party members on the radar.

Paragraph "Pets" has been deleted from the Game Settings menu.

Additional changes

Fixed an issue with incorrect monster colour display in character`s target window for characters level 78 and above.

Fixed an issue with characters sometimes not being displayed when supporting role active graphics settings.

Fixed an issue with jewels not being displayed in Clan Hall Silver Manor in Aden after their installation.



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