

LINEAGE II



Herald of Light Patch Notes & Overview

CLASSIC

LINEAGE II

6/15/2021 | [Updates](#) | By Hime

The next Lineage II and Lineage II Classic update is now live on June 16 as Herald of Light! For Lineage II, there is the revamped Neutral hunting zone and two new party instanced hunting difficulties. For Lineage II Classic, hunting zone difficulties were reduced, S-grade equipment was added to raid bosses, and skills were expanded.

These are just a few changes in Herald of Light—read on for the full details!

[Lineage II](#) | [Lineage II Classic](#)

Hunting Zones

- Stats and rewards for the following Special Hunting Zone monsters have been adjusted.

Storm Isle	
Fury Tier Nero	Fury Harpy Schvar
Fury Sylph Melan	Fury Harpe
Fury Sylph Album	Fury Harpy Queen
Primeval Isle	
Deinonychus	Pachycephalosaurus
Ornithomimus	Pterosaur
Velociraptor	Tyrannosaurus
Isle of Souls (Stronghold 1)	
King of Trolls	Devil of Trolls

Kamael Traitor	Dwarf Tomb Raider
Kamael Betrayer	Muertos Outlaw
Regimented Monking	Orc Brigand
Field of Whispers (Field of Crisis)	
Elite Water Dragon Raider	Elite Water Dragon Swordman
Elite Water Dragon Serpent	
Field of Silence (Field of Crisis)	
Water Dragon Pikeman	Water Dragon Swordman
Succumbed Crotania	

- The Neutral Zone Hunting Zone has been refined.

Hunting Zone Level	107 - 108
Field of Silence	Field of Silence

Teleport Area	Town of Gludio
Hunting Zone Type	Field Hunting Zone - Party

- Adjusted the difficulty and placed new party-specialized monsters to match the Lv. 107 - 108 character hunting Zone.
 - Party-Specialized Monsters: Defeat them while in a party to obtain extra XP, and obtain even more XP if you're in a party of 5 or more.
- Monsters placed in the Neutral Zone Hunting Zone are applied with the 'Neutral Zone at Night' skill effect that enhances their battle abilities at night time.
- Newly placed monsters in the 'Neutral Zone' have been added as target monsters for Exalted quest rounds 1 - 6.
- Rewards for the Isle of Souls (Strongholds 2, 3) Hunting Zone monsters have been adjusted.

Isle of Souls (Strongholds 2, 3)	
Nerva Orc Mercenary	Dwarf Archaeologist
Tal Mahum Raider	Nerva Orc Shaman
Nasty Monking	Tal Mahum Astrologer

- The daily party Instanced Zone 'Forest of Spirits - Lv. 105' Hunting Zone was added.

Field Hunting Zone	Lv. 105 - 108
--------------------	---------------

Entry Conditions	Lv. 105 or higher
Number of Players Admitted	Min 2 - Max 7
Duration	1 hour
Reset	Every day at 6:30 AM
How to Enter	Enter by talking to NPC Venusta in Town of Aden
Instance Zone Characteristics	A stopover-type Zone Hunting Zone where you can hunt continuously without a boss monster appearing.

- Following the addition of the Hunting Zone, the name of the existing Daily Party Instanced Zone 'Forest of Spirits' that was available at Lv. 110 was changed to 'Forest of Spirits - Lv. 110'.
- The balance for monsters appearing in 'Forest of Spirits - Lv. 110' was adjusted, and the EXP and SP rewards were increased according to the adjusted balance.
- Between the 'Forest of Spirits - Lv. 105' and 'Forest of Spirits - Lv. 110' Instanced Zones, 1 Instanced Zone can be accessed once daily.
- A Peace Zone was added in the Cemetery Teleportation arrival location.
- Spawn time for monsters in the Swamp of Screams have been changed.

Before Change	After Change
10:00 - 10:00	10:00 - 11:00

10:00 - 12:00	10:00 - 11:00
22:00 - 24:00	22:00 - 23:00

- New Daily Party Instanced Zone 'Krofin’s Nest Lv. 110' Hunting Zone was added.

Entry Conditions	Lv. 110 or higher
Number of Players Admitted	Min 2 - Max 7
Reset	Every day at 6:30 AM
How to Enter	Enter by talking to NPC Venusta in Town of Aden

- Between the 'Krofin’s Nest - Lv. 105' and 'Krofin’s Nest - Lv. 110' Instanced Zones, 1 Instanced Zone can be accessed once daily.
- Adjusted the placement of and respawn times for monsters in some areas of ‘Fafurion Temple’.

Items

- New 'Blessed Fallen Angel's Ring' item was added.
 - A 'Blessed Fallen Angel's Ring' can be obtained by upgrading a 'Fallen Angel's Ring' that is +6 or higher.

Target Items	Material Items	Quantity	Fee	Resulting Items
+6 Fallen Angel's Ring	Fallen Angel's Ring	100	1,000,000 Aden	+6 Blessed Fallen Angel's Ring

+6 Fallen Angel's Ring	Fallen Angel's Ring Box	100	1,000,000 Adena	+6 Blessed Fallen Angel's Ring
+7 Fallen Angel's Ring		250		+7 Blessed Fallen Angel's Ring
+8 Fallen Angel's Ring		700		+8 Blessed Fallen Angel's Ring
+9 Fallen Angel's Ring		2,000		+9 Blessed Fallen Angel's Ring
+10 Fallen Angel's Ring		6,000		+10 Blessed Fallen Angel's Ring

- When upgrading a 'Fallen Angel's Ring' that has been Augmented or Crafted into a 'Blessed Fallen Angel's Ring', the previous options will be inherited.
- 'Blessed Fallen Angel's Rings' can be Enchanted with a 'Fallen Angel's Ring Enchant Scroll'.
- The Enchant effects of 'Blessed Fallen Angel's Rings' are as follows:

Enchant	Effects
6	Confusion Resistance/Atk. Success Rate +25%, Vitality Bonus EXP/SP +16%, Acquired EXP/SP +11%, Normal/P./M. Skill Critical Damage +16%
7	Confusion Resistance/Atk. Success Rate +25%, Vitality Bonus EXP/SP +17%, Acquired EXP/SP +12%, Normal/P./M. Skill Critical Damage +17%
8	Confusion Resistance/Atk. Success Rate +25%, Vitality Bonus EXP/SP +18%, Acquired EXP/SP +13%, Normal/P./M. Skill Critical Damage +18%

8	Confusion Resistance/Atk. Success Rate +25%, Vitality Bonus EXP/SP +18%, Acquired EXP/SP +13%, Normal/P./M. Skill Critical Damage +18%, Additional Damage to Action-Prohibited Targets +3%
9	Confusion Resistance/Atk. Success Rate +25%, Vitality Bonus EXP/SP +20%, Acquired EXP/SP +15%, Normal/P./M. Skill Critical Damage +20%, Additional Damage to Action-Prohibited Targets +5%
10	<p>Confusion Resistance/Atk. Success Rate +25%, Vitality Bonus EXP/SP +20%, Acquired EXP/SP +15%, Normal/P./M. Skill Critical Damage +20%, Additional Damage to Action-Prohibited Targets +5%, P. Def/M. Def +3%, Damage While Action-Prohibited -3%</p> <p><Effects by Weapon Type></p> <p>P. Atk +1% when equipped with Sword/Blunt Weapon/Spear/Fist Weapon</p> <p>Normal Attack Critical Damage +1% when equipped with Dagger/Dual Daggers</p> <p>M. Skill Critical Damage +1% when equipped with Staff/Magic Sword</p> <p>P. Skill Critical Damage +1% when equipped with Bow/Crossbow</p>

- Augmentation and Crafting is also possible for 'Blessed Fallen Angel's Rings', and the success rate and cost is the same as the for 'Fallen Angel's Rings'.
- A shop where you can exchange 100 'Fallen Angel's Ring Boxes' for a '+6 Fallen Angel's Ring' through NPC Denign was added.

Exchange Item	Quantity	Required Item	Quantity
+6 Fallen Angel's Ring Box	1	Fallen Angel's Ring Box	100

- A +9 or higher 'Blessed Fallen Angel's Ring' can be exchanged for a 'Blessed Fallen Angel's Ring Box' of the same grade through NPC Denign.
- 'Blessed Fallen Angel's Ring' Crafting was added to NPC Denign.

Item	Silenite Quantity	Giant's Energy Quantity	Obtain Item
Blessed Fallen Angel's Ring	10	20	Blessed Fallen Angel's Ring CHA Stage 1
			Blessed Fallen Angel's Ring CHA Stage 2
			Blessed Fallen Angel's Ring CHA Stage 3

- 'Blessed Fallen Angel's Ring' was added to NPC Denign's Cancel Crafting list.

Crafted Accessory	Required Fee
Blessed Fallen Angel's Ring	8,933,800 Adena

- 'Dragon Shirt Augmentation' was newly added.

Item Name	Augment Stone	Fee Item	Quantity
Dragon Rind Leather Shirt	Dragon Shirt Augment Stone	Gemstone (R-grade)	7
		Adena	12,050,000

		Adena	12,650,000
--	--	-------	------------

- The following options can be obtained by Augmenting a Dragon Shirt.

Option 1	Attack Attribute +5 - 25
	All Defense Attributes +5 - 25
	Atk. Spd. +10 - 50
	Casting Spd. +10 - 50
	EXP/SP +10%
	Option 2
	Normal Attack Critical Damage +1 - 15% when using skills for 10 minutes
	Normal Attack Critical Damage +15% when using skills for 10 minutes Normal Attack Power +3%
	P. Skill Attack Critical Damage +1 - 15% when using skills for 10 minutes
	P. Skill Critical Damage +15% when using skills for 10 minutes
	P. Skill Power +3%

P. Skill Critical Damage +15% when using skills for 10 minutes
P. Skill Power +3%

M. Skill Attack Critical Damage +1 - 15% when using skills for 10 minutes

M. Skill Critical Damage +15% when using skills for 10 minutes
M. Skill Power +3%

HP/CP +1 - 15% when using skills for 10 minutes

HP/CP +15% when using skills for 10 minutes
Received Damage -3%

CON/MEN +1

DEX/CON/WIT/MEN +1

STR/DEX/CON/INT/WIT/MEN +1

STR/DEX/CON/INT/WIT/MEN/LUC +1

All Stats +1

- Active skills obtained by Augmenting a Dragon Shirt cannot be stacked with certain skills obtained by Augmenting a 'Spirit Stone Instilled with Giants' Power'.
 - Giant's Critical Damage
 - Giant's Battle Roar

Other Changes

- Collection UI was added with new features, and some features have been improved.
 - Registerable items can be searched for even if their Enchant value and quantity is insufficient, and these will be marked with a red dot in the search results.
 - The Event Category item was changed to display a screen/system message when the Collection effect duration expires.
 - The search filter's contents will be reset when the Collection UI is closed.
 - When searching for items in the search filter, categories have been changed to show as inactive if they do not contain the searched item.
- Panels have been added for the icons of items that can be registered to a collection.
 - Collection icon panels have been added to Crafting, NPC Store, Private Store, Private/Clan Warehouse.
- Items that can be registered to the second slot of the 'Light Armor Basics' collection have been changed.

Before Change	After Change
+10 Blessed Eternal Leather Armor (Light Armor)	+10 Blessed Eternal Leather Armor (Light Armor Enchantment)

- The Emblem of Salvation skill was applied with an Auto Self-Target function.

- Auto Self-Target: If a beneficial skill is set with an enemy target, the skill is cast back to the caster themselves.
- Made revisions so each server's Preferences and default UI info is preserved even when servers are switched without shutting down the client.
- Fixed an issue where purchasing items mid-Teleport would display a system message that did not fit the situation.
- Fixed an issue where the effects of Critical Strike and Enchanted Critical Strike would be replaced by the Trace of Dagger effect that is activated by the Othell Ghost Hunter class's Grim Reaper Possession skill.
 - Out of the 3 effects (Trace of Dagger, Critical Strike, Enchanted Critical Strike), only 1 effect can be applied.
 - Out of the 3 buffs, the buff with the greatest effect is prioritized.
 - The order of priority is as follows: Enchanted Critical Strike > Critical Strike > Trace of Dagger
- A Skip Presentation function was added to the Combine window.
- A post-Combine screen message notification was added.
- Corrected typos in the system message that appears if the Dual Class is changed while a Servitor or pet is summoned.
- Fixed an issue where the number of currently logged in Clan Members in the Clan Main UI and the bottom bar did not match.
- Fixed an issue with the Received Damage Reduction value being guided incorrectly in the 'Ruler's Authority - Chaos Stage 3' item tooltip.
- Fixed an issue where closing the Collection UI would terminate the Quest Notification UI.
- Teleport list was changed to be sorted in ascending order of the Hunting Zone level.
- The Tower of Insolence Teleportation fee was changed to 30,000 Adena.
- A function was added so the next Combine stage can be performed in succession.
 - This can be accessed by clicking the result item's icon in the Combine results screen.
 - The first and second slots are automatically registered respectively with the result item and the item available for Combine.

- If the ingredient items are insufficient, the slots are reset.
- Modified the Combine slots so items cannot be registered if the items required for Combine are insufficient.
- Modifications were made so the second slot item can be changed in the side inventory.
- The existing [Continue] button can be used to perform Combine of the same stage in succession.
- Fixed an issue where the 'Spellbook: Fate of the Exalted' item could not be used by characters who acquired the 'Dignity of the Exalted' skill.
- Fixed an issue where characters were able to enter inside certain topographies of the Ivory Tower.
- Fixed an issue with the Beauty Shop hair color tooltip not matching with the actual color.
- Fixed an issue where Special Hunting Zones could be entered while Dead.
- Fixed an issue where the Fishing icon would be displayed in areas near Narsell Fortress where it is not possible to go fishing.
- The P./M. Critical Damage in the guide text of the Queen Ant's Soul Ring item tooltip was revised into Normal Attack/M. Critical Damage.
- Fixed an issue with the guide for Dual Daggers being missing from the 'Mortal Strike' skill tooltip.
- Improvements were made to the Inventory reaction speed for multi-client environments.
- Further details were added to the description of party-specialized buffs for Varka Silenos Barracks, Ketra Orc Outpost, Sea of Spores, and Fafurion Temple Hunting Zone monsters.
- Modifications were made so the Olympiad and Instanced Zones cannot be entered while the Private Store is active.
- Fixed an issue where the 'All Stats Increase' option would not be guided in the 'Dragon Weapon Augment Stone' options preview.
- Fixed an issue where the 'Fixed Damage Resistance Increase' option would be guided as 'Fixed Damage Decrease' when attempting to Augment a 'Dragon Weapon Augment Stone'.
- Improvements were made to multicell store functions.
 - The color of item name affixes (Seal, Event, etc) in the Item list was changed to distinguish them from item names.

- Changes were made so the entire item tooltip would be displayed when hovering the mouse over ingredient item icons.
- Added a function that automatically enters the maximum value for the exchange quantity when the exchange quantity entered is greater than the maximum value.
- Fixed an issue with the 'Talisman - Seven Signs' tooltip showing an incorrect guide for conditions to grant a bonus effect.

Before Change	After Change
Increases Attribute Attack by 50 when equipped with Longing/Insanity Talismans, adds All Weapon Resistance +3% effect	Increases Attribute Attack by 50 when equipped with Longing/Insanity/Heaven Talismans, adds All Weapon Resistance +3% effect

- Fixed an issue where 'Forgotten Ring of the Core' could not be Crystallized.
- Fixed an issue where 'Elcym Powder' would be obtained instead of 'Silenite' when Crystallizing 'Blessed Zaken's Earring'
- The 'Exchange Life Stone for Spirit Stone' function that cannot be used in the Blacksmith NPCs' Augmentation dialogue window was removed.
- Corrected typos and incorrectly guided info in the Death penalty tutorial.
- Fixed an issue where effects when equipping certain items would be displayed excessively.
- Fixed an issue where exchange amounts entered in the multisell store are reset when items are used to attack, use a skill, etc.
- Corrected typos on the 'Clan Specialty Lv 4 – Imprint' skill tooltip showing on the Clan Properties tab in Clan UI.
- Deleted unavailable links from the chat window of Pet Manager NPCs.
- Fixed an issue where changed level requirements are not updated in the party matching waiting list.

Hunting Zones

- The item drop tables for the following 10 raid bosses will be updated with S-grade weapons, armor, and accessories.
 - Queen Ant
 - Core
 - Orfen
 - Baium
 - Zaken
 - Scarlet Van Halisha
 - Queen Ant Drone Priest
 - Angel Priest of Baium
 - Priest of Core Decar
 - Orfen's Priest Lord Ipos
- Spawn time will be reduced by 50% for regular monsters in the following three hunting zones below:
 - Kerta Orc Outpost
 - Varka Silenos Barracks
 - Giants' Cave
- The spawn time for key monsters, scouts, Upper-level Gamlin, and Lower-level Leogul will remain the same.
- The spawn time for elite monsters in Ketra/Varka will also remain the same.

Monster difficulty (Lower-level, D-Ark/M-Ark) will be adjusted to 2/1 for the following hunting zones:

- Monster difficulty (monster P. Atk/M. Atk.) will be greatly reduced by 3/4 for the following two hunting zones:
 - Imperial Tomb
 - Dragon Valley
- In addition, the aggro range for Dragon Valley monsters will be reduced by 50%.

Skills

- Fixed an issue where the tooltips of 'Clan Escape Lock' and 'Clan Resurrection Lock' skills didn't contain information on consumables.
- Fixed an issue where the 'Death Mark' skill displayed the skill level in duplicate.
- Cooldown is now shown in seconds.
 - Ex) Tooltip for a skill with a 90 sec cooldown

Before	Now
1 minute	1 minute 30 seconds

- Fixed an issue where the effect of Vampiric Claw Lv. 36 skill was set incorrectly.

Power Before Change	Power After Change
133	136

- Fixed an issue where some skills dealt less damage than intended.

- Drain Energy
 - Vampiric Touch
 - Vampiric Claw
 - Life Drain
 - Steal Essence
 - Life Leech
 - Dark Vortex
 - Vampiric Mist
- Expanded the maximum level of class skills.

Class	Attack Skills	Status Effect Skills
Duelist	Double Sonic Slash Triple Sonic Slash	Sonic Blaster (Stun)
Dreadnought	Cursed Pierce	Spear Shot (Hold) Thunder Storm (Stun) Stun Blast (Stun) Lightning Spear (Stun)
Phoenix Knight	Shield Strike	Shield Stun (Stun) Shield Charge (Stun) Mass Shackling (Hold)

Hell Knight	Shield Strike	Shield Stun (Stun) Horror (Fear)
Adventurer	Lethal Blow	Bluff (Stun) Shadow Step (Stun)
Sagittarius	Lethal Shot	Death Sting (Magic Silence) Stun Shot (Stun)
Eva's Templar	Tribunal	Arrest (Hold) Holy Aura (Hold: Undead Only) Shield Bash (Stun) Shield Charge (Stun)
Sword Muse	Deadly Strike	Arrest (Hold) Symphony (Silence: M. Skill) Song of Silence (Silence: M. Skill)
Wind Rider	Lethal Blow	Bluff (Stun) Shadow Step (Stun)
Moonlight Sentinel	Lethal Shot	Death Sting (Magic Silence) Stun Shot (Stun)
Shillien Templar	Judgment	Lightning Strike (Paralysis) Mass Lightning Strike (Paralysis)

Spectral Dancer	Deadly Strike	Arrest (Hold)
Ghost Hunter	Lethal Blow	Bluff (Stun) Shadow Step (Stun)
Ghost Sentinel	Lethal Shot	Death Sting (Silence: M. Skill) Stun Shot (Stun)
Titan	Fatal Strike	Armor Crush (Stun) Power Crush (Stun)
Grand Khavatari	Burning Fist Hurricane Assault	Fist Breaker (Stun)
Maestro	-	Armor Crush (Stun) Power Crush (Stun)
Fortune Seeker	Spoil Crush	Armor Crush (Stun) Power Crush (Stun) Body Crush (Stun)
Soul Hound	-	Lightning Shock (Paralysis) Shadow Bind (Silence: M. Skill) Voice Bind (Hold)
Trickster	Trickery	Soul Drain (Fear)

Trickster	-	Soul Panic (Fear)
Archmage	Prominence	Sleep (Sleep) Sleeping Cloud (Sleep) Bind (Silence: P. Skill)
Soul Taker	Death Spike	Sleep (Sleep) Silence (Silence: M. Skill) Bind (Silence: P. Skill) Anchor (Paralysis) Curse Fear (Fear)
Arcana Lord	Blaze	-
Cardinal	Might of Heaven	Hold Undead (Paralysis: Undead Only) Dryad Root (Hold) Sleep (Sleep)
Hierophant	Might of Heaven	Word of Fear (Fear) Dryad Root (Hold) Sleep (Sleep)
Mystic Muse	Hydro Blast	Sleep (Sleep) Sleeping Cloud (Sleep) Bind (Silence: P. Skill)
Elemental Summoner	Aqua Swirl	-

Eva's Saint	Might of Heaven	Dryad Root (Hold) Sleep (Sleep)
Storm Screamer	Hurricane	Sleep (Sleep) Silence (Silence: M. Skill) Bind (Silence: P. Skill)
Spectral Master	Twister	-
Shillien Saint	Might of Heaven	Dryad Root (Hold) Sleep (Sleep)
Dominator	Steal Essence	Power Crush (Stun) Fear (Fear) Seal of Silence (Silence: M. Skill) Seal of Binding (Hold) Dreaming Spirit (Sleep)
Doomcryer	Steal Essence	Power Crush (Stun) Fear (Fear) Seal of Binding (Hold) Dreaming Spirit (Sleep)

- Increased the damage of the Doombringer's 'Soul Impale' and 'Soul Impact' and enabled the triggering of critical hits.
- Increased the damage of the Soul Hound's 'Soul Slash' and 'Soul Thrust'.

The Master of the Storm is a powerful boss that can be found in the Stormy Mountains.

- The Maestro can now learn the new attack skill 'Ground Smash'.
 - 'Ground Smash' can be learned from a codex. Codex can be exchanged from 'Lorenzo' in the 'Town of Aden' or from 'Harmony' in the 'Town of Gludio'.
- Decreased the casting time of the Fortune Seeker's 'Spoil Crush', lowered its first acquisition level from 77 to 76 and increased the skill's damage.
- Decreased the cooldown of Hurricane Assault.
- Changed the first acquisition level of the Dreadnought's 'Spear Shot' from 78 to 76.
- The Cardinal and Eva's Saint can now learn the higher levels of 'Dryad Root'.
- The Doomcryer can now learn the higher levels of 'Seal of Binding'.
- Revised the Bluff skill so that it is now affected by Stun Resistance instead of MEN Attack Resistance.
- Fixed an issue where the attribute damage and M. Skill Power boost options weren't applied to the following skills.

Target Skills		
Vampiric Touch	Drain Energy	Life Drain
Vampiric Claw	Life Leech	Steal Essence
Vampiric Mist	Dark Vortex	

- Fixed an issue where inaccurate damage was shown for Hurricane Assault Lv. 4 and 5.
- Fixed an issue where inaccurate damage was shown for Tribunal and Judgment skills Lv. 2, 9, and 11.

- Decreased the casting time of Pirate Transformation, Dark Assassin, White Assassin, and White Guardian Transformation skills.
- Using physical enhance skills or song/dance skills no longer consumes Soulshots.
- Fixed an issue where Soulshots/Spiritshots didn't apply when performing Range Attacks on an excessive number of targets.
- Fixed the issue of 'Paralysis Resistance' being displayed as 'Magic Attack Resistance' in the activated skill tooltip when 'Baium's Ring Lv5' is equipped.
- Removed the 'Blaze' skill erroneously acquired by the Elven Wizard, Elemental Summoner, Elemental Master, Spellsinger, and Mystic Muse, and restored the SP spent.
- Fixed an issue where 'Master Book - Chant of Fire' was not consumed when the Doomcryer learned 'Chant of Fire' Lv. 4.
- Partially expanded the Glory passive skills learned by high level characters, and added new skills.
 - Changed the duration of Glory Ability to 20 minutes.

Skill Name	Skill Level	Acquired Level	Effect
Glory Ability	1	-	CON, MEN +1 Consumes 1 Spirit Ore
	2	-	WIT, DEX, CON, MEN +1 Consumes 5 Spirit Ores
	3	-	STR, INT, WIT, DEX, CON, MEN +1 Consumes 10 Spirit Ores
Glory Expand Elixir	2	91	Accumulated number of Elixir use +6

- Expanded the level of 'Glory Expand Elixir' learned by high level characters.

Skill Name	Skill Level	Acquired Level	Effect	Elixir Use Limit
Glory Expand Elixir	1	88	Accumulated number of Elixir use +5	10
	2	91	Accumulated number of Elixir use +6	11
	3	92	Accumulated number of Elixir use +7	12
	4	93	Accumulated number of Elixir use +8	13
	5	94	Accumulated number of Elixir use +9	14
	6	95	Accumulated number of Elixir use +10	15

Collection

- Added new features to the Collection UI and improved existing features.
 - After selecting a collection registerable item in the inventory, clicking the Collection button in the inventory (or drag and drop) now displays the collection list related to the selected item regardless of conditions.
 - Collections that can be registered immediately are listed first, and information on other categories are shown in the Category button at the bottom as below:

- Yellow dot if it can be registered immediately, and red dot if the quantity or enchant requirement is unsuitable or unmet.
 - The menu button is disabled for categories unrelated to the item.
 - The search filter is reset when the Collection UI is closed.
 - Categories that are unrelated to the item are now disabled when searching an item using the search filter.
 - Dragging and dropping an invalid collection item to the Collection icon at the bottom of the inventory now displays a message indicating that the item is invalid for the collection.
- Added 52 new collections.
 - The effects of new collections are shown below.

Category	Effect
Attack	M. Atk.
	P. Atk.
	P. Skill Critical Damage
	M. Skill Critical Rate
	P. Skill Critical Rate
	M. Skill Critical Damage

Defense	P. Def.
	M. Def.
	P. Skill Critical Hit Received Chance Reduction
	M. Skill Critical Hit Received Chance Reduction
	M. Skill Critical Damage Received Reduction
	P. Skill Critical Damage Received Reduction
Combat Support	Casting Spd.
	Atk. Spd.
	Movement Speed
	Max CP
	Max HP
	MP/MP/CP Reduction

	MP/MP/CP Recovery Bonus
	Max MP
Convenience	XP/SP Gain
	Sayha's Grace Recharge Increase
	Inventory Slot
	Sayha's Grace Consumption Reduction
	Weight Limit

- Added a panel to the icon of items registrable as collection.
 - Added a collection icon panel to the menu of Random Crafting, NPC stores, private stores, personal/clan warehouse, and account share.
 - Added 10 new collections.

Category	Collection Name	Effect
Defense	Greater Jewel Lv. 3 Set I	P. Def/M. Def. +40
	Greater Jewel Lv. 4 Set I	P. Def/M. Def. +50%

	Greater Jewel Lv. 4 Set I	P. Def/M. Def. + 50%
	Greater Jewel Lv. 5 Set I	P. Def/M. Def. +60
	Exquisite Jewel Lv. 1 Set I	Damage Received -1%
Attack	Greater Jewel Lv. 3 Set II	P. Atk./M. Atk. +25
	Greater Jewel Lv. 4 Set II	P. Atk./M. Atk. +35
	Greater Jewel Lv. 5 Set II	P. Atk./M. Atk. +40
	Exquisite Jewel Lv. 1 Set II	Damage +1%
Combat Support	Exquisite Jewel Lv. 2 Set I	Damage Received -1%, Additional HP Potion Recovery +30
	Exquisite Jewel Lv. 2 Set II	Damage +1%, Additional HP Potion Recovery +30

- Added a new Castle Siege victory reward collection.

Category	Collection Name	Effect	Collectible item	Quantity
Combat Support	Castle Siege Collection	PvP Damage Received -1%, Max	Mark of the King Lv. 1	1

	I	CP +1%, Max HP +1%		
	Castle Siege Collection II	PvP Damage +1%, PvP Damage Received -1%, Max CP +1%, Max HP +1%	Mark of the King Lv. 2	1

- 64 new types of collections added.
 - The effects of the new collections are as follows.

Category	Collection Name	Effects
Attack	Sword Master	P. Atk./M. Atk. +75
	The Left Hand Only Supports	P. Atk./M. Atk. +125
Defense	Flame Robe Set and Pants	P. Def./M. Def. +70
	Majestic Collection	Hit Damage -1%
	Is It Really a Cheap Accessory?	M. Def. +5
	Dual Blades from Start to Finish	P. Def. +17
	When Time Falls Silent	P. Def. +22

	War-Torn Full Plate Boots	P. Def. +26
	War-Torn Divine Boots	M. Def.+26
	Fairy Equipment	P. Def. +8
	A-grade Weapon Set I	M. Def. +17
	Sealed Equipment, but Not Sealed	M. Def. +13
	Let the Collection Have Tallum I	P. Def. +18
	Zubei Boots and Gauntlet	P. Def. +5
	Silver Steel	M. Def. +8
	Nightmare of Blood	M. Def. +18
	Raid Equipment Intermediate Collector I	M. Def. +23
	Raid Equipment Advanced Collector I	Physical Skill Critical Damage -1%
	Raid Equipment Advanced Collector II	Physical Skill Critical Damage -1%
	Raid Equipment Advanced Collector III	Physical Skill Critical Damage -1%

	Raid Equipment Advanced Collector II	Magic Skills Critical Rate -1%
	Raid Equipment Advanced Collector III	Magic Skills Critical Rate -1%
	Enchanted Imperial Tomb Equipment	Magic Skills Critical Damage -1%
	Enchanted Silenos Barracks Equipment	Physical Skill Critical Damage -1%
	Enchanted Ketra Orc Outpost Equipment	Physical Skill Critical Rate -1%
	Enchanted Dragon Valley Equipment	Physical Skill Critical Rate -1%
Battle Support	The Inside Must Be Solid	Skill Reuse Time -1% Maximum HP/MP/CP +60
	Nightmare Top and Shield	Maximum CP +75
	Avadon Top and Shield	Maximum HP +50
	Sealed Majestic Accessory	Atk. Spd. +6
	Sealed Phoenix Accessory	Atk. Spd. +5
	Sealed Goddess's Accessory	Atk. Spd. +6

	Seems Common, but Isn't Common	Casting Spd. +6
	Enchanted Enchant Leather Equipment	Casting Spd. +2
	Unenchanted Enchant Leather Equipment	Maximum MP +25
	Enchant Carefully	P. Evasion +2
	Ant Nest Memories	Maximum CP +50
	Cheap Clubs	Maximum CP +25
	Cheap Blades	Maximum HP +25
	Recycling	HP/MP/CP Recovery Bonus +1
	Mother Tree of Darkness	Maximum HP +75
	Avadon Boots and Gloves	Casting Spd. +5
	Doom vs Zubei	Maximum MP +50
	Ant Nest Memories	Maximum MP +75

	Immortan is Watching	Maximum MP +75
Special	As Important as the Main Equipment	Debuff Resistance +2%
	Let the Collection Have It II	Debuff Resistance +1%
	+9 D-grade Weapons	Hold Resistance +1%
	Unenchanted Bow	Paralysis Resistance +1%
	A-Advanced Weapon Set II	Mental Attack Resistance +1%
	A-Advanced Weapon Set III	Sleep Resistance +1%
	Press Down with a Shield	Mental Attack Resistance +1%
	Not Enough Money to Buy Clothes	Pull Resistance +1%
	Dark Soul	Sleep Resistance +1%
	Dark Dragon	Pull Resistance +1%
	Let This New Equipment for Dark Souls 2	Hold Resistance +1%
	Dark Dragon	Pull Resistance +1%

	Is This Not Enough for Dual Blades?	Hold Resistance +1%
	Let the Collection Have Tallum II	Paralysis Resistance +1%
	Gem Dissolver	Hold Resistance +1%
	Heavenly Majestic	Sleep Resistance +1%
	One-handed Swords	Mental Attack Resistance +1%
	Daggers	Pull Resistance +1%
Stats	Feels Purified	CON/MEN +1
Convenience	Let the Collection Have It I	Magic Lamp Gauge Recharge +2%
	Magician's Equipment	Sayha's Blessing Recharge +1%
	Chain Equipment	Sayha's Blessing Consumption -1%
	Dwarf's Chain Equipment	Sayha's Blessing Recharge +1%
	Black Crystal	Sayha's Blessing Consumption -1%

	Black Scorpion	Sayha's Blessing Consumption -1%
	Raid Equipment Intermediate Collector II	HP Potion Additional Recovery +5
	Raid Equipment Intermediate Collector III	HP Potion Additional Recovery +5

- New collection background added.
 - Collection background can be changed by using the left-right arrow buttons.

Items

- Low level items can no longer be used while using a high level Sayha's Storm item.
- Fixed an issue where there were no crafting points and crafting fee when A-grade varnish was used as recharge material.
- Lowered the crafting points and crafting fee for 'Improved Weapon Varnish (C-grade)' which were set too high.
- Using My Teleport now uses time-limited My Teleport Scrolls first.
- Added the activation armor 'Helmet of Mana' and 'Stun Gauntlets'.
 - Attacking while 'Helmet of Mana' is equipped procs the special skill 'Wisdom Benefit'.
 - Attacking while 'Stun Gauntlets' are equipped procs the special skill 'Fist Impact'.
 - 'Helmet of Mana' and 'Stun Gauntlets' can be obtained from 'Master's Treasure Chests' or through Special Crafting.

Item Name	Grade	Effect
Helmet of	S-	STR+1, INT+1, Weight Penalty Range +1500, M. Def. +50, HP Recovery Bonus +10%, MP Recovery Bonus +10%, P. Atk.

Mana	grade	+8%, M. Atk. +10%
Stun Gauntlets	S-grade	STR+1, INT+1, Weight Penalty Range +1000, M. Def. +100, Max HP +500, Atk. Spd. +10%, Casting Spd. +18%

- The following effects are added at each enchantment level of Helmet of Mana.

Enchantment Level	Stats						Wisdom Benefit		Critical Hit Received Chance Reduction
	STR	INT	DEX	WIT	CON	MEN	Attack-Triggered MP Recovery Chance	MP Recovery	
6						1	1%	200	-3%
7					1	1	1%	200	-3%
8				1	1	1	3%	200	-4%
9			1	1	1	1	5%	200	-5%
10		1	1	1	1	1	6%	220	-6%
11	1	1	1	1	1	1	7%	220	-7%
12	1	1	1	1	2	2	8%	230	-8%

12	1	1	1	1	2	2	8%	220	-8%
13	1	1	2	2	2	2	9%	220	-9%
14	2	2	3	3	3	3	10%	250	-10%
15	2	2	3	3	3	3	10%	250	-10%
16	3	3	3	3	3	3	10%	250	-11%
17	3	3	3	3	3	3	10%	250	-11%
18	3	3	3	3	3	3	10%	250	-12%
19	3	3	3	3	3	3	10%	250	-12%
20	3	3	3	3	3	3	10%	250	-12%

- The following effects are added at each enchantment level of Stun Gauntlets.

Enchantment Level	Critical Damage of All Skills	Fist Impact		
		Trigger Chance	Damage	Stun Duration

6	100	1%	5%	5 seconds
7	150	1%	10%	5 seconds
8	200	3%	15%	5 seconds
9	250	5%	25%	5 seconds
10	300	6%	35%	5 seconds
11	350	7%	45%	5 seconds
12	400	8%	55%	5 seconds
13	450	9%	65%	5 seconds
14	500	10%	75%	7 seconds
15	550	10%	75%	7 seconds
16	550	10%	75%	7 seconds
17	600	10%	75%	7 seconds

17	600	10%	75%	7 seconds
18	600	10%	75%	10 seconds
19	650	10%	75%	10 seconds
20	650	10%	75%	10 seconds

- Added a function that enables continuous combining of next level items.
 - Can be used by clicking the result item icon in the Combining result screen.
 - The result item is added to the first slot and a combinable item is added to the second slot automatically.
- When there aren't enough items for combining, items can't be placed in the Combining slots.
- Same combinings can be repeated by using the existing [Continue] button.
- Revamped 'Runes' to 'Soul Crystals'.
 - Added 2 new Soul Crystals: Aden Soul Crystal Lv. 1-20, Hardin Soul Crystal Lv. 1-20.
 - The following options can be selected when an Aden Soul Crystal Lv. 1-20 is equipped.

Option Name	Effect	Effect Value (Lv. 1 - Lv. 20)
Health Up	Max HP increase	4%~33%
Mana Up	Max MP increase	4%~33%

Physical Attack	P. Atk. increase	50~1000
Magical Attack	M. Atk. increase	50~1000
Physical Speed	Atk. Spd. increase	3%~24%
Magical Speed	Casting Spd. increase	3%~24%
Move Speed	Movement Speed increase	4~12
Physical Attack Critical Chance	Normal Attack Critical Rate increase	30~150
Physical Skill Critical Chance	P. Skill Critical Rate increase	1%~11%
Magical Skill Critical Chance	M. Skill Critical Rate increase	3%~21%
Physical Attack Critical Damage	Normal Attack Critical Damage increase	95~500
Physical Skill Critical Damage	P. Skill Critical Damage increase	0.5%~4.3%
Magical Skill Critical Damage	M. Skill Critical Damage increase	0.5%~4.3%

Shock Attack	Proc Stun on attack	Trigger chance: 3% - 25%
Silence Attack	Proc Silence on attack	Trigger chance: 3% - 25%

- The following options can be selected when a Hardin Soul Crystal Lv. 1-20 is equipped.

Option Name	Level	MP Recovery Bonus	M. Atk.	MP Recovery Effect Triggered on Hit or Skill Use	MEN	M. Skill Power
Magic Ability	1	1	1%	-	-	-
	2	2	2%	-	-	-
	3	3	3%	-	-	-
	4	4	4%	-	-	-
	5	5	5%	-	-	-
	6	6	6%	75	-	-
	7	7	7%	150	-	-
	8	8	8%	225	-	-
	9	9	9%	300	-	-

	8	8	8%	225	-	-
	9	9	9%	300	-	-
	10	10	10%	400	-	-
	11	11	11%	600	1	-
	12	12	12%	600	1	-
	13	13	13%	600	2	-
	14	14	14%	600	2	-
	15	15	15%	600	3	-
	16	15	16%	600	3	1%
	17	15	17%	600	4	2%
	18	15	18%	600	4	3%
	19	15	19%	600	5	4%
	20	15	20%	600	5	5%

	19	15	19%	600	5	4%
	20	15	20%	600	5	5%
Option Name	Level	HP Recovery Bonus	P. Atk.	HP Recovery Effect Triggered on Hit or Skill Use	CON	P. Skill Power
Power Ability	1	1	1%	-	-	-
	2	2	2%	-	-	-
	3	3	3%	-	-	-
	4	4	4%	-	-	-
	5	5	5%	-	-	-
	6	6	6%	100	-	-
	7	7	7%	200	-	-
	8	8	8%	300	-	-
	9	9	9%	400	-	-
	10	10	10%	500	-	-

	9	9	9%	400	-	-
	10	10	10%	500	-	-
	11	11	11%	900	1	-
	12	12	12%	900	1	-
	13	13	13%	900	2	-
	14	14	14%	900	2	-
	15	15	15%	900	3	-
	16	15	16%	900	3	1%
	17	15	17%	900	4	2%
	18	15	18%	900	4	3%
	19	15	19%	900	5	4%
	20	15	20%	900	5	5%
	21	15	21%	900	5	6%

	20	15	20%	900	5	5%
--	----	----	-----	-----	---	----

- Higher level Soul Crystals can be obtained through combining.

Item Name	Soul Crystal Lv.	Combination Material	Fee in Adena	Success Results	Failure Results
Aden Soul Crystal	1	Aden Soul Crystal Lv. 1	10000	2Lv	1Lv
	2		10000	3Lv	1Lv
	3		10000	4Lv	1Lv
	4		10000	5Lv	1Lv
	5		10000	6Lv	1Lv
	6		10000	7Lv	6Lv
	7		10000	8Lv	6Lv
	8		10000	9Lv	6Lv
	9		10000	10Lv	6Lv

	10		20000	11Lv	6Lv
	11		20000	12Lv	11Lv
	12		20000	13Lv	11Lv
	13		20000	14Lv	11Lv
	14		20000	15Lv	11Lv
	15		20000	16Lv	11Lv
	16		20000	17Lv	16Lv
	17		20000	18Lv	16Lv
	18		20000	19Lv	16Lv
	19		20000	20Lv	16Lv
Hardin Soul Crystal	1	Hardin Soul Crystal Lv. 1	20000	2Lv	1Lv
	2		20000	3Lv	1Lv

	2		20000	3Lv	1Lv
	3		20000	4Lv	1Lv
	4		20000	5Lv	1Lv
	5		20000	6Lv	1Lv
	6		20000	7Lv	6Lv
	7		20000	8Lv	6Lv
	8		20000	9Lv	6Lv
	9		20000	10Lv	6Lv
	10		40000	11Lv	6Lv
	11		40000	12Lv	11Lv
	12		40000	13Lv	11Lv
	13		40000	14Lv	11Lv
	14		40000	15Lv	11Lv

	13		40000	14Lv	11Lv
	14		40000	15Lv	11Lv
	15		40000	16Lv	11 Lv
	16		40000	17Lv	16 Lv
	17		40000	18Lv	16 Lv
	18		40000	19Lv	16 Lv
	19		40000	20Lv	16 Lv

- Double-clicking a Soul Crystal now opens the Equip Soul Crystal window.
- All existing runes and sealed runes owned by characters will be replaced with new Soul Crystals after the maintenance on Wednesday, July 14, 2021.
- Added a link to the Dimensional Merchant for exchanging existing runes and sealed runes for new Soul Crystals.

Existing Runes	New Soul Crystals
Sigel's Rune	Aden Soul Crystal of the same level

Iyrr's Rune	
Othell's Rune	
Yul's Rune	
Feoh's Rune	
Iss's Rune	
Wynn's Rune	
Aeore's Rune	
Sealed Rune	
Anakim Rune	Hardin Soul Crystal of the same level
Lilith Rune	

- Extracting a Soul Crystal from an item with options of an existing rune yields a new Soul Crystal of the same level.

Existing Runes	New Soul Crystals
----------------	-------------------

Sigel's Rune	Aden Soul Crystal
Tyrr's Rune	
Othell's Rune	
Yul's Rune	
Feoh's Rune	
Iss's Rune	
Wynn's Rune	
Aeore's Rune	
Anakim Rune	Hardin Soul Crystal
Lilith Rune	

- The costs of equipping, re-equipping, and extracting new Soul Crystals are as below.

Soul Crystal	Cost to Equip	Cost to Re-Equip	Cost to Extract	Cost to Equip	Cost to Re-Equip	Cost to Extract
--------------	---------------	------------------	-----------------	---------------	------------------	-----------------

Soul Crystal	Level	Used Item	Quantity			Used Item	Quantity
			Equip in Slot 1	Equip in Slot 2	Re-equip		Extract
Aden Soul Crystal	1	Gemstone (B-grade)	1	2	2	Gemstone (B-grade)	1
	2		2	4	4		3
	3		5	10	10		6
	4		7	15	15		15
	5		10	20	20		30
	6		14	29	29	Gemstone (A-grade)	5
	7		16	31	31		6
	8		18	36	36		7
	9		24	48	48		8
	10		31	60	60		11

Hardie Gold Capital	10		31	62	62		11
	11	Gemstone (A-grade)	4	8	8	Gemstone (S-grade)	2
	12		4	9	9		3
	13		5	10	10		4
	14		6	12	12		4
	15		7	13	13		5
	16		9	18	18		7
	17		11	22	22		8
	18		16	31	31		10
	19		18	36	36		12
	20		26	50	50		32
Hardie Gold Capital	1	Gemstone (B-grade)	3		3	Gemstone (A-grade)	4

Hardin Soul Crystal	1	Gemstone (B-grade)	2	-	2	Gemstone (A-grade)	4
	2		5		5		9
	3		12		12		16
	4		16		16		23
	5		25		25		42
	6		33		33		59
	7		37		37		67
	8		45		45		79
	9		59		59		109
	10		121		120		134
	11	Gemstone (A-grade)	15		14	Gemstone (S-grade)	22
	12		17		17		25

	12		17		17		25
	13		20		20		30
	14		23		23		34
	15		27		27		40
	16		31		31		46
	17		34		34		52
	18		37		37		56
	19		40		40		61
	20		109		109		164

- Added the Soul Crystal link to Dimensional Merchant > Enhancement & Convenience.
 - Can equip and extract Soul Crystals.
 - Can use the Exchange New Soul Crystals/Exchange Sealed Runes menu. (Until July 14, 2021)
- Existing runes and sealed runes in boxes will be replaced with new Soul Crystals of the same level on July 14, 2021.

Existing Runes	New Soul Crystals
Sigel's Rune	Aden Soul Crystal of the same level
Tyrr's Rune	
Othell's Rune	
Yul's Rune	
Feoh's Rune	
Iss's Rune	
Wynn's Rune	
Aeore's Rune	
Sealed Rune	
Anakim Rune	Hardin Soul Crystal of the same level
Unlabeled Rune	

Lilith Rune	
-------------	--

- Added new Soul Crystals to the rewards of Hunting Zones and raids.

Hunting Zones That Drop Aden Soul Crystals			
Tower of Insolence 1st Floor	Dragon Valley	Antharas' Lair	Imperial Tomb
Hunting Zones That Drop Hardin Soul Crystals			
Tower of Insolence 2nd Floor and higher	Anakim Raid	Lilith Raid	

- Added gemstones to the Grocery Store.
 - Gemstones can be purchased from Helvetia in Town of Giran, Holly in the Town of Aden, and Liesel in Town of Goddard.

Product	Price (Excluding Tax Rate)
Gemstone (A-grade)	90,000 Adena
Gemstone (S-grade)	600,000 Adena

- Revised some of Hardin Soul Crystal's options as shown below.

Option Name	Level	HPD	Drop Rate	HPD	Effect/Time to Use	Cost	Drop Rate
-------------	-------	-----	-----------	-----	--------------------	------	-----------

Option Name	Level	HP Recovery Bonus	P. Atk.	HP Recovery Effect Triggered on Hit or Skill Use	CON	P. Skill Power
Power Ability	9	9	9% → 11%	400		
	10	10	10% → 15%	500 → 900		
	11	11	11% → 16%	900	1	
	12	12	12% → 17%	900	1	
	13	13	13% → 18%	900	2	
	14	14	14% → 19%	900	2	
	15	15	15% → 20%	900	3	
	16	15	16% → 20%	900	3	1%
	17	15	17% → 20%	900	4	2%
	18	15	18% → 20%	900	4	3%
	19	15	18% → 20%	900	5	4%

	19	15	19% → 20%	900	5	4%
	20	15	9% → 11%	900	5	5%
Option Name	Level	MP Recovery Bonus	M. Atk.	MP Recovery Effect Triggered on Hit or Skill Use	MEN	M. Skill Power
Magic Ability	9	9	9% → 11%	300		
	10	10	10% → 15%	400 → 600		
	11	11	11% → 16%	600	1	
	12	12	12% → 17%	600	1	
	13	13	13% → 18%	600	2	
	14	14	14% → 19%	600	2	
	15	15	15% → 20%	600	3	
	16	15	16% → 20%	600	3	1%
	17	15	17% → 20%	600	4	2%

	17	15	17% → 20%	600	4	2%
	18	15	18% → 20%	600	4	3%
	19	15	19% → 20%	600	5	4%
	20	15	20%	600	5	5%

Old Soul Crystals	New Soul Crystals
Sigel's Rune, Tyrr's Rune, Othell's Rune, Yul's Rune, Feoh's Rune, Iss's Rune, Wynn's Rune, Aeore's Rune, Sealed Rune	Aden Soul Crystal
Anakim Rune, Lilith Rune	Hardin Soul Crystal

- Changed the names of some items.
 - Added the text 'time-limited' to the names of all items to be removed.
 - Added the text 'imprinting' to the names of items that cannot be exchanged.
 - Added duration to the names of time-limited items.
- Revised the tooltip display style for the components of some jewelry boxes.
- Changed the name of Talisman of Authority to Talisman of Power

- Combined and expanded the Talisman of Power.
 - Changed Noble/Brilliant Talisman of Power to Talisman of Power.

Before	Now
Noble Talisman of Power Lv. 1	Talisman of Power Lv. 6
Noble Talisman of Power Lv. 2	Talisman of Power Lv. 7
Noble Talisman of Power Lv. 3	Talisman of Power Lv. 8
Noble Talisman of Power Lv. 4	Talisman of Power Lv. 9
Noble Talisman of Power Lv. 5	Talisman of Power Lv. 10
Brilliant Talisman of Power Lv. 1	Talisman of Power Lv. 11
Brilliant Talisman of Power Lv. 2	Talisman of Power Lv. 12
Brilliant Talisman of Power Lv. 3	Talisman of Power Lv. 13
Brilliant Talisman of Power Lv. 4	Talisman of Power Lv. 14
Brilliant Talisman of Power Lv. 5	Talisman of Power Lv. 15

Brilliant Talisman of Power Lv. 5	Talisman of Power Lv. 15
-----------------------------------	--------------------------

- Added Talisman of Power Lv. 16-20.

Level	Effect	Active Skills
16	P. Atk. +16%, M. Atk. +16%, P. Def. +77, M. Def. +77, Max HP +31%, Max MP +27%, Atk. Spd. +16%, Casting Spd. +12%, P. Skill Power +17%, M. Skill Power +22%, P. Critical Rate +35, M. Skill Critical Rate +40, Damage +1%	Shunaiman's Power Lv. 2
17	P. Atk. +17%, M. Atk. +17%, P. Def. +84, M. Def. +84, Max HP +32%, Max MP +29%, Atk. Spd. +17%, Casting Spd. +14%, P. Skill Power +19%, M. Skill Power +23%, P. Critical Rate +40, M. Skill Critical Rate +45, Damage +2%	Shunaiman's Power Lv. 2
18	P. Atk. +18%, M. Atk. +18%, P. Def. +92, M. Def. +92, Max HP +33%, Max MP +31%, Atk. Spd. +18%, Casting Spd. +16%, P. Skill Power +21%, M. Skill Power +23%, P. Critical Rate +45, M. Skill Critical Rate +50, Damage +3%	Shunaiman's Power Lv. 2
19	P. Atk. +19%, M. Atk. +19%, P. Def. +101, M. Def. +101, Max HP +34%, Max MP +33%, Atk. Spd. +19%, Casting Spd. +18%, P. Skill Power +23%, M. Skill Power +24%, P. Critical Rate +50, M. Skill Critical Rate +55, Damage +5%	Shunaiman's Power Lv. 3
20	P. Atk. +20%, M. Atk. +20%, P. Def. +111, M. Def. +111, Max HP +35%, Max MP +35%, Atk. Spd. +20%, Casting Spd. +20%, P. Skill Power +25%, M. Skill Power +25%, P. Critical Rate +60, M. Skill Critical Rate +60, Damage +7%	Shunaiman's Power Lv. 3

- The effects of Shunaiman's Power are as below.

Shunaiman's Power Lv. 1	Shunaiman's Power Lv. 2	Shunaiman's Power Lv. 3
C. Atk. +15%, M. Atk. +15%, P. Def. +50, M. Def. +50, Max HP +25%, Max MP +25%, Atk. Spd. +15%, Casting Spd. +10%, P. Skill Power +15%, M. Skill Power +20%, P. Critical Rate +30, M. Skill Critical Rate +35, Damage +1%	C. Atk. +15%, M. Atk. +15%, P. Def. +50, M. Def. +50, Max HP +25%, Max MP +25%, Atk. Spd. +15%, Casting Spd. +10%, P. Skill Power +15%, M. Skill Power +20%, P. Critical Rate +30, M. Skill Critical Rate +35, Damage +1%	C. Atk. +15%, M. Atk. +15%, P. Def. +50, M. Def. +50, Max HP +25%, Max MP +25%, Atk. Spd. +15%, Casting Spd. +10%, P. Skill Power +15%, M. Skill Power +20%, P. Critical Rate +30, M. Skill Critical Rate +35, Damage +1%

Stun/MEN Atk. Rate 5%, Damage Reflect Resistance 10%	Stun/MEN Atk. Rate 15%, Damage Reflect Resistance 30%	Stun/MEN Atk. Rate 20%, Damage Reflect Resistance 35%
--	---	---

- It is now possible to obtain higher level Talisman of Power through combining.

Item Attempted for Acquisition	Level After Failure	Combining Chance
Talisman of Power Lv. 2	1	70%
Talisman of Power Lv. 3	1	60%
Talisman of Power Lv. 4	1	50%
Talisman of Power Lv. 5	1	40%
Talisman of Power Lv. 6	6	50%
Talisman of Power Lv. 7	6	60%
Talisman of Power Lv. 8	6	50%
Talisman of Power Lv. 9	6	40%
Talisman of Power Lv. 10	6	30%

Talisman of Power Lv. 10	6	30%
Talisman of Power Lv. 11	11	50%
Talisman of Power Lv. 12	11	40%
Talisman of Power Lv. 13	11	30%
Talisman of Power Lv. 14	11	20%
Talisman of Power Lv. 15	11	15%
Talisman of Power Lv. 16	16	50%
Talisman of Power Lv. 17	16	25%
Talisman of Power Lv. 18	16	20%
Talisman of Power Lv. 19	16	15%
Talisman of Power Lv. 20	16	10%

- It is no longer possible to upgrade Talisman of Power through NPC Beggins.

- New armor 'Sigil' added.
 - The Sigil can be used even when doublehanded weapons are being used.
 - Enhance can be done in the same manner as previous Shield items.
 - A-grade Sigil can be obtained from random crafting.
 - No-grade/D/C grade Sigil can be purchased in the Armor Store.

Grade	Item Name	Basic Defense
No-grade	Tree Sigil	4
D	Elven Sigil	7
C	Chain Sigil	10

- Arrow and Quiver instructions were changed.
 - The equipped Quiver of Infinity, Arrow equip was cleared and moved to the Inventory.
 - Arrow/Quiver are used automatically if in the Inventory, and if the Arrow/Quiver are there at the same time, the Quiver is used first.
 - The Sigil can be equipped even when the Bow is equipped.
- 3 types of new activation type armor added.

Item Name

Boots of Evasion
Fatal Sigil
Revenge Shield

- The basic effects of the new activation type armor are as follows.

Item Name	Grade	Effects
Boots of Evasion	S-Grade	Defense 65 STR+1 INT+1 Weight Penalty Section +1000 M. Def. +10 Maximum HP +200 Speed +8
Fatal Sigil	S-Grade	Defense 61
Revenge Shield	S-Grade	Shield Defense 340

- If Enchant is used on each activation type armor, the Enchant effect of each armor is applied.
- If hit with the activation type armor equipped, special skills are activated with probability.

The following effects are applied to the 5 activation type armor Boots of Evasion, Fatal Sigil, Revenge Shield, and the 5 activation type armor.

- The following effects are granted by Enchant stage when Boots of Evasion are Enchanted.

Enchant Stage	Basic Options			Rapid Evasion
	Defense	M. Def.	Skill Reuse Time	Activation Probability
0	-	-	-	-
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	-	-	-	-
5	-	-	-	-
6	10	10	-	1%
7	20	20	-	1%
8	30	30	-	2%

9	40	40	-	2%
10	60	60	-1%	4%
11	70	70	-2%	5%
12	80	80	-3%	6%
13	90	90	-4%	7%
14	120	120	-7%	10%
15	135	135	-8%	10%
16	150	150	-9%	10%
17	165	165	-10%	10%
18	180	180	-11%	10%
19	200	200	-13%	10%

20	220	220	-15%	10%
----	-----	-----	------	-----

- The following effects are granted by Enchant stage when Fatal Sigil in Enchanted.

Enchant Stage	Basic Options			Fatal Power		Fatal Impact	
	Atk. Spd.	M. Def.	All Critical Probability	All Skill Power	Activation Probability	All Critical Damage	Activation Probability
0	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-
6	10	10	1%	1%	1%	-	-
7	20	20	10%	10%	10%	-	-

7	20	20	1%	1%	1%	-	-
8	30	30	2%	2%	2%	-	-
9	45	45	3%	2%	2%	-	-
10	60	60	4%	3%	4%	-	-
11	80	80	5%	4%	5%	1%	1%
12	100	100	6%	5%	6%	2%	2%
13	120	120	7%	6%	7%	3%	3%
14	160	160	8%	7%	10%	4%	4%
15	200	200	9%	8%	10%	5%	5%
16	250	250	10%	9%	10%	6%	6%
17	300	300	11%	10%	10%	7%	7%
18	350	350	12%	11%	12%	8%	8%

18	350	350	12%	11%	10%	8%	8%
19	400	400	13%	13%	10%	9%	9%
20	500	500	15%	15%	10%	10%	10%

- The following effects are granted by Enchant stage when Revenge Shield is Enchanted.

Enchant Stage	Basic Options		Defense Shield				Guard Revenge	
	Shield Defense	Maximum HP	Defense	M. Def.	All Hit Critical Damage	Activation Probability	Opponent's Maximum HP	Activation Probability
0	-	-	-		-	-	-	-
1	-	-	-		-	-	-	-
2	-	-	-		-	-	-	-
3	-	-	-		-	-	-	-
4	-	-	-		-	-	-	-
5								

5	-	-	-	-	-	-	-	-
6	50	100	1%	1%	-1%	1%	-	-
7	100	150	1%	1%	-1%	1%	-	-
8	150	200	2%	2%	-2%	2%	-	-
9	200	300	2%	2%	-2%	2%	-	-
10	400	500	3%	3%	-3%	4%	-	-
11	500	700	4%	4%	-4%	5%	-5%	1%
12	600	900	5%	5%	-5%	6%	-6%	2%
13	700	1200	6%	6%	-6%	7%	-7%	3%
14	1000	1500	8%	8%	-8%	10%	-10%	4%
15	1100	1700	9%	9%	-9%	10%	-12%	5%
16	1200	1800	10%	10%	-10%	10%	-14%	6%

16	1200	1900	10%	10%	-10%	10%	-14%	6%
17	1400	2100	13%	13%	-11%	10%	-15%	7%
18	1600	2300	15%	15%	-12%	10%	-17%	8%
19	1800	2500	17%	17%	-13%	10%	-20%	9%
20	2000	3000	20%	20%	-15%	10%	-25%	10%

Clans

- Added a 'Clan' icon at the bottom main menu.
- Adjusted the clan level requirement for clan store items as below.

Clan Level	Clan Store Items
3	Enchanted Sayha's Blessing
4	Special HP Potion
5	Clan Cloak, Clan Equipment Enchant Scroll
6	Clan Shield

- Fixed an issue where the number of currently online clan members in the Clan Main UI and the bottom bar didn't match.
- Fixed an issue where activating the clan member bonus button sometimes required tab-hopping after the reset time has passed.
- It is now possible to kick clan members who are in combat.
- Added 'Manage Enemy Clans' that enables adding/removing enemy clans to the Clan Member Authority by Rank settings.
- Changed the amount of Clan XP gained through clan donation.

Clan XP	Normal Donation	Advanced Donation	Super Advanced Donation
Before	3	10	50
Now	9	30	150

- When a castle siege ends, an Emissary NPC appears at the Giran Castle Guardian's location.
 - The leader of the clan occupying the castle can obtain 3 'Marks of the King Lv. 1' from the Emissary NPC.
 - Mark of the King Lv. 1 can be combined into higher level marks.
 - The Emissary NPC disappears immediately when the reward is collected or after 10 minutes if the reward isn't collected.
 - The clan that occupies the castle is given a passive castle occupation skill.

Skill Name	Skill Effects
Mark of the King Lv. 1	XP/CP + 200%

Ruler of Giran Castle	XP/SP +20% Adena gain +10%
-----------------------	-------------------------------

Death Penalty

- Added 'Einhasad's Observation ' Stage 3 that applies according to the character's karma.
 - Characters under 'Einhasad's Observation ' Stage 3 is retaliated when attacking a character set with 'Threat-Counterattack' for the next target.

Character Karma	Einhasad's Observation
-1~-18000	Stage 1
-18001~-27000	Stage 2
-27001~-36000	Stage 3

- After getting PKed by a character under Einhasad's Observation Stage 3, requesting for help grants a free help request teleport to the character.
 - Applies based on the Karma of the character that did the PK at the time of the PK.
 - If the revenge character is under Einhasad's Observation Stage 3 at the time of the PK, the help request teleport to the character is still free even if the character recovers Karma afterward.
- Changed the penalty stages for item losses based on Karma when killed by another character's attack.

Penalty Stage	Dead Character's Karma	Item Loss Chance and Qty.	Einhasad's Observation
---------------	------------------------	---------------------------	------------------------

1	0	1 at a very low chance	X
2	-1 ~ -18,000	1-2 and increased penalty chance	Level 1
3	-18,001 ~ -27,000	1-3 and increased penalty chance	Level 2
4	-27,001 ~ -30,240	1-3 and greatly increased penalty chance	Level 3
5	-30,241 ~ -33,840	1-3 and greatly increased penalty chance	Level 4
6	-33,840 ~ -36,000	1-3 and greatly increased penalty chance	Level 5

- Item loss chance increases significantly from Einhasad's Observation Lv. 3 and up.
- From Einhasad's Observation Lv. 3 and up, attacking a character set with 'Threat-Counterattack' for the next target causes automatic retaliation.
- Changed so that as a death penalty for chaotic characters with 'Einhasad's Observation' level 4 debuff or higher, the probability of losing items increases significantly.

Karma	Einhasad's Observation	Item Loss Probability
0	X	Same as existing
1 ~ 10000	1 ~ 10000	

-1 ~ -18000	Level 1	
-18001 ~ -27000	Level 2	
-27001 ~ -30240	Level 3	
-30241 ~ -33840	Level 4	Sharp increase
-33841 ~ -36000	Level 5	Sharp increase

Other Changes

- Added 2 new high level accomplishment missions.

Mission Name	Mission Reward
Reach Lv. 91	1 Lv. 91 Accomplishment Reward Chest (Imprinting) 91 Sayha's Buff Scrolls (Imprinting) 91 Sayha's Storm Lv. 3 (Imprinting) 91 Combat Scrolls (Imprinting)
Reach Lv. 92	1 Lv. 92 Accomplishment Reward Chest (Imprinting) 92 Sayha's Buff Scrolls (Imprinting) 92 Sayha's Storm Lv. 3 (Imprinting)

	92 Sayha's Storm Lv. 3 (Imprinting) 92 Combat Scrolls (Imprinting)
--	---

- Each level Accomplishment Reward Chest contains the following items.

Item Name	Obtained Item	Obtained Quantity
Lv. 91 Accomplishment Reward Chest	Spellbook - Glory Ability Lv. 2 (Imprinting)	1
	Emerald Weapon Appearance Stone (Imprinting)	1
	Stylish Color Title (Imprinting)	2
Lv. 92 Accomplishment Reward Chest	Spellbook - Glory Ability Lv. 3 (Imprinting)	1
	Stylish Color Title (Imprinting)	2

- Improved the next target change mode to prevent unintended conflicts during Auto Hunt.
 - Changed the search conditions as below when 'PC', 'Threat Target' are selected.

Before	Now
<div>Monsters</div> <div>Enemy clan members</div> <div>Search/Selection condition</div>	<div>Monsters</div> <div>Enemy clan members</div> <div>Search/Selection condition</div>

- Server settings and basic UI information now remain the same even when changing servers without closing the client.
- Changed the appearance of Priest Cerenas so that he now holds a weapon.
- Fixed an issue where closing the Collection UI closed the Quest Notification UI.
- Added the animation skip function in the Combining window.
- Added an onscreen message notification for post-combining.
- The Sayha's Grace icon on the right-side bar no longer blinks when Sayha's Grace is at MAX.
- Fixed an issue where incorrect required levels were shown for some quests in NPC dialog.
 - Secret Garden
 - Death in the Corridor
- Fixed the description of 'Critical Hit Received Chance' and 'Critical Damage Received' to be more cohesive.
- Fixed typos in some item names and tooltips.
- Fixed an issue where normal attack Soulshots did more damage than indicated in the tooltip.
- Fixed an issue where Helmet of Mana and Stun Gauntlets couldn't be augmented.
- Fixed an issue where the 'Successor of Legend' quest notification couldn't be registered.
- Updated the death penalty information in item, skill, and collection tooltips.
- Added a button at the bottom of the main screen UI that allows you to check the next target's information and change with mouse clicks.
 - Change Next Target button is placed right next to the Auto Camera button.

- Clicking the button lets you change the next target easily in the order of <Threat Target>, <Threat-Counterattack>, <Monster>, <PC>, and <NPC>.
- The previous methods of changing through Settings or using the shortcut key <Ctrl+T> can still be used.
- Added 'Threat-Counterattack' to the next target settings in Settings - Game Play menu.
 - After setting 'Threat-Counterattack' for the next target, getting attacked by a character under 'Einhasad's Observation Stage 3' while auto hunting gets your character to retaliate automatically.
 - The targeting remains until the character targeted by 'Threat-Counterattack' dies or becomes unable to attack.
- Fixed an issue where after changing the detailed settings for auto hunting, the changed detail settings reset when a character teleports before auto hunting starts.

Auto Hunting Detailed Setting List

Auto Pick Up	Manner Mode	Melee/Range Auto Targeting
--------------	-------------	----------------------------

- Fixed an issue where the skill sounds of transformation skills didn't play.
- Fixed an issue where the auto next target didn't apply when the target was changed during auto hunting.
- Fixed an issue where characters could enter some parts of the Ivory Tower.
- Improved the inventory response speed in the multiple client environment.
- Edited the term 'reuse delay' in item and skill tooltips to 'cooldown'.
- Fixed an issue where Guard NPCs equipped with melee weapons didn't attack Chaotic characters.
- It is no longer possible to enter the Olympiad or an instanced zone while a private store is opened.
Fixed the typo in the enchant effect tooltip for +1 'Talisman of Baium'.

- Fixed an issue where 'Flame Weakness' triggered by using skills while equipped with +20 'Flaming Stockings' was a level lower than intended.
- Removed 'Buff Slot Expansion Ticket Lv. 2' exchange from NPC Sven's Attribute Star Particle Exchange Shop.
- Changed 'Buff Slot Expansion Ticket Lv. 1' exchange materials in NPC Sven's Attribute Star Particle Exchange Shop.

Number of Attribute Star Particles	Adena
1,400	54,000,000

- Added 'Dual Weapon Crafting Stamp' to the Grocery Store.
It is now possible to receive Subjugation rewards during combat.
- The Subjugation hot time is displayed on the sidebar's Subjugation UI.
- Receive Subjugation Reward button is now permanently active, allowing players to view the rewards from Subjugation.
- Mark of Journey can be purchased from the Dimensional Merchant.
- 'Mark of Journey Lv. 1-5' cannot be shared within account.
 - Only Lv. 20 or above characters can purchase Mark of Journey.
 - Mark of Journey cannot be purchased if a Mark of Journey that meets the level requirement is in the inventory.

Item Name	Level Requirement	Sales Price
Mark of Journey Lv. 1	20 or above to below 30	1,000 Adena
Mark of Journey Lv. 2	30 or above to below 40	5,000 Adena

Mark of Journey Lv. 2	30 or above to below 40	5,000 Adena
Mark of Journey Lv. 3	40 or above to below 60	50,000 Adena
Mark of Journey Lv. 4	60 or above to below 75	200,000 Adena
Mark of Journey Lv. 5	76 or higher	500,000 Adena

- Improved the Multicell Store features.
 - Changed the color of item suffixes (imprinting, event etc.) in the item list to distinguish them from item names.
 - Some stores that only showed exchangeable items now display the full list.
 - Moving the cursor over the material item's icon now displays the full item tooltip.
 - Added a function that automatically enters the maximum value when a number higher than the maximum exchangeable value is entered for the exchange quantity.
- Revised the in-server Special Crafting notification text.
- Fixed an issue where Send COD Mail showed the amount of the previous COD.
- When an account shared mission is completed, characters that don't meet the mission requirement can no longer collect the rewards.
- Fixed an issue where the tooltip for 'Soulshot Ticket' showed items that can no longer be exchanged.
- Fixed the issue of the exchange amount being input into the store UI during battle being reset.
- Fixed the issue of previous raid lists being output in the raid sidebar when there are no raids in progress by characters who can participate in raids.

MORE RECENT NEWS



ADEN

CLASSIC

10/14/2022 | Updates

Aden & Classic Crusader Patch Notes Revealed!

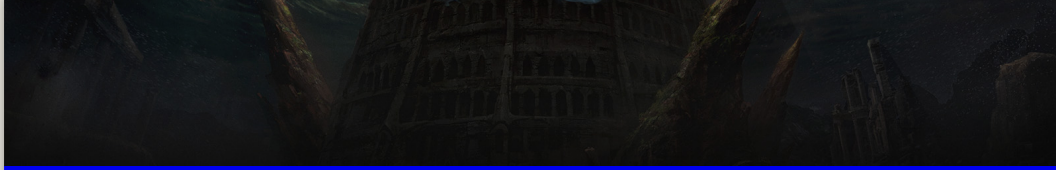


LINEAGE II

10/14/2022 | Updates

Lineage II Hero's Tome Patch Notes Revealed!





LINEAGE II

ADEN

CLASSIC

10/07/2022 | Updates

Take a Sneak Peek at the Upcoming Hero's Tome & Crusader Update!



LINEAGE II

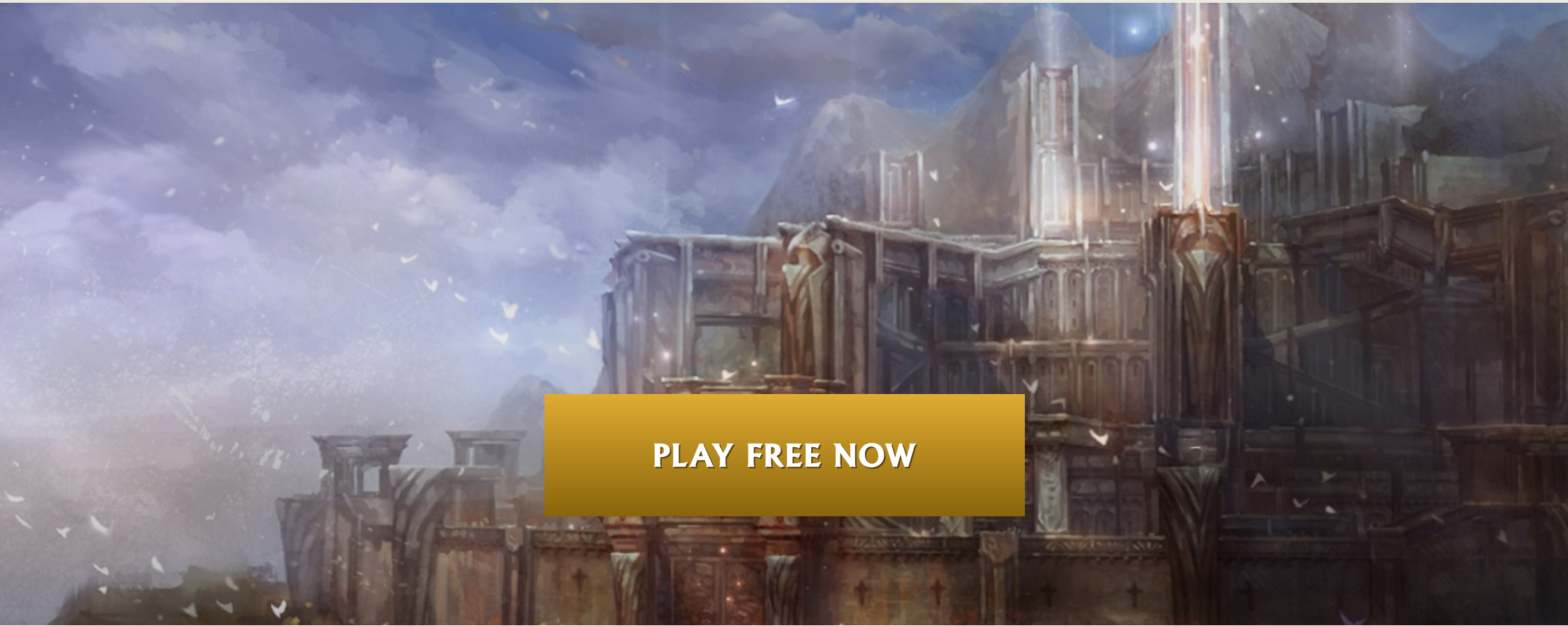
ADEN

CLASSIC

10/04/2022 | Events

Gain Rewards for Good Attendance in Lineage II, Classic & Aden!

[< Back to All News](#)

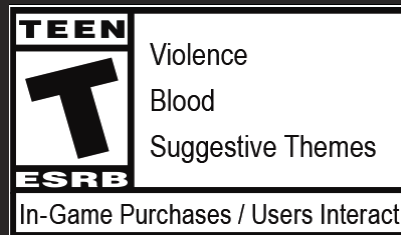


PLAY FREE NOW

FOLLOW LINEAGE II



LINEAGE® II



© 2022 NCSOFT Corporation. All rights reserved. All trademarks are the property of their respective owners.

[Legal Documentation](#) | [Privacy Policy](#)