



# Hero's Tome Patch Notes

LINEAGE II

10/14/2022 | [Updates](#) | [By The Community Team](#)

The Hero's Tome Update for Lineage II is rapidly approaching!

After maintenance on Wednesday, October 19, players will gain access to a wealth of new content and improvements for Lineage II! To help occupy your time while you wait, we have compiled a complete list of changes you can expect. Without further ado, we present below, the full patch notes for the Lineage II Hero's Tome Update! Grab a refreshment and enjoy the read!

## Lineage II

### Hero's Historical Tome

Added Hero's Historical Tome system.

- Skills acquired through the Hero's Tome belong to the character and are applied to both main and dual classes. The Hero's Tome Update is approaching!
- You can charge the success rate by registering exclusive items as materials.
- For items that can be registered as materials, the 'Hero's Historical Tome' icon is displayed in the tooltip, and the 'Hero's Historical Tome' UI can be called by double-clicking the dedicated item.
- The success rate can be charged up to 100%, and the remaining points after the maximum charge amount are discarded.
- If the success rate is more than 10%, you can try strengthening with the current probability.
- Hero's Historical Tome UI cannot be opened while Olympiad, World hunting zone Tower of Insolence, and Dethrone are in use, and Hero's Historical Tome features such as success rate charging and enhancement cannot be used. (However, the effect is applied.)

The following items can recharge the Hero's Historical Tome success rate.

Item Name	Item Effect
Shining Einhasad's Historical Tome	Item that can charge Hero's Historical Tome
Aden Historical Tome	
Einhasad's Historical Tome	
Dimensional Historical Tome	

The effects according to the skill level of 'Hero's Historical Tome' are as follows:

Skill Level	Skill Level	Effect
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- When 'Hero's Historical Tome' level 50/100/150/200 is reached, bonus skills and 'Advanced Rune Stones - Non-Exchangeable' are provided.

The bonus skill effects obtained after reaching Level 50/100/150/200 of Hero's Historical Tome are as follows:

Skill Name	Chronicle Level	Skill Level	Effect
Hero's Historical Tome – Ancient Wisdom	50	1	Adena Acquired +3% EXP/SP +10%
	100	2	Adena Acquired +5% EXP/SP +20% P. Def./M. Def. +100 in proportion to level
	150	3	Acquired Adena 7% EXP/SP +30% P. Def./M. Def. +120 in proportion to level
	200	4	Acquired Adena +10% EXP/SP +50% P. Def./M. Def. +150 in proportion to level Damage Received -5%

Interpreted the ancient knowledge and history of Chapters 1-200 of the Hero's Historical Tome.

- You can check it in the skill description of Hero's Historical Tome skill Lv1-Lv200.

## Cursed Village

The Cursed Village skill is a skill that is obtained by reaching level 100 of the Hero's Historical Tome skill. It is a skill that is obtained by reaching level 100 of the Hero's Historical Tome skill.



The 'Cursed Village', which was nothing more than a ruin, was transformed into an old-fashioned village with a calm atmosphere under the influence of the Fallen Angel Narcissus.

When the melody of death wandering around the world of Aden finds a person covered in grudges and curses, it will lead them to the cursed village.

The cursed village system is as follows:

If the PK level increases by killing a normal character, you will be moved to the cursed area within the village according to each level.

The area moved according to the PK value can be checked in the character information window (Alt + C).

Name	Move Requirements (PK Value)
Adagio (Area 1)	More than 10 ~ less than 35 times
Andante (Area 2)	More than 35 ~ less than 40 times
Allegro (Area 3)	40 times or more

- The character is moved to the Cursed Village only when the figure rises due to PK behavior on the main server.
- If you move to the main server with an increased PK figure in the Dethrone, Tower of Insolence, which runs on the Dimension Server, you will not be moved to the Cursed Village.
- Characters moved to each section of the Cursed Village cannot move outside unless they meet the conditions required by each section.
- Once moved to each area, information on external travel conditions can be checked through the Cursed Village-only UI.
- Characters moved to each zone cannot be moved outside due to the power of the Fallen Angel Narcissus. (Return/Move/Summon Skill, My Teleports, Timed Hunting Zone, Ceremony of Chaos, Olympiad, Dethrone, etc.)
- If you reconnect and move dead and resurrect within the zone, you cannot move out of each zone.

If you are moved to the Cursed Village, you will be moved to the PK level corresponding to the Cursed Village.

- If a Cursed Sword owner kills another character, the PK level does not rise, so it is not moved to the Cursed Village.

A character moved to the Cursed Village will be guided through a system message.

Overall Message
The melody of death wandering around Aden World led to a cursed village by discovering a man with hatred and curse all over his body.

In order for a character moved to each section of the Cursed Village to escape from the power of the Fallen Angel Narcissus, the following conditions must be met:

You must meet the time of stay and item conditions required in the moved area.

Or if you donate Adena, you are immediately moved outside.

Name	External Move Requirements
Adagio (Area 1)	1. 180 min stay 2. donation of 10 billion Adena
Andante (Area 2)	1. 240 min stay + acquire 108 petals on moonlight 2. Donate 1.5 billion Adena
Allegro (Area 3)	1. 300 min stay + acquire 54 pure crystals 2. Donate 2 billion Adena

- Stay time accumulates only when you are accessing the game. It does not include the time that has elapsed since the connection was terminated.

- If you do not meet the external movement conditions, 30 days after each zone is moved, it will be moved to the outside with or without connection.

If the exterior movement conditions are met and moved outside, a constant plateau value is obtained.

If the movement conditions are not met and are moved outside after 30 days, the reputation value will not be obtained.

Name	Acquire Reputation
Adagio (Area 1)	Acquire 7,200
Andante (Area 2)	Acquire 25,200
Allegro (Area 3)	Acquire 28,800

As you approach each section of the Cursed Village, you will be able to see what the area is like through a system message and will be subject to a "night melody" buff.

- When buffed, the character holds a blue fan in his hand instead of a weapon.

The Cursed Village Teleport List has been added to allow you to move to the village at any time.

- Windmill Teleport -> Town of Rune -> Cursed Village

## PK System Reset and Changes

With the addition of the Cursed Village, PK and reputation values have been reset to zero.

Some skills have been improved to respond to the act of inducing PK to automatic hunting users.

- The effects of skills (Provoke, Thunder Storm, Hellfire, etc.) that operate on surrounding enemies have been changed so that they do not apply to purple characters. However, in the event of a forced attack, the effect is also applied to the surrounding purple characters.

- It has been changed so that characters and summoners do not die due to the effects of counterattacks and reversals

The effect of the skills below, which work on surrounding enemies, has been changed so that it does not apply to purple characters.

Use Class/Job	Skill Name
Feoh Wizard	Shadow Snare
Wynn Summoners	Summon Death Gate
Othell Rogue	Poison Swarm / Istina Acid Swarm (Othell Adventurer Only)
Yul Archer	Gravity Trap / Frost Trap
Aeore Healer	Dissolve
Sigel Death Knight	Flame Quake

CLASSES

Tyrr Warrior

Tyrr Warrior’s skills have been adjusted.

Skill	Changes
Infinity Strike	Skill power has been increased. Defense ignore ratio has been lowered.
Guardian Spirit	Skill power has been increased.

Sonic Star	Skill power has been increased. Defense ignore ratio has been lowered.
Force Intention	Skill Power +5%

Yul Archer

Yul Archer’s skills have been adjusted.

Skill	Changes
Quick Shot	Defense ignore ratio has been lowered.
Piercing Shot	Skill power has been increased. Defense ignore ratio has been lowered.

Eviscerator

Eviscerator’s skills have been adjusted.

Skill	Changes
Gravity Hit	Skill power has been increased. Defense ignore ratio has been lowered.
Stamp Punch	Skill power has been increased. Defense ignore ratio has been lowered.

Skills that will be

Sigel Deathknight

Sigel Deathknight's skills have been adjusted.

Skill	Changes
Hell Slash (Equilibrium)	Skill power has been increased.
Hell Slash (Rage)	Defense ignore ratio has been increased. Skill power has been increased.
Chase of Curse	Skill power has been increased.
Desecration	Defense ignore ratio has been lowered.
Hell Fire (Equilibrium)	Skill power has been decreased. Defense ignore damage setting has been removed.
Hell Fire (Rage)	Skill power has been decreased. Defense ignore ratio has been lowered.
Hell Bringer (Equilibrium)	Skill power has been decreased. Defense ignore damage setting has been removed.
Hell Bringer (Rage)	Skill power has been decreased. Defense ignore ratio has been lowered.
Flame Guard	Skill power has been decreased.



Flame Quake	Skill power has been decreased. Defense ignore ratio has been lowered.
Rage Eruption	Defense ignore ratio has been lowered. Adjusted the power value according to the skill level.
Fate Rush	Defense ignore damage setting has been removed. Adjusted the power value according to the skill level.

**Feoh Wizard**

Feoh Wizard’s skills have been changed.

- The channeling skills of the Feoh Wizard class (Meteor/Black Pool/Snow Storm/Tornado/Soul Barrage) have been changed to general casting skills.
  - Adjusted the balance related to power and casting time according to the change in usage.
  - The skill cooldown time is changed to 45 seconds, and it has been changed to be affected by the cooldown time reduction effect.
  - The related debuff effects (Ignite/Black Shackle/Freezing Slow/Wind Binding/Soul Weakness) have been changed to a maximum of 3 levels.
- Fixed the balance as the related debuff effect was adjusted up to 3 levels.

Class	Skill Name	Add New Effect	Relevant Debuff Name
Feoh Archmage	Meteor	After the first use, a buff that reduces the cooldown time of Meteor skill by 15 seconds is applied up to 2 additional times.	Ignite
Feoh Soultaker	Black Pool	After the first use, a buff that	Black Shackle

		reduces the cooldown time of the Black Pool skill by 15 seconds is applied up to two additional times.	
Feoh Mystic Muse	Snow Storm	After the first use, a buff that reduces the cooldown time of Snow Storm by 15 seconds is applied up to two additional times.	Freezing Slow
Feoh Storm Caller	Tornado	After the first use, a buff that reduces the cooldown of the Tornado skill by 15 seconds is applied up to 2 additional times.	Wind Binding
Feoh Soulhound	Soul Barrage	After the first use, a buff that reduces the cooldown time of Soul Bomber skill by 15 seconds is applied up to two additional times.  The 'Immortal Soul' effect is applied with each use.	Soul Weakness

The skill level has been expanded to level 4, and you can achieve the highest skill level at level 116.

The duration of the 'Immortal Soul' skill of the Feoh Soulhound class has been changed to 2 seconds.

## Skills

Adjusted some ability effects.

Abilities	Before Change	After Change
Guardian Death Shield	Decreases P. Atk. Critical Damage Received	All Critical Damage Received Reduction
Guardian Focus Shield	Chance of receiving a P. Atk. Critical Attack decrease	Chance of receiving all Critical Rate decrease

Ability tooltip guidance has been improved.

Abilities	Before Change	After Change
Wizard's Eva, Berserker Coast	Skill MP Consumption decrease	All Skill MP Consumption decrease
Guardian Mind Control Wizard's Magic Reduction Berserker's Skill Reduction	Skill Cooldown decrease	All Skill Cooldown decrease

The cooldown time of all revelation skills has been modified to be fixed at 600 seconds.

- The cooldown skill Unbind, Prevision, Savage, Undying Will, Endurance, Earth Tremor, and Soul Protection, which were subject to the Cooldown Reduction effect, have been modified to have a cooldown of 600 seconds.
- The cooldown of all Revelation skills is not affected by the cooldown reduction effect.
- Fixed cooldown time setting is maintained even when the revelation skill is strengthened through characteristics.

The Cubic Summon skill has been changed to enable automatic use.

- You can use the skill automatically when you activate the automatic use function after registering in the shortcut.

The skill that can be used automatically is as follows.

The skills that can be used automatically are as follows.

Use Class	Skill Name
Sigel Phoenix Knight	Summon Phoenix Cubic
Sigel Shillien Templar	Summon Hex Cubic
Sigel Shillien Templar	Summon Death Cubic
Sigel Eva's Templar	Summon Othellot Cubic
Sigel Eva's Templar	Summon Spirit Hawk Cubic
Wynn Summoners Job Common	Summon Avenging Cubic

- In addition, you can automatically use the ‘Novice Phoenix Cubic’, ‘Novice Summon Othellot Cubic’, and ‘Novice Summon Death Cubic’ skills from the Knights before awakening.

Fixed an issue where HP did not recover when using the 'Hell Bringer' skill among the 'Roar of Valakas' effects of the Sigel Death Knight class.

Fixed an issue where the 'Sardonic Revival' skill would reduce reuse time among the 'Superior Indomitable Will' effects of Sigel Death Knight class.

Fixed an issue where the tooltip for the 'Shadow Snare' skill in the Feoh Wizard class incorrectly indicated the abnormal status type.

Fixed an issue where the 'Flame Quake' skill tooltip of the Sigel Death Knight class incorrectly indicated the abnormal status type.

Removed the part where ‘Fixed Reuse Time’ was displayed in the tooltip of the ‘Equilibrium Aura’ and ‘Rage Aura’ skills of the Sigel Death Knight class.

Fixed an issue where the 'Ice of A...' skill of the 'Black Mage' class did not have the correct skill name in the tooltip.

Fixed an issue where the 'Song of Assault' skill of the Iss Blade Muse class did not use a skill with a higher level than the currently applied buff level.

Fixed an issue where the skill icon was activated without the shield being used for some skills that were not required to be used.

Fixed an issue where incorrect application of defense and Magic Resistance among the effects of 'Mentor's Harmony' skill has been applied wrong.

The 'Ultimate Servitor Share' and 'Sharing Equipment' skills of the Wynn Summoner class have been changed so that the character can be deleted from the buff window.

Some skills were displayed as available in the shortcut even when they were not available at a specific skill level.

- 'Elemental Burst' of the Feoh Wizard class
- 'Stamp Punch' of the Gravity Ranker Class
- 'Unlimited Hydro Flare' from Sayha's Seer class

## Characters

Character EXP/SP units have been improved.

- All EXP/SP values have been changed to 1/10,000.
- Adjusted the EXP table for high level and increased level limit.
- The amount of EXP/SP held by the character has been adjusted according to the ratio.
- All EXP/SP acquisitions through in-game contents such as defeat monster and quests have been adjusted according to the new ratio.
- Adjusted the SP values required for content such as homunculus, ability, and skill learning.
- If you have more Ability Points than your current character level, your Ability Points will be reset.
- If you acquire a skill with a higher level than the current character level, the skill level will be adjusted or deleted according to the current level, and the SP and items used to acquire the skill will be restored.

The 'Song of Assault' skill of the Muse class will be fixed to use a skill with a higher level than the currently applied buff level.

- The main/dual class 'Shield of Masia', 'Spear of Eratone' skills, 'Definition of Perseverance', 'Definition of Endurance' collection of characters whose clan mission has been reset, 'Masia's Historical Tome' in inventory and personal storage, all 'Eratone's Historical Tome' and 'Level 120 Celebratory Token' items will be deleted.

- Deleted collections, skills, and items can be restored by re-receiving the reset clan mission rewards.

- Characters who are level 120 or higher in both main and dual classes will be excluded from Clan mission reset and skill, collection, and item deletion.

- Characters who are below level 110 in both main and dual classes are excluded from Clan mission reset and skill, collection, and item deletion targets.

- If there is another character with level 120 or higher in the same account as the character whose EXP was collected, the collection will not be deleted.

## Timed Hunting Zone

World Timed Hunting Zone - Added Baium boss monster to the top floor of Tower of Insolence.

- Baium raids can be entered individually through the 'dimensional rift' located in the center of the 9th floor of the Tower of Insolence only from 10:00 to 11:00 pm every Wednesday.

- When entering, check whether the clan leader or clan member who owns the Aden Castle and Rune Castle of each server is a clan member, and only the clan leader and clan member are allowed to enter.

- When Baium is defeated, the right to loot the reward item is given to the alliance/party/individual with the highest contribution for 5 minutes.

- The top floor of the Tower of Insolence is the Battle Zone.

World Timed Hunting Zone - Added 9th floor hunting zone to Tower of Insolence.

- You can move to the 9th floor hunting zone through the teleporter NPC inside the Tower of Insolence.

- The 9th floor of the Tower of Insolence is a party-specialized hunting zone.



- The 9th floor of the Tower of Insolence is a battle zone.

World Timed Hunting Zone - Tower of Insolence 1st~8th floor monsters' EXP and item rewards have been adjusted.

World Timed Hunting Zone - The skill balance and HP recovery of the Baium boss monster on the top floor of the Tower of Insolence have been increased.

- The skill range of Thunder Roar, Cruel Thunder Roar, Execution, and Cruel Execution has been increased.
- Added a debuff that reduces combat ability when being attacked by brutal thunder roar or brutal execution.
- Added a debuff that increases the damage received and cancels the invincibility effect when the thunder god's wrath is hit.

‘Storm Isle’ hunting zone has been reworked.

- The minimum entry level has been modified to 105, and the monster level and balance have been adjusted accordingly.
- The layout of the monsters in the existing Storm Isle area has been reworked, and the hunting area has been expanded to the Isle of Prayer area.
- In the expanded area, only characters of level 110 or higher can move through the ‘Investigators Teleporter’ NPC placed in Storm Isle, and exclusive monsters with higher level balance and rewards than monsters placed in the existing area are placed.

Teleportable levels, regions, and requirements:

Category	Teleportable Level	Monster Level	Teleportable Regions
Storm Isle	Lv. 105 or higher	110	Storm Isle East
			Storm Isle West
			Storm Isle South
			Storm Isle North

			Storm Isle North
Isle of Prayer	Lv. 110 or higher	115	Isle of Prayer East
			Isle of Prayer West
			Isle of Prayer South
			Isle of Prayer North

‘Primeval Isle’ hunting zone has been reworked.

- The minimum entry level has been modified to 105, and the monster level and balance have been adjusted accordingly.
- The arrangement of monsters in the existing Primeval Isle area has been reworked, and the hunting area has been expanded to the Swamp of Screams area.
- In the Swamp of Screams area, only characters of level 110 or higher can move through the ‘Expedition Teleporter’ NPC placed in Primeval Isle, and exclusive monsters with higher level balance and rewards than monsters placed in the existing area are placed.

Teleportable levels, regions, and requirements:

Category	Teleportable Level	Monster Level	Teleportable Regions
Primeval Isle	Lv. 105 or higher	110	Primeval Isle - Primeval Plains North
			Primeval Isle - Primeval Plains South
			Primeval Isle - Swamp of Screams North

			Primeval Isle - Lost Nest South
			Primeval Isle - Lost Nest North
Swamp of Screams	Lv. 110 or higher	115	Swamp of Screams - South Post
			Swamp of Screams - Center Post
			Swamp of Screams - North Post

Added an exit button to the Timed Hunting Zone UI.

- You can exit out of the Timed Hunting Zone by clicking the Exit button.
- When using a return item or skill, it does not go out of the timed hunting zone but moves to the starting location of each Timed Hunting Zone.
- The same exit button can be used in the World Timed Hunting Zone.
- During battle, you cannot leave by pressing the Exit button.
- If you use the exit button while dead, you will exit with the death status maintained.
- When you die inside the part-time hunting zone, you cannot respawn in castles, fortresses, or hideouts.
- Return items and skills that move to a specific area have been changed so that they cannot be used inside the Timed hunting zone.
- Changed so that the 'to the starting point' button is output when you die inside the Timed Hunting Zone, and when used, you can revive at the starting location of each Timed Hunting Zone. (Lost EXP is not recovered.)

Removed the maximum entry level for all Timed Hunting Zones.

Changed the entry level of Timed Hunting Zone ‘Abandoned Coal Mines’ to level 99 or higher and changed the entry cost to 150,000 Adena.

The ‘Dungeon’ of ‘Old’ and ‘New’ will be fixed to be the same level 100.

The 'Pondus zone' of 'Otherworldly Atelia Refinery' has been changed to a level 120 area.

The monster balance and rewards of 'Otherworldly Atelia Refinery' have been changed as the zone has been changed.

Target Monsters			
Level	Name		
112	Rashrack Spira	Embryo Guard	Atelia Wizard
116	Rashrack Exqu	Embryo Raven	Atelia Raven
120	Rashrack Pondus	Embryo Manchidai	Atelia Yuyurina

"Isle of Souls", "Primeval Isle" and "Island of Storm" Hunting Zone were reorganized.

- The Timed Hunting Zone name was changed, and the area where characters over 115 levels can be moved has been expanded.
- When entering the Timed Hunting Zone, you will be moved to the lobby, and if you meet the level conditions, you will be able to go to each Hunting Zone via the portal.

You can go to the inside of the Hunting Zone and to the lobby through the Teleporter NPC, which is in the Hunting Zone that has been moved through the portal.

Previous Name	Changed Name	Monster Level	Teleportable Level	Teleportable Regions
Isle of Souls	Pantheon's Museum	110	105	Isle of Souls Stronghold I
		115	110	Isle of Souls Stronghold II
		120	115	Isle of Souls Stronghold III

		120	115	Plunderous Plains
Primeval Isle	Zamoa's Campsite	110	105	Primeval Isle
		115	110	Swamp of Screams
		120	115	Blazing Swamp
Storm Isle	Fioren's Crystal Prison	110	105	Storm Isle
		115	110	Isle of Prayer
		120	115	Alligator Island

The drop reward items have been changed to match the Timed Hunting Zone reorganization.

- The reward balance has been adjusted to match the expanded Hunting Zone level.

A new item ‘Augment Stone Box’ that can be obtained from Zamoa’s Campsite has been added.

Obtainable Items	QTY
Brooch Augment Stone	1
Circlet Augment Stone	1
Accessory Augment Stone	1
Drop Shield Augment Stone	1

Dragon Shirt Augment Stone	1
Kaliel's Bracelet Augment Stone	1
Super Advanced Seed Bracelet Augment Stone	1
Artifact Book Augment Stone	1
Mask Augment Stone	1

- All of these Augment Stone items are 'Not Tradable' and 'No Exchange Registration'.

Changes to entry fee for the Timed Hunting Zone has been listed below.

Timed Hunting Zone	Entry Fee
Pantheon's Museum	300,000 Adena
Zamoa's Campsite	
Fioren's Crystal Prison	
Abandoned Coal Mines	
Imperial Tomb	
Field of Crisis	



The entry level of the Timed Hunting Zone below has been changed.

Timed Hunting Zone	Entry Level
Pantheon's Museum	105
Innadril of Crisis	105

The name and minimum usage level of the following items have been changed according to the change of the Timed Hunting Zone.

Previous Name	Changed Name	Min. Usage Level
Storm Isle Time Recharge Stone	Fioren’s Crystal Prison Recharge Stone	105
Primeval Isle Time Recharge Stone	Zamoa’s Campsite Recharge Stone	105
Isle of Souls Time Recharge Stone	Pantheon’s Museum Recharge Stone	105
Field of Crisis Time Recharge Stone	Innadril of Crisis Time Recharge Stone	105

The layout of some monsters in the Plunderous Plains in the ‘Pantheon’s Museum 'Timed Hunting Zone has been changed.

- The location of the monitoring team teleporter's 'Plunderous Plains Railroad Station' and 'Plunderous Plains East' teleport has been changed.

Some monsters in the Timed Hunting one for 'Innadril of Crisis' PC room have been changed.

Some monsters in the Timed Hunting one for 'Field of Crisis' PC room have been changed.

- Resized the monsters placed in the Field of Whispers, Field of Silence in the 'Innadril of Crisis' Timed Hunting Zone.

Expanded solo Instanced Zone 'Castilla's Labyrinth' level.

Instanced Zone	Hugos Subjugation (Lv.125 or higher recommended)
Entry NPC	Solo Instanced Zone Manager Karina
Entry Requirement	Lv. 100 or higher
Max Players	1 player
Binding Reset	(Reset daily at 06:30 AM)

- You can receive a reward by defeating 'Hugos' within the 15-minute time limit in 'Hugos Subjugation'
- 'Castilla's Labyrinth' is bonded when receiving a reward, and not only the selected stage but also other stages are binding and cannot be used.

Improved Castilla's Labyrinth Instanced Zone names.

- Improvements have been made so that you can know the name of the boss NPC that appears and the recommended level.

Field hunting zone 'Cruma Marshlands' has been reworked.

Hunting Zone Name	Cruma Marshlands
Hunting Zone Level	122
Hunting Zone Type	Regular Hunting Zone

- Reworked to level 122 general hunting zone and changed the balance and rewards according to the monster level.
- Monsters in the ‘Cruma Marshlands’ hunting zone have been added to the existing Exalted quests.

Fields ‘Frozen Labyrinth’ has been reworked.

Hunting Zone Name	Frozen Labyrinth
Hunting Zone Level	122
Hunting Zone Type	Enchant Hunting Zone

- Reworked to level 122 Enchant Hunting Zone and changed the balance and rewards to match the monster level.
- Monsters from the ‘Frozen Labyrinth’ hunting zone have been added to the existing Exalted quest.

## Field Boss

Field boss spawn time has been adjusted.

- Queen Ant: Monday 9pm
- Anakim: Monday 10pm
- Orfen: Tuesday 9pm
- Lilith: Tuesday 10pm
- Lord Ishka: Thursday 10pm

## Items

Added 15 new artifacts

Added 1 new Artifact.

Item Name	Additional Name	Description
Artifact Damage Received	Balance	Damage Received -11%

New Artifacts can be obtained through the Exchange Shop of NPC Town of Giran Artifact Merchant Alexandria.

Purchase Artifacts		
Item Name	Material Item	Quantity
Artifact Damage Received	Artifact decrease damage received when immobilized	1
	Artifact - P. Skill Power	1
	Artifact - M. Skill Power	1
	Artifact Normal Attack Power	1
	Artifact P. Def./M. Def.	1

‘Beora's Ancient Vitality Tonic’ has been added.

- When using 'Beora's Ancient Vitality Tonic', 1 out of 4 vitality gauges is restored.

The material of the seed bracelet that can be exchanged through Star Sign has been changed.

Acquired Item	Quantity	Material Item	Quantity
Intermediate Seed Bracelet	1	Elementary Seed Bracelet	1
		Star Sign	1
		Adena	400,000,000
Advanced Seed Bracelet	1	Intermediate Seed Bracelet	1
		Star Sign	2
		Adena	400,000,000
Top-grade Seed Bracelet	1	Advanced Seed Bracelet	1
		Star Sign	3
		Adena	400,000,000
Super Advanced Seed Bracelet - Stage 1	1	Top-grade Seed Bracelet	1
		Star Sign	4
		Adena	400,000,000

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'Cloak of Light Dragon' can be enhanced using 'Gran Kain Scroll: Enchant Cloak', and the enhancement probability and tier effects are as follows.

Enhancement Stage	Enchant Chance	Option
1	1%	AOE Damage Resistance +5%
2	1%	AOE Damage Resistance +5% Damage Reflect Resistance +5%
3	1%	AOE Damage Resistance +5% Damage Reflect Resistance +5% All Weapon Resistance +5%
4	1%	AOE Damage Resistance +5% Damage Reflect Resistance +5% All Weapon Resistance +5% All Critical Damage Received -5%
5	1%	AOE Damage Resistance +5% Damage Reflect Resistance +5% All Weapon Resistance +5% All Critical Damage Received -5% Weapon Atk./M. Atk. Boost +500

Changed the effect of 'Nevit's Cloak of Light' to the following:

Item	Basic Item Effect
Nevit's Cloak of Light	Basic Effect

Nevit's Cloak of Light (30-day)	<Equip Effect> Received Damage - 10% All Stats +3 Vitality Bonus +5%
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'Dragon Weapon Augment Stone' name has changed to 'Dark Augment stone'.

Antharas, Valakas, Lindvior, and Fafurion weapons have been changed to allow 2 normal Soul Crystals. Common, High-grade, and Top-grade grades with regular Soul Crystal added.

Soul Crystal items and Soul Crystal options and skill descriptions have been improved.

- Added information on options that can be acquired with Soul Crystal to the Soul Crystal item description.
- Added Soul Crystal item information for obtaining the option to the Soul Crystal option and skill name.
- Partially modified the expression of Soul Crystal option description.

Blood-red/Abyss/Dark Soul Bead Step 1~10 Item Tooltip corrected the issue of misleading the destination.

When checking the tooltip of the item, it has been changed so that it does not cover the icon.

The appearance of dragon claw and magic sword weapons has been changed so that it does not change with the effect of changing the weapon Appearance.

- The appearance of Dragon Claw and Magic Sword weapons does not change even with the 'Ignition' skill of the Sigel Death Knight class.

Fixed an issue where item tooltips were not retained when hovering over a special crafting cost item during auto-battle.

Fixed the issue where 'Ether' items being acquired were in excess of the daily maximum.

Fixed an issue where the effect of the item 'Blood-stained Akamanah Retriever' was printed in the wrong location.

Fixed an issue where the Enchant Effect of the Exalted Dual Dagger/Shooter weapon was output abnormally.

## Crafting

(D) I A • , v p . l o . T • , G • I I I

Beora's Ancient Vitality Tonic' crafting has been added.

Product Name	Acquired Item	Success Rate	Material Item	Crafting limit
Beora's Ancient Vitality Tonic	2 Beora's Ancient Vitality Tonics	100%	4 High Priest's Holy Water	100 daily per character

One other crafting item has been added.

Crafting Name	Acquired Item	Required Item	Crafting Period
Dimensional Historical Tome	Dimensional Historical Tome	120 Ether 264 Black Mithrils 264 Oriharukons 264 Dragon Scales 264 Angel's Feathers	Permanent

## Enchant, Compound and Augment

Enchantment of 'Talisman - Heaven' item is possible.

The enchantment effect is as follows.

Enchant Stage	Enchant Effect	
1	Fixed Damage Resistance +2%	
2	Fixed/Reflected Damage Resistance +2%	

3	Fixed/Reflected Damage Resistance +3%, Defense/M. Def. +1%	
4	Fixed/Reflected Damage Resistance +4%, P. Atk./M. Atk/Defense/M. Def. +1%	
5	Fixed/Reflected Damage Resistance +5%, P. Atk./M. Atk/Defense/M. Def. +3%, Acquired Adena +5%	
6	Fixed/Reflected Damage Resistance +6%, P. Atk./M. Atk/Defense/M. Def. +4%, Acquired Adena +5%	
7	Fixed/Reflected Damage Resistance +7%, P. Atk./M. Atk/Defense/M. Def. +5%, Acquired Adena +5%	
8	Fixed/Reflected Damage Resistance +8%, P. Atk./M. Atk/Defense/M. Def. +6%, Acquired Adena +5%	
9	Fixed/Reflected Damage Resistance +10%, P. Atk./M. Atk/Defense/M. Def. +7%, Acquired Adena +5%, Normal Attack/P. Skill/M. Skill Power +3%	
10	Fixed/Reflected Damage Resistance +10%, P. Atk./M. Atk/Defense/M. Def. +7%, Acquired Adena +5%, Normal Attack/P. Skill/M. Skill Power +3%	

	Adena +5%, Normal Attack/P. Skill/M. Skill Power +7%	
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‘Epic Talisman’ item enchantment effect has been added.

The effects of each enchantment step are as follows.

Enchant Stage	HP/MP/CP	P. Atk./P. Skill/M. Skill Critical Rate	P. Atk./P. Skill/M. Skill Critical Damage Received	P. Atk./P. Skill/M. Skill Critical Damage	Talisman Energy		
					Attack Attribute	All Weapon Resistance	Magical Received Damage
+1	+1%				+50	+3%	
+2	+2%				+50	+3%	
+3	+3%	+1%			+50	+3%	
+4	+4%	+2%			+50	+3%	
+5	+5%	+3%			+100	+3%	-3%
+6	+6%	+4%	-2%		+100	+3%	-3%
+7	+7%	+5%	-3%		+100	+3%	-3%
+8	+8%	+6%	-4%		+100	+3%	-3%

+8	+8%	+6%	-4%		+100	+3%	-3%
+9	+9%	+7%	-5%	+3%	+100	+3%	-3%
+10	+10%	+7%	-7%	+5%	+200	+7%	-7%

- Talisman's Energy is an added effect when equipped simultaneously with Talisman of Longing/Insanity/Heaven.

Improved the availability of Enchant UI.

- When switching to single/multiple reinforcement, the registered order was changed so that it would not be initialized.

Changed item exchange requirements for the Blacksmith Augment Stone and Spirit Stone exchange.

Added ‘Super Advanced Seed Bracelet’ augment.- Augmentation is possible with ‘Super Advanced Seed Bracelet Augment Stone’

The options available through the ‘Super Advanced Seed Bracelet’ augmentation are as follows.

Attack Attribute +10~100
All Defense Attribute +10~100
STR + 1
DEX + 1
CON + 1
INT + 1
WIT + 1

WIT + 1
MEN + 1
LUC +1
CHA +1
Vitality Bonus +1~5%
When wearing the Aquarius Agathion Charm, M. Atk. +1/2/5%
Casting Spd. when equipped with Pisces Agathion Charm. +1/2/5%
P. Skill Critical Damage +1/2/5% when wearing Aries Agathion Charm
When wearing Taurus Agathion Charm, P. Def. +1/2/5%
+1/2/5% to Magical Resistance while wearing Gemini Agathion Charm
P. Skill Critical Rate +1/2/5% when wearing Cancer Agathion Charm
P. Atk +1/2/5% when equipped with Leo Agathion Charm
When wearing the Virgo Agathion Charm, P. Atk. Critical Rate +10/20/50
M. Skill Critical Damage +1/2/5% when wearing Libra Agathion Charm

M. Skill Critical Damage +1/2/5% when equipped with Libra Agathion Charm
When wearing the Scorpio Agathion Charm, P. Atk. Critical Damage +1/2/5%
Attack Spd +1/2/5% when equipped with Sagittarius Agathion Charm
M. Critical Rate +10/20/50 when wearing Capricorn Agathion Charm
Damage +5%, Damage Received -5%

The ‘Artifact Book’ augment has been added.

- ‘High-grade Artifact Book’ and ‘Top-grade Artifact Book’ can be augmented with ‘Artifact Book Augment Stone’.

The options available through ‘Artifact Book’ augment are as follows.

Option 1
Damage +1~5%
Damage Received -1~5%
EXP/SP Gain +1~5%
Attack Attribute +10~50
Defense Attribute +10~50
Option 2



Option 2
Attack Power +1~5%.
M. Atk. +1~5%
Defense +1~5%
M. Def. +1~5%
P. Atk. Critical Damage +1~5%
P. Skill Critical Damage +1~5%
M. Skill Critical Damage +1~5%
Normal Attack Power +1~5%
P. Skill Power +1~5%
M. Skill Power +1~5%
EXP/SP Gain +1~5%

Added Blood-stained Blood Sword Akamanah and Blood-stained Demonic Sword Zariche augment.

- Blood-stained Blood Sword Akamanah/Blood-stained Demonic Sword Zariche augment can be performed using 'Dark Augment stone', and 'Dark Augment stone' can be exchanged through the blacksmith NPC in each town.

The list of items that can be augmented is as follows.

Augmentation Item	
Blood-stained Zariche Shaper	Blood-stained Akamanah Shaper
Blood-stained Zariche Cutter	Blood-stained Akamanah Cutter
Blood-stained Zariche Slasher	Blood-stained Akamanah Slasher
Blood-stained Zariche Avenger	Blood-stained Akamanah Avenger
Blood-stained Zariche Fighter	Blood-stained Akamanah Fighter
Blood-stained Zariche Stormer	Blood-stained Akamanah Stormer
Blood-stained Zariche Thrower	Blood-stained Akamanah Thrower
Blood-stained Zariche Shooter	Blood-stained Akamanah Shooter
Blood-stained Zariche Buster	Blood-stained Akamanah Buster
Blood-stained Zariche Caster	Blood-stained Akamanah Caster
Blood-stained Zariche Dualist	Blood-stained Akamanah Dualist

Blood-stained Zariche Retributer	Blood-stained Akamanah Retributer
Blood-stained Zariche Dualsword	Blood-stained Akamanah Dualsword
Blood-stained Zariche Dual Dagger	Blood-stained Akamanah Dual Dagger
Blood-stained Zariche Dual Blunt	Blood-stained Akamanah Dual Blunt

The options available for augment are as follows.

	Available Options
Option 1	Attack Power +1~5%. Defense +1~5% P. Atk. Critical Damage +1~5% P. Skill Critical Damage +1~5% M. Skill Critical Damage +1~5% M. Atk. +1~5% M. Def. +1~5% P. Skill Power +1~5% M. Skill Power +1~5% Damage +1~5% Damage Received -1~5% Damage While Action Prohibited +1~5% Decrease damage received by when immobilized -1~5% All Stats +1~3
Option 2	Attack Attribute +10~50 Defense Attribute +10~50 P. Atk. Critical Damage +2~20% P. Skill Critical Damage +2~20% M. Atk. Critical Damage +2~20% M. Skill Critical Damage +2~20%

	P. Skill Critical Damage +2~20% M. Skill Critical Damage +2~20% Defense +2~10% M. Def. +2~10% Bow/Crossbow Resistance +2~10% Dagger/Dual Dagger Resistance +2~10% Sword/Dualsword Resistance +2~10% Debuff Resistance +2~10% Heal Received +2~10% Skill Cooldown -1~5% Add Exp/SP +2~10% P. Skill Power +10~15% M. Skill Power +10~15% Fixed Damage Resistance +17~20% Damage Received While Action Prohibited -20% Damage +15% Damage Received -15%
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The compound system was reworked into 'general compound' and 'auto compound'.

- You can switch the mode through the [Convert to normal compound]/[Switch to automatic compound] button.

You can proceed with the same compound at once by using 'auto compound'.

- The sequence of 'auto compound' is as follows.

- 1) Register the item to proceed with compound.
- 2) From the 'compound material' inventory, select the material to be used for automatic compound and register it as 'auto compound material'. (You can also register all available materials at once with the 'Register All' button.)
- 3) Press the compound button to proceed with automatic compounding.
- 4) Automatic compounding stops when all compound materials are used up.

Improvements have been made so that when a specific item is acquired through compound, an acquisition notification is displayed.

Changed the compound fee to 300,000 Adena.

Added auto-enhancement function.

- The player can use the auto-enhance function by clicking the ‘Single Enchant’ tab in the Enchantment UI.
- The automatic enhancement function can be used as an enhancement spell that does not destroy the item in case of failure and maintains the enchantment level.
- Register the Enchant Scroll in the Enchant UI to activate the ‘Auto Enhance’ button.
- Automatic enhancement ends when all registered Enchant Scrolls are exhausted or when the enchantment is successful.
- If the player uses Lucky Enchant Stone, the player cannot proceed with ‘Auto Enhance’.

## Artifact System

Artifact enhancement method has been changed.

Enchant Stage	Before	After
Trying for +1	+0 or more artifacts of the same type	+0 artifacts of the same type
Trying for +2	+0 or more artifacts of the same type	+0 artifacts of the same type
Trying for +3	+0 or more artifacts of the same type	+0 artifacts of the same type
Trying for +4	+0 or more artifacts of the same type	+0 artifacts of the same type
Trying for +5	+1 or more artifacts of the same type	+1 artifacts of the same type

Trying for +5	+1 or more artifacts of the same type	+1 artifacts of the same type
Trying for +6	+1 or more artifacts of the same type	+1 artifacts of the same type
Trying for +7	+1 or more artifacts of the same type	+1 artifacts of the same type
Trying for +8	+3 or more artifacts of the same type	+3 artifacts of the same type
Trying for +9	+3 or more artifacts of the same type	+3 artifacts of the same type
Trying for +10	+3 or more artifacts of the same type	+3 artifacts of the same type

## Collection

Improvements have been made so that you can check the number of items you have in the tooltip in the registered inventory in the collection.

Improved the usability of the collection UI.

- A blue light is displayed when you have an item that exceeds the incant number.
- High-rank color lights are displayed when super-imposed on the rank of Registrable (Yellow) > Enchant Low (Red) > Enchant Exceeded (Blue).

## Dethrone

The available time for Dethrone has been extended.

Before		After	

Day	Time	Day	Time
Fri/Sat/Sun	20:00 ~ 01:00	Mon/Tue/Wed/Thu	10:00 ~ 12:00 22:00 ~ 00:00
		Fri/Sat/Sun	20:00 ~ 01:00

PVP is available during the following times.

Day	Time	Region	PVP
Fri/Sat/Sun	20:00~22:00	All zones	No
	22:00~01:00	Deril’s Garden	No
		Fran Deril's Garden	
		Other area	Yes
Mon/Tue/Wed/Thu	10:00~14:00	Deril’s Garden	No
		Fran Deril's Garden	
		Other area	Yes

The balance and rewards of monsters in Dethrone have been increased.

As of the 1st of July, the monster balance in Dethrone has been adjusted (increased). It will be the same for all zones.

A dash has been added to the monsters below in Dethrone, and the 'Light Crash' skill has been changed to a range skill.

Fran Deril's Forest:

Monster Name	Level	Appearance Zone
Deril	112	Deril's Water Source
Athron	112	
Theo	112	
Coraiger	112	
Kiku	112	
Floato	112	
Fran Deril	116	
Fran Athron	116	Fran Deril's Water Source
Fran Theo	116	
Fran Coraiger	116	
Fran Kiku	116	



An additional door to the world of Dethrone opens under the influence of the Demonic Sword Aegis, which grows stronger by feeding on the energy of the soul.

- Doors to enter the world of Dethrone will be opened from Monday to Thursday.

Under the influence of Demonic Sword Aegis, monsters throughout Dethrone become stronger.

Fixed an issue that incorrectly indicated the entry time for Dethrone in the contents of the ‘Let’s Go to Dethrone’ quest.

Adjusted the amount of compensation for all floors of ‘Tower of Insolence’.

- When you defeat monsters on all floors of the ‘Tower of Insolence’, there is a certain probability that you will receive a ‘History of Dimensions’.

Adjusted the amount of compensation for all areas of Dethrone.

## Potential System

The Potential System UI has been improved.

- The layout, font, and highlighting were modified to improve the readability of the information.

- Added information on the number of dyes returned in the Clear Pattern window.

## Teleport

The teleport UI has been improved.

- Added name search function to the teleport UI.

- Added a function to sort favorites (registration time/level/name order) in the teleport UI.

- Added a list scroll button to the teleport UI.

The teleport cost of hunting zone and village has been changed to 300,000 Adena.

Some teleportable areas have been changed.

- ‘Cruma Tower’ has been deleted from the teleport list.

- ‘Frozen Labyrinth’ has been deleted from the teleport list and the existing ‘Ice Merchant Cabin’ has been changed to ‘Frozen Labyrinth’.

- Removed ‘Freya’s Garden’ from the teleport list. The ‘Freya’s Garden’ area can be moved by talking to the NPC ‘Rafforty’ who is deployed in the ‘Frozen Labyrinth’ teleport area.

## Auto Hunt/Use

During automatic use of the next target, it has been improved so that the target that attacks the character can be targeted first.

- If the current target dies or cannot be attacked, the target that attacked you is prioritized.

When using the item/skill automatic use function, the automatic use application status can be checked regardless of the item/skill usage conditions.

Type	Requirements	Auto Use	Shaded	Wave
Skill	Satisfied	Turn On	X	O
		Turn Off	X	X
	Unsatisfied	Turn On	O	O
		Turn Off	O	X
Consumable	Satisfied	Turn On	X	O

Consumable	Satisfied	Turn On	X	O
		Turn Off	X	X
	Unsatisfied	Turn On	O	O
		Turn Off	O	X

## Mission & Quests

Vitality Tonic, which can be obtained as a reward in the ‘General’ tab, has been changed to ‘Beora's Ancient Vitality Tonic’.

Clan Quest UI has been improved.

- After completing Clan Quest, missions that can receive rewards have been changed to be automatically sorted at the top of the list.
- After receiving the clan mission reward, the next clan mission to obtain the reward has been changed to be automatically selected.

Brothers Bound in Chains quest completion condition has been changed.

- The existing completion condition was to collect 10 items of "Atoner’s powder", but it was changed to 100 items of "Atoner’s powder".

The following changes have been made in the Timed Hunting Zone related missions.

Previous Name	Changed Name	Minimum Level	Defeat Target
Hunt monsters in Storm Isle	Hunt monsters in Fioren’s Crystal Prison	105	Add Alligator Isle monster to the target
Hunt monsters in Primeval Isle	Zamoa’s Campsite	105	Add Blazing Swamp monster to the target

Hunt monsters in Isle of Souls	Pantheon’s Museum	105	Add Plunderous Plains monster to the target
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The following items have been changed in the Timed Hunting Zone related missions.

Previous Name	Changed Name	Minimum Level	Monster Target Defeat Number	Reward	Defeat Target
Field of Crisis Hunt monster	Innadril of Crisis Hunt monster	105	1400	12x Clan Rewards 2x Water Dragon Legion's Scroll Bundles	Add Alligator Beach monster to the target

Changes have been made to Clan Mission Rewards.

A new mission has been added:

Mission Name	Description
Daily Hunting Master	You can receive a reward when you complete the Daily Hunt V (Achieve 1 of all levels) mission

## Shop

You can purchase ‘Beora's Ancient Vitality Tonic’ through each Village General Merchant NPC.

The price of some items in the clan shop has been changed.

Item Name	Quantity	Required M.P.	Item Price	Required M.P.
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Item	Quantity	Required My Rep	Adena	Purchasable Clan Level
Scroll: PK	1	5,000	10,000,000	7
Scroll: Reputation	1	100,000	10,000,000	6

The purchase cost of 'Scroll: PK' and 'Scroll: Reputation' has been changed.

Item Name	Required Personal Rep	Required Adena
Scroll: PK	500	20,000,000
Scroll: Reputation	1,000	20,000,000

'Scroll: Reputation' item effect has been changed.

Item Name	Previous Effect	New Effect
Scroll: Reputation	Karma reduced by 30,000	Karma reduced by 1,000

A gift acceptance/rejection function has been added to prevent mis-sending of N-Shop gifts.

- When an N Shop gift arrives, a gift arrival icon is displayed at the bottom right of the game screen.
- When you click the icon, the product UI appears, and you can accept/reject the arrived gift list.

Products for which gift acceptance has been completed can be received through the product inventory.

Gift Acceptance	Gift Rejection
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Gift Sender	Gift Recipient
Cancellation is possible within 7 days after sending the gift if the recipient does not accept the gift	The gift can be rejected within 7 days of receiving the gift if the sender does not cancel it. However, if you do not express your intention within 7 days, the gift will be automatically accepted.

## Preferences Setting

Added ‘Apply system scaling’ checkbox to video screen settings.

- If you click the ‘Apply system scaling’ button, the size of the in-game UI is changed to match the window display scale.
- Depending on the window display magnification, the selectable resolutions change.
- Click the ‘Apply system scaling’ button and restart the game after closing the game for it to take effect.
- The ‘Apply system scaling’ function is only available in Windows 10 or later.

Reduced the number of screen-setting window modes.

Before	After
full screen mode / full window mode / windowed mode	full screen mode / windowed mode

- The changed full screen mode is the same as the existing full window mode.

## User-Interface

The Special Hunting Zone UI has been improved.

After completing the synthesis to the target value with automatic synthesis, we fixed the issue that the synthesis UI did not close with the 'Close' button.

Fixed an issue where the minimized auto-hunting UI was unintentionally maximized.

Fixed the issue that the UI was displayed abnormally when changing the screen mode.

Changed the frame design and title font size of some UIs.

Changed the size of checkboxes and radio buttons in some UIs.

## Box/Chest Automatic Use System

Added 'Automatic use of box' system to automatically open boxed and pack items.

- Added 'Automatic use of box' icon to the right of the inventory crystallization icon.

- Auto-use box UI is opened by '<Ctrl>+Right-click' or 'Auto-use box' icon on the box & pack item in the inventory and drag and drop the box & pack item to the 'Auto-use box' icon. can.

- You can automatically open all chests & packs you have in your inventory in the box auto use UI, and you cannot proceed if the weight/free space in your inventory is insufficient.

- The box auto-use UI provides a minimize mode, which can be switched through the minimize button at the top right of the UI.

- If you acquire a rare item in minimized mode, the color that matches the item grade is displayed.

- When an item is registered in the box auto use UI, all box & pack items in the inventory are displayed in red, and items cannot be used or shredded.

- Collection, warehouse, and mail cannot be used while the chest is automatically used.

- Registered items can be registered and replaced by dragging and dropping in the inventory, clicking an item in the 'Auto-use UI' inventory, or dragging an item in the ready or stopped state.

- Auto-opening of the box will be terminated if you teleport, move the server, die, or forcefully close the connection while the automatic use of the box is in progress.

## Bug Fixes & Other Changes

Improved overall quality of game graphics regardless of video options.

Fixed an issue where increasing LUC, not CHA, among the Dignity of the Exited level 7 effects.

Fixed an issue where the Dignity of the Exited level 7 effect was not applied in the Dual Class state.

- If the target who has acquired the Dignity of the Exited 7 level is applied to level 6 after login.

- Dual Class login: Normal skill level will be applied after the first transition to the main class.

- Main Class Access: Normal skill level will be applied after the first transition to Dual Class → Main Class.

Fixed an issue where the 'Attribute of the Exalted' skill is not applied to the Dual class.

-Dual class access: It is applied normally after switching to the main class the first time.

-Main class access: After switching to the first dual class → main class, it will be applied normally.

The Othell Wind Rider class corrected the issue of not being able to acquire 'Mortal Strike' level 5 skill at level 115.

Fixed an issue where the client would close when pressing the ESC key on the loading screen to enter the world.

Fixed an issue where the Orc male character displayed abnormal appearance after equipping the 'Antharas Fighter' weapon.

Fixed an issue where the ability effect before resetting was applied again when reconnecting after resetting the ability.

Fixed the issue where the acquisition information for Fallen Angel's Earring Challenge Points was incorrect.

Fixed an issue where 'Ruler's Ring of Authority - Event' and 'Ring of the Truth-Seeker - Event' items exchanged through 'Black Coupon' could not be deleted from the inventory.

Fixed an issue where the power of the 'Revenging Black Thorn' skill of the Sigel Hell Knight class was set to be weaker than intended.

When Sigel Hell Knight class acquires the skill 'Devotion' (Skill ID 5045), the skill level 5 will be automatically applied.



When Sayha's Seer class wears caster equipment and uses the skills 'Deceptive Blink' and 'Sayha's Fury', the movement motion is displayed awkwardly.

Fixed the issue that the enhanced 'Song of Assault' skill of the Iss Blade Muse class did not use a skill with a higher level than the currently applied buff level.

The macro has been expanded so that up to 20 lines of content can be entered.

Fixed an issue where the number of enhancements that can be enhanced with the Shining/Vague Elemental Shirt Enchant Scroll was set incorrectly.

In the 'Fafurion Retributer' item tooltip, click 'M. Fixed an issue where 'Skill Critical Rate' was guided differently from the effect.

Fixed an issue where the information provided by the skill and the effect guided by the 'Dragon Earrings' item were different.

Fixed an issue where text being cut off in the chat field.

The tooltip of the item 'Scroll: Enchant Elemental Shirt', which is not allowed in Auction House, has been modified.

Fixed an issue where the Mentor Guide NPC's mentor and mentee rewards were guided differently.

Fixed an issue where melee characters could not use basic attacks and skills while underwater.

Fixed an issue where the presentation was not displayed when the 'Sacredium' item was equipped.

Fixed an issue where special effects are applied even when 'Agasion' is equipped in a sub-slot.

Fixed 'Vampiric Rage %' missing from 'Talisman - Insanity' tooltip.

While applying 'Kaliel's Protection', the barrier skill effect of the Tanzanite gem has been modified to be applied.

- 'Kaliel's Protection' is not applied while the Tanzanite gem effect is applied.

Fixed an issue where Novice Radiant Recharge skill being able to be used on targets that have learned the Recharge effect.

The effect of Sayha's Seer's Wind Blend skill has been modified so that it is not forcibly deleted with Alt + Left Click.

Fixed an issue where system and screen messages were not displayed when the effect of the limited-time collection ended.

Fixed an issue where the movement effect of 'Furtive Blink' was not applied when the skill was used while the movement effect of another skill was applied.

Fixed an issue where the enchantment effect of 'Exalted Weapon' was being applied incorrectly and the augment effect was not output.

Fixed an issue where the system message is not displayed when the half-kill effect is activated.

'Talisman - Heaven' has been changed to allow exchange/drop/private store sales/personal, clan warehouse storage.

Changed so that 'Sealed Talisman - Heaven' cannot be exchanged from the Seed Talisman manager.

Fixed an issue where the icon was activated even if some skills did not meet the item requirements for skill use.

Fixed an issue where the skill icon was not activated even though the conditions for using the skill 'Heroic Berserker' were satisfied.

Fixed an issue where the '+9 Talisman - Heaven' enchantment option was set incorrectly.

Removed the restrictions on the level of use of the spell book, which is paid as a reward for completing the Exalted quest.

Fixed an issue where when enchanting the 'Sacrificial Soul' skill of the Feoh Soultaker class, some pets cannot use it.

Fixed an issue where the face overlaps with the equipment when the orc male wizard class character wears some equipment.

Fixed an issue where Masia/Paulina/Tersi's Guard Agathion's unique ability did not apply when wearing Blessed Exalted armor of +8 or higher.

Fixed an issue where the sound of the previously selected homunculus is displayed even when the homunculus management window is closed.

After summoning the Summon Protection Stone, if the character is not logged in, the Protection Stone has been modified to despawn.

Added the phrase 'Max HP can increase by more than 150,000' to the tooltip of 'Fafurion Dual Dagger'.

Fixed an issue where Spirit Ore consumption was incorrectly displayed in the skill tooltip of the 'Prophecy of Might' level 3 skill of the Iss Hierophant class.

Added a statement that it is impossible to apply both skills at the same time to the skill tooltip of 'Divine Prayer' and 'Mass Mana Gain' of the Aeore Healer class group.

Fixed an issue where the 'Darkness' Buff effect was not applied to the 'Darkness' skill of the 'Darkness' class.

Fixed an issue where Improved Baby Cougar, Buffalo, and Kookaburra would repeatedly use the Pet Buff skill while the 'Band Melody' and 'Emperor's Special Cocktail' buffs were applied.

Fixed an issue where the shadow of the character was not visible when the 'Advanced Shader Effects' option was checked.

Fixed an issue where upon returning from the dimension server, it is able to summon multiple summons.

Improvements have been made so that the skill settings registered in the shortcut are maintained even if dismounted after restarting in riding state.

Fixed an issue where the afterimage of the building was displayed in windowed mode.

Fixed an issue where the Seed Talisman Manager's HTML incorrectly indicated sealable Talismans.

Even if you do not select the crafting list, the tooltip has been improved so that you can check the additional name of the item to be crafted and the cost.

Fixed an issue where when the 'Victories of Pa'agrio' skill of the Iss Dominator class is being applied, you cannot cast a skill higher than the skill level being applied.

Fixed an issue where the Yul Archer class could not learn the 'Phoenix Arrow Lv8' skill after reaching level 119.

Changed so that 'Goddess Statue Keeper' cannot be spawned through 'Genesis Goddess Statue' in the Garden of Genesis.

Changed so that the system message is not displayed if you do not acquire EXP and SP.

Certain Field Raids and Instanced Zone bosses have removed the bonus EXP/SP rewards that are additionally paid to the Party Leader or Alliance Leader.

The ranking system has been modified to operate normally.

Fixed an issue where the item being exchanged is not displayed in the inventory if the other party cancels the exchange while exchanging with a character.

The 'Teleportation Cubic', which can be obtained through the tutorial quest 'Path of Destiny - Beginning', has been modified so that only characters below level 105 can use it.

Fixed an issue where the 'Crest of Destiny' could not be obtained by defeating the boss in the 'A Garden of Eden' quest.

Fixed an issue where the 'Crystal of Purity' item could not be obtained even if training was successful during the 'A Grand Plan for Taming Wild Beasts' quest.

Fixed an issue where the 'Dragon Valley' hunting zone information on the entire map was displayed as 'Party Hunting Field'.

Fixed an issue where the maximum HP limit effect does not apply when the maximum HP is 180,000 or more.

A guide for augmentation has been added to the tooltip of the 'Advanced/High-end Artifact Book' item.

The position of the [Cancel] button has been changed to the right to prevent accidental cancellation during compounding.

Fixed an issue where 0 automatic compound materials could be registered.

Fixed an issue where Giran Valley Fortress gates not being visible.

Fixed NPCs and characters hovering in the air in Town of Oren.

Fixed an issue where in Throne of Heroes, if the Alliance is disbanded after defeating 'Throne's Treasure Chest', items cannot be acquired.

Removed the close button on the Alliance Matching window and the Allied Forces information window.

Fixed an issue where when changing the pet from passive mode to defense mode, it does not counterattack if there are many targets in battle.

Fixed an issue where the Horn Melody Battleground buff was applied instead of Band Melody when using the Ceremony of Chaos item.

In the character information window, the LUC stat tooltip has been removed from the 'workshop' and 'craft' related information.

Fixed an issue where the 'Abandoned Coal Mines Time Recharge Stone' item had an incorrect usage limit level.

Fixed an issue where the effect duration of the 'Emperor's Special Cocktail' item behaved differently from the tooltip.

The character level that can use teleport for free has been changed to 104 or lower.

Fixed an issue where the reinforcement information was displayed incorrectly when using the 'Divine Zodiac Agathion Book of Growth' item.

Fixed an issue where the Anakim Blessing effect was not applied when wearing the 'Agathion Charm - Anakim Holly Barrier' item.

Fixed an issue where the item information for the 'Divine Zodiac Agathion Book of Growth' item was not displayed correctly.

Fixed an issue where the item to be enhanced was not displayed even when using some 'Blessed Scroll: Enchant Armor (S-grade)' scrolls.

The condition 'Can be used when equipped with a One-handed Sword' has been added to the following skills of the Death Knight class.

Skill Name	
Presence of Mind	Stability of Valakas
Ardor of Mind	Rage of Valakas

The output range of the augment option window has been expanded.

When opening the inventory without applying the new option among the augments, a pop-up window will be displayed to confirm the application of the new opt-in.

Fixed an issue in the 'Top-grade Obsidian Lv. 1' skill that did not explain the effect of increasing armor/magical resistance.

Fixed an issue in which the maximum number is set when the number is canceled without entering the number in the special production.

Fixed an issue preventing the use the mail system in the peace zone.

Fixed an issue where the icon disappeared when passing the radar map by dragging the icon registered in the shortcut.

Fixed an issue where the party matching window could not scroll to the top or bottom of the scroll bar.

Fixed an issue where some items were not searched for by category in the personal shop.

Fixed an issue where chat options were changed when playing the game using more than one client.

Fixed the problem that the compound probability is not updated when changing the compound material in the compound UI.

Tutorial NPC 'Growth Guide Tarti' has been placed on the platform to make it easier to target.

Fixed an issue where the debuff effect of some skills was displayed in the buff slot.

(5.1.2 Patch) of Single Death Knight

- 'Fate Rush' of Sigel Death Knight class

- 'Grim Reaper Possession' of Othell Rogue class

Added a guide to ignoring the target's CP when an attack is successful in the tooltip of the 'Backstab', 'Blood Stab', and 'Novice Blood Stab' skills of the Othell Rogue class.

Changed the item name of 'History of Dethrone' to 'History of Dimension'.

Fixed the issue that the stun effect of Sigel Death Knight class's 'Fate Rush' and Othell Ghost Hunter class's 'Grim Reaper Possession' skills were displayed in the buff effect slot.

Added information on the effect of ignoring the target's CP when an attack is successful in the tooltip of the 'Backstab', 'Blood Stab', and 'Novice Blood Stab' skills of the Rogue class.

Fixed the issue that the animation is not displayed properly after the effect of the character with the paralysis effect is finished.

Fixed an issue where the screen message was truncated when attacking the Slaughter Bardin when the character name is longer than 5 characters.

The Adena distribution function has been moved to the full menu.

Corrected the issue of the monster not responding to level 2 skill of 'Provoke Aura' in Sigel Knight class.

Fixed the issue of intermittent trapped structure during automatic hunting in Giant's Cave Hunting Zone.

The skill and action windows are integrated into one window.

Changed it to make it impossible to make a special crafting during the sale of a private store.

Fixed an issue where player could not retrieve 'Einhasad's History Book' or 'Shining Einhasad's History Book' from the private store list.

The "Water Dragon Legion's Scroll Bundle" and "Elite Water Dragon Army Supply Items" item tooltip corrected the issue of guiding the Hunting Zone before the reorganization.

Corrected the issue of not being able to change the flame color of the Deathnight class in the character creation window.

Corrected the issue that misinformed the collection effect of the collection 'Ruler of Aden' and 'Soul Overdose'.

The 'Phoenix Arrow' skill effect of Yul Archer class was applied to the Bora character.

When a new item is acquired while there is a scroll in the acquired item list in the Restart UI, the scroll is initialized and the item at the bottom of the scroll cannot be checked.

In the HTML content of NPC 'Mentor Guide', Mentee's Mark exchange items were guided to items before the Hunting Zone reorganization has been fixed.

Fixed an issue where the fee was incorrectly provided when smelting a brooch with the 'Brooch Augment Stone' (non-exchangeable) item.

Fixed an issue where the doors of White Sands Fortress were not displayed.

Fixed an issue where a page error was displayed when clicking the homepage tab shortcut button on the Q&A board.

The performance of the character ranking system has been improved.

Fixed the Cursed Sword appearing in Dethrone.

Fixed typos in some Chronicle skills.

The price and effect of <Scroll: PK> and <Scroll: Reputation> items that can be purchased at the clan shop have been changed by the power of the Fallen Angel Narcissus.

The skill and action windows are integrated into one window.

Some monsters on Alligator Island have been changed.

## Item Removal

With the update, obsolete items will be removed from players during the maintenance on 10/19. Please see the list of items below:

- Red Soul Crystal
- Red Soul Crystal - Stage 6
- Green Soul Crystal

Blue Soul Crystal

- Blue Soul Crystal
- Blue Soul Crystal - Stage 11
- Green Soul Crystal - Stage 12
- Red Soul Crystal: Stage 13
- Green Soul Crystal - Stage 13
- Festival Adena
- Red Soul Crystal - Stage 14
- Blue Soul Crystal - Stage 14
- Green Soul Crystal - Stage 14
- Green Soul Crystal - Stage 15
- Mouse Coin
- Red Soul Crystal - Stage 18
- Blue Soul Crystal - Stage 18
- Green Soul Crystal - Stage 18
- Yellow Soul Crystal (R99-grade)
- Teal Soul Crystal (R99-grade)
- Purple Soul Crystal (R99-grade)
- Yellow Soul Crystal Fragment (R99-grade)
- Teal Soul Crystal Fragment (R99-grade)
- Purple Soul Crystal Fragment (R99-grade)
- Yellow Soul Crystal (R-grade)
- Teal Soul Crystal (R-grade)
- Purple Soul Crystal (R-grade)
- Yellow Soul Crystal Fragment (R-grade)
- Teal Soul Crystal Fragment (R-grade)
- Purple Soul Crystal Fragment (R-grade)
- Yellow Soul Crystal Fragment (R95-grade)
- Teal Soul Crystal Fragment (R95-grade)
- Purple Soul Crystal Fragment (R95-grade)
- Recipe: Talisman - Abundance Lv. 1 (High-grade)
- Bottle of Luminous God's Soul
- Bottle of Splendid God's Soul
- Bottle of Honorable God's Soul
- Fortune Pocket - Stage 1



- Fortune Pocket - Stage 2
- Fortune Pocket - Stage 3
- Fortune Pocket - Stage 4
- Fortune Pocket - Stage 5

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