



Storm of Terror Update Notes

LINEAGE II

3/03/2022 | Updates | By The Community Team

Dethrone Changes

Added 4 new quests to Dethrone Area.

Quest Name	Repeatable	Prerequisite(s)	Quest Giver
Let's Go! To Dethrone!	One-off	Lv. 110 or higher	Dethrone Guide Cloe (Town of Aden or Town of Rune)
Unstoppable T...	One-off	Lv. 110 or higher	Dethrone Guide E...

Hunting Time	One-off	Lv. 110+Complete Let's go! To Dethrone!"	Dethrone Guide Enthropi (Dethrone Village)
Follow the Light	One-off	Lv. 110+Complete Let's go! To Dethrone!"	Dethrone Guide Enthropi (Dethrone Village)
Where Flowers Bloom	One-off	Lv. 110+Complete Let's Go! To Dethrone!"	Dethrone Guide Enthropi (Dethrone Village)

Changed the cycle and entry time of Dethrone:

Before	<div>Cycle: 2:00 on the first day of every month to 2:00 on the first day of next month</div> <div>Entry time: 20:00 to 2:00 every Friday, Saturday, and Sunday</div>
Now	<div>Cycle: 1:00 on the first day of every month to 1:00 on the first day of next month</div> <div>Entry time: 20:00 to 1:00 every Friday, Saturday, and Sunday</div>

Increased personal and server Dethrone Points rewarded for PvP.

Level	Personal Point	Server Point	Bloody Coin
110	33	16	50
111	36	17	55
112	39	19	60
113	42	22	65

113	42	20	65
114	46	22	70
115	49	24	75
116	52	25	80
117	56	27	85
118	59	28	90
119	62	30	95
120	66	32	100
121	66	32	100
122	66	32	100
123	66	32	100
124	66	32	100

124	66	32	100
125	66	32	100
126	66	32	100
127	66	32	100
128	66	32	100
129	66	32	100
130	66	32	100

Adjusted personal and server Dethrone Points rewarded for monster kill.

- Normal Monster

Hunting Zone Name (Monster Level)	Personal Point	Server Point	Zone Point
Deril's Water Source (No PvP allowed/ Lv. 112)	4	4	-
Fran Deril's Water Source (No PvP allowed/Lv. 116)	6	6	-
Amor's Water Source (Lv. 116)	6	6	10

Area 1: Asha (Lv. 116)	9	9	19
Area 1: Asha (Lv. 120)	11	11	22
Area 1: Asha (Lv. 124)	16	16	32
Area 2: Anima (Lv. 116)	9	9	19
Area 2: Anima (Lv. 120)	11	11	22
Area 2: Anima (Lv. 124)	16	16	32
Area 3: Nox (Lv. 116)	9	9	19
Area 3: Nox (Lv. 120)	11	11	22
Area 3: Nox (Lv. 124)	16	16	32

- Special Monster

Monster Name	Personal Point	Server Point	Zone Point
Theo/Coraiger (Lv. 112)	20	20	-

Seio/Coraiger (Lv. 116)	30	30	-
Soul Flower (Lv. 116)	45	45	95
Soul Flower (Lv. 120)	55	55	110
Soul Flower (Lv. 124)	80	80	160

Expanded personal ranking rewards for Dethrone.

- Bloody Coins are additionally rewarded according to the ranking grade.

Reward Target	Grade	Base	Reward Item		Prerequisites
			Rune Item	Bloody Coin	
Personal Ranking Reward	1	Top 1%	[Dethrone Grade 1 Rune]	18,000	Those who satisfy the minimum requirement receive the rewards according to their ranking grades. (Minimum requirement: Person Dethrone Points 1000)
	2	Top 5%	[Dethrone Grade 2 Rune]	12,000	

	3	Top 10%	[Dethrone Grade 3 Rune]	12,000
	4	Top 20%	[Dethrone Grade 4 Rune]	6,000
	5	Top 30%	[Dethrone Grade 5 Rune]	6,000
	1	Top 40%	[Dethrone Grade 6 Rune]	3,000
	2	Top 50%	[Dethrone Grade 7 Rune]	3,000
	3	Top 60%	[Dethrone Grade 8 Rune]	2,000
	4	Top 70%	[Dethrone Grade 9 Rune]	2,000

	5	Below top 70%	[Dethrone Grade 10 Rune]	1,000	
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- Dethrone Runes have the following effects, which vary by rune grade.

Item Name	Effect
Dethrone Grade 1 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 7% and XP/SP Gain by 5% when stored in the inventory.
Dethrone Grade 2 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 6% and XP/SP Gain by 5% when stored in the inventory.
Dethrone Grade 3 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 5% and XP/SP Gain by 5% when stored in the inventory.
Dethrone Grade 4 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 4% and XP/SP Gain by 4% when stored in the inventory.
Dethrone Grade 5 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 3% and XP/SP Gain by 3% when stored in the inventory.
Dethrone Grade 6 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 2% and XP/SP Gain by 3% when stored in the inventory.
Dethrone Grade 7 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 1% and XP/SP Gain by 3% when stored in the inventory.
Dethrone Grade 8 Rune	Increases P. Atk, M. Atk, P. Def, and M. Def by 1% and XP/SP Gain by 3% when stored in the inventory.

Dethrone Grade 8 Rune	Increases P. Def and M. Def by 1% and XP/SP Gain by 3% when stored in the inventory.
Dethrone Grade 9 Rune	When kept in the inventory, XP/SP gain +3%.
Dethrone Grade 10 Rune	When kept in the inventory, XP/SP gain +2%.

Hunting Zone Changes

Improved the configuration and balance of hunting zones.

- Hunting zones now consist of normal, enchant, and party field hunting zones, special hunting zones, and Dethrone.

Regular Hunting Zone		
Altar of Evil	Bloody Swampland	Blazing Swamp
War-Torn Plains	Desert Quarry	Beleth's Magic Circle
Enchanted Valley	Phantasmal Ridge	Ivory Tower Crater
Silent Valley	Alligator Island	Forest of Mirrors
Isle of Prayer	Breka's Stronghold	Plains of the Lizardmen
Field of Mirrors	Wasteland	

Fields of Massacre	Wasteland	
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- Monsters have been relocated so that they can react to both single and ranged attacks.
- The zones listed above reward additional party bonus.
- The balances and rewards of monsters have been updated.

Enchant Hunting Zone		
Tanor Canyon	Field of Silence	Field of Whispers
Sel Mahum Training Grounds	Wall of Argos	Cemetery

- Unlike their counterparts in a regular hunting zone of the same level, the monsters in these hunting zones have high stats and aggressive inclination and return high rewards.
- The zones listed above reward additional party bonus.
- The balances and rewards of monsters have been updated.

Party Hunting Zone		
Neutral Zone	Ketra Orc Outpost	Varka Silenos Barracks
Sea of Spores		

Updated the field hunting zone Fafurion Temple.

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Hunting Zone Level	124
Teleport Area	Heine
Hunting Zone Type	Party Hunting Zone

- Reset it to a Lv. 124 party hunting zone and changed its balance and rewards according to monster levels.
- Placed aggressive-type guardian monsters all over the hunting zone.
- If you defeat a certain number of monsters in the zone within the set time, special monsters will appear.
 - Day: Vicious Water Dragon
 - Night: Temple Fanatic

Updated the field hunting zone Dragon Valley.

Hunting Zone Level	124
Teleport Area	Town of Giran
Hunting Zone Type	Enchant Hunting Zone

- Reset it to a Lv. 124 Enchant Hunting Zone and changed its balance and rewards according to monster levels.
- Placed aggressive-type guardian monsters all over the hunting zone.
- If you defeat a certain number of monsters in the zone within the set time, special monsters will appear.
 - Day: Behemoth Dragon
 - Night: Soulless Hunter

Updated the field hunting zone Hui-Gui.

Updated the field hunting zone Hot Springs.

Hunting Zone Level	120
Teleport Area	Town of Goddard
Hunting Zone Type	Enchant Hunting Zone

- Reset it to a Lv. 120 Enchant Hunting Zone and changed its balance and rewards according to monster levels.
- Relocated existing monsters and placed Aggressive-type monsters within the zone.

Updated the command channel instanced zone Antharas' Nest.

Entry Level	Lv. 112 or higher
Number of Participants	21-35 players
Entry NPC	Command Channel Instanced Zone Manager Bella
Reset Frequency	6:30 AM every Saturday

- If Antharas is killed, the Antharas' Reward Box is given to all players within the instanced zone.

Added Lookout monsters Carnivorous Fungus and Walking Fungus to the Sea of Spores.

Carnivorous Fungus	Walking Fungus
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Carnivorous Fungus	Walking Fungus
Aggressive Unable to target, attack, or defeat, ranged skills	Aggressive, Unable to target, attack, or defeat, normal attack

Updated the field hunting zone Beast Farm.

Hunting Zone Level	120-121
Teleport Area	Town of Rune
Hunting Zone Type	Party field hunting zone

- Adjusted the difficulty to that of Lv. 120 to 121 hunting zones, and placed new monsters for parties.
- Added these new monsters of the Beast Farm to the target monster list of the 1st to 6th Exalted quests.
- Added Lookout monsters that interrupt hunting. (These monsters can be neither targeted nor attacked.)
- Relocated existing monsters and NPCs to near the Wild Beast Reserve.
- NPC Beast Herder Tunatun teleports players to a location near the Wild Beast Reserve.

Updated the field hunting zone Valley of Saints.

Hunting Zone Level	120-121
Teleport Area	Town of Rune
Hunting Zone Type	Solo field hunting zone

- Adjusted the difficulty to that of Lv. 120 to 121 hunting zones, and placed new monsters.
- Added these new monsters of the Valley of Saints to the target monster list of the 1st to 6th Exalted quests.
- These zones have the same party attributes as before.
 - Ketra Orc Outpost, Varka Silenos Barracks, Sea of Spores: Party Specialized
 - Neutral Zone: Growth Party Specialized
- The balances and rewards of monsters have been updated.

Dethrone		
Deril's Water Source	Fran Deril's Water Source	Area 1: Asha (Lv. 116)
Area 1: Asha (Lv. 120)	Area 1: Asha (Lv. 124)	Area 2 Anima (Lv. 116)
Area 2 Anima (Lv. 120)	Area 2 Anima (Lv. 124)	Area 3: Nox (Lv. 116)
Area 3: Nox (Lv. 120)	Area 3: Nox (Lv. 124)	

- The balances and rewards of monsters have been updated.

Timed Hunting Zone

Added a function that makes a character automatically escape when it is killed but does not resurrect in a timed hunting zone.

- Escapes automatically to a village 10 minutes after death.
- Returns automatically to the home server if killed in a World hunting zone.

Added the World hunting zone Tower of Insolence.

- Integrated the 'Tower of Insolence Lower Level' and 'Tower of Insolence Mid Level' into the Tower of Insolence.

[illegible]

- The Tower of Insolence consists of the 1st to 9th floors. You can get to each floor through the teleporter NPC within the tower.
- Adjusted the balances of monsters on the 1st to 6th floors and updated their rewards.
- Added a Mimic monster to each floor, which spawns at random. You can gain greater XP and better rewards from killing Mimic monsters than killing normal monsters.
- Changed the elite monsters of the Tower of Insolence to spawn only in specified locations on the 4th to 8th floors.

Entry Level	Lv. 110 or higher
Available Time	Default 600 minutes, maximum 900 minutes
Entry Fee	1,500,000 Adena
Reset Frequency	Every Wednesday

Updated the Otherworldly Atelia Refinery.

- Changed it from a timed hunting zone to a weekly timed hunting zone.
- Changed the monster level of Pondus and Spira zones to Lv. 112.
- Adjusted the balances and rewards of all monsters.

Entry Level	Lv. 112 or higher
Available Time	Default 600 minutes, maximum 720 minutes
Entry Fee	1,500,000 Adena
Reset Frequency	Every Wednesday

Reset Frequency	Every Wednesday
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The balances and rewards of monsters have been updated.

Special Hunting Zone		
Swamp of Screams	Storm Isle	Primeval Isle
Isle of Souls	Field of Danger	Otherworldly Atelia Refinery
Forest of Spirits (Lv. 105)	Forest of Spirits (Lv. 110)	Abandoned Coal Mines
Imperial Tomb	Tower of Insolence Lower Level	Tower of Insolence Upper Level

Quests

Added a 7th Exalted, Unity of Power quest.

- You can play the quest through Eva's Knight Lionel Hunter in Heine.

Requirements	Completion Condition	Clear Reward
Complete the 6th Exalted, Master of the New Power quest, Lv. 110	Lv. 115+, collect 320,000 Proof of Solidarity	Spellbook: Dignity of the Exalted Lv. 7

Items

The following items will be deleted with the content update on March 9, 2022:

- Invitation From the New World Quest Items
- Proof of Dethrone
- Otherworldly Atelia Refinery Time Recharge Stone
- Traces of Ancient Kartia's Labyrinth
- Ancient Kartia's Labyrinth Chronicle
- Ancient Kartia's Labyrinth Origins

Added a new item, Fallen Angel's Earring.

- Fallen Angel's Earring can be enchanted up to +10 by the Scroll: Enchant Fallen Angel Accessory. If enchantment fails, the item will be destroyed.
- The table below shows Fallen Angel's Earring options by enchant level.

Enchantment Value	Confusion/Strike Resistance	Confusion/Strike Success Rate	Vitality Bonus	XP/SP	Normal Attack/P. Skill/M. Skill Critical Damage	Vampiric Rage	Heal Received	MP Consumption of All Skills	All Defense Attributes	P. Def./M. Def.
0	+10%									
+1	+20%									
+2	+20%	+20%								
+3	+20%	+20%	+10%							

+4	+20%	+20%	+10%	+5%						
+5	+20%	+20%	+10%	+5%	+3%	+3%	+10%	-5%		
+6	+25%	+25%	+15%	+10%	+5%	+5%	+12%	-7%		
+7	+25%	+25%	+16%	+11%	+6%	+5%	+13%	-8%	+30	
+8	+25%	+25%	+17%	+12%	+7%	+6%	+14%	-9%	+30	
+9	+30%	+30%	+18%	+13%	+8%	+7%	+15%	-10%	+40	+3%
+10	+30%	+30%	+20%	+15%	+10%	+8%	+17%	-12%	+50	+5%

- Use Accessory Augment Stones to add augmentation options. The resulting options and augmentation cost are the same as those of Fallen Angel's Ring.
- You can upgrade the Fallen Angel's Earring enchanted +6 or higher to Blessed Fallen Angel's Earring through Head Blacksmith NPC in each town.

Target Items	Material Item	Quantity	Fee	Result Item
+6 Fallen Angel's Earring	Fallen Angel's Earring Box	100	1,000,000 Adena	+6 Blessed Fallen Angel's Earring
+7 Fallen Angel's Earring		250		+7 Blessed Fallen Angel's Earring

+7 Fallen Angel's Earring		250		+7 Blessed Fallen Angel's Earring
+8 Fallen Angel's Earring		700		+8 Blessed Fallen Angel's Earring
+9 Fallen Angel's Earring		2000		+9 Blessed Fallen Angel's Earring
+10 Fallen Angel's Earring		6000		+10 Blessed Fallen Angel's Earring

- When augmented and stat enchanted Fallen Angel's Earring is upgraded to Blessed Fallen Angel's Earring, its options are transferred to the upgraded item.
- Blessed Fallen Angel's Earring can be enchanted with a Scroll: Enchant Fallen Angel Accessory.
- The table below shows Blessed Fallen Angel's Earring options by enchant level.

Enchantment Value	Confusion/Strike Resistance	Confusion/Strike Success Rate	Vitality Bonus	EXP/SP	Normal Attack/P. Skill/M. Skill Critical Damage	Vampiric Rage	Heal Received	MP Consumption of All Skills	All Defense Attributes	P. Def./M. Def.
+6	+25%	+25%	+16%	+11%	+6%	+5%	+13%	-8%	+30	
+7	+25%	+25%	+17%	+12%	+7%	+6%	+14%	-9%	+30	
+8	+30%	+30%	+18%	+13%	+8%	+7%	+15%	-10%	+30	+3%
+9	+30%	+30%	+20%	+15%	+10%	+8%	+17%	-10%	+50	+5%

+9	+30%	+30%	+20%	+15%	+10%	+8%	+17%	-12%	+50	+5%
+10	+30%	+30%	+20%	+15%	+11%	+9%	+18%	-13%	+60	+6%

- Blessed Fallen Angel's Earring can be augmented and stat enchanted. Its success rates and costs are the same as those of Fallen Angel's Earring.

Enabled exchanging 100 Fallen Angel's Earring Boxes for +6 Fallen Angel's Earring through NPC Denign.

Exchangeable Item	Quantity	Required Item	Quantity
+6 Fallen Angel's Earring Box	1	Fallen Angel's Earring Box	100

You can exchange +9 or higher Fallen Angel's Earring and Blessed Fallen Angel's Earring for items boxes of the same enchant level through NPC Denign.

When enchantment of +3 or higher Fallen Angel's Earring fails, Challenge Points are rewarded.

Enchant Stage	Obtained points
3	1
4	1
5	1
6	2

6	2
7	3
8	3
9	3

Added Fallen Angel's Earring and Blessed Fallen Angel's Earring stat options to NPC Design.

Item	Silenite Quantity	Giant's Energy Quantity	Obtained Item	Craft Effects
Fallen Angel's Earring	10	20	Weaken Fallen Angel's Earring Stage 1	Skill Cooldown -1%
			Weaken Fallen Angel's Earring Stage 2	Skill Cooldown -2%
			Weaken Fallen Angel's Earring Stage 3	Skill Cooldown -5%
Blessed Fallen Angel's Earring	10	20	Weaken Blessed Fallen Angel's Earring Stage 1	Skill Cooldown -1%
			Weaken Blessed Fallen Angel's Earring Stage 2	Skill Cooldown -2%

			Weaken Blessed Fallen Angel's Earring Stage 2	Skill Cooldown -2%
			Weaken Blessed Fallen Angel's Earring Stage 3	Skill Cooldown -5%

You can use Challenge Points to apply an enchantment aid effect to the enchantment of Fallen Angel's Earring.

- The enchantment aid effect and Challenge Points required are the same as those required for enchanting Fallen Angel's Ring.

The multi enchant function enables enchanting up to 15 Fallen Angel's Earrings.

Added Tersi's Soul Crystal that can enhance armor.

- This Soul Crystal can enhance R-grade or higher armor.
- It cannot enhance sealed equipment.
- Higher level Soul Crystals can be obtained through combining.

Soul Crystal Stage	Combination Material	Fee in Adena	Success	Fail
1	Tersi's Soul	100,000	Tersi's Soul Crystal - Lv. 2	Ether
2			Tersi's Soul Crystal - Lv. 3	
3			Tersi's Soul Crystal - Lv. 4	
4			Tersi's Soul Crystal - Lv. 5	
5			Tersi's Soul Crystal - Lv. 6	

5			Tersi's Soul Crystal - Lv. 6	
6			Tersi's Soul Crystal - Lv. 7	
7			Tersi's Soul Crystal - Lv. 8	
8			Tersi's Soul Crystal - Lv. 9	
9			Tersi's Soul Crystal - Lv. 10	

- You can buy Tersi's Soul from a Grocer NPC in each town.
- When enhancing armor with Tersi's Soul Crystal, you can select an attribute from Might, Empower, Death, Fire, and Mystic, each of which has the following effect.

Might			
Category	Effect		
Enchantment Level	P. Def.	PvP Damage Received	P. Atk.
1	+400	-	-
2	+600	-	-
3	+800	-	-

3	+800	-	-
4	+100	-	-
5	+1200, +1%	-	-
6	+1200, +1%	-1%	-
7	+1200, +2%	-1%	+1%
8	+1200, +3%	-1%	+1%
9	+1200, +4%	-2%	+2%
10	+1200, +5%	-3%	+3%

Empower			
Category	Effect		
Enchantment Level	P. Def.	PvP Damage Received	M. Atk.

1	+400	-	-
2	+600	-	-
3	+800	-	-
4	+100	-	-
5	+1200, +1%	-	-
6	+1200, +1%	-1%	-
7	+1200, +2%	-1%	+1%
8	+1200, +3%	-1%	+1%
9	+1200, +4%	-2%	+2%
10	+1200, +5%	-3%	+3%

Death			
Category	Effect		
Enchantment Level	P. Def.	PvP Damage Received	Normal Attack Critical Damage
1	+400	-	-
2	+600	-	-
3	+800	-	-
4	+100	-	-
5	+1200, +1%	-	-
6	+1200, +1%	-1%	-
7	+1200, +2%	-1%	+1%
8	+1200, +3%	-1%	+1%
9	+1200, +4%	-2%	+2%

9	+1200, +4%	-2%	+2%
10	+1200, +5%	-3%	+3%

Fire			
Category	Effect		
Enchantment Level	P. Def.	PvP Damage Received	P. Skill Critical Damage
1	+400	-	-
2	+600	-	-
3	+800	-	-
4	+100	-	-
5	+1200, +1%	-	-
6	+1200, +1%	-1%	-

7	+1200, +2%	-1%	+1%
8	+1200, +3%	-1%	+1%
9	+1200, +4%	-2%	+2%
10	+1200, +5%	-3%	+3%

Mystic			
Category	Effect		
Enchantment Level	P. Def.	PvP Damage Received	M. Skill Critical Damage
1	+400	-	-
2	+600	-	-
3	+800	-	-
4	+1000	-	-

4	+100	-	-
5	+1200, +1%	-	-
6	+1200, +1%	-1%	-
7	+1200, +2%	-1%	+1%
8	+1200, +3%	-1%	+1%
9	+1200, +4%	-2%	+2%
10	+1200, +5%	-3%	+3%

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

Soul Crystal	Enchantment Level	Equip	Re-equip	Extract
Tersi's Soul Crystal	1-10	Gemstone (R-grade) x100	Gemstone (R-grade) x50	36,200,000 Adena

- Changed the Soul Crystal cost of all items except Exalted weapons to be equal to that of the new Soul Crystal.

Equip	Re-equip	Extract
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Gemstone (R-grade) x100	Gemstone (R-grade) x50	36,200,000 Adena
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- The Soul Crystal costs of Exalted weapons are the same as before.

Made it possible to assign attributes to and augment the following shield and sigil items:

Item Name	
Immortal Shield	Immortal Sigil
Twilight Shield	Twilight Sigil
Seraph Shield	Seraph Sigil
Eternal Shield	Eternal Sigil
Blessed Immortal Shield	Blessed Immortal Sigil
Blessed Twilight Shield	Blessed Twilight Sigil
Blessed Seraph Shield	Blessed Seraph Sigil
Blessed Eternal Shield	Blessed Eternal Sigil

Blessed Immortal Shield	Blessed Twilight Shield
Blessed Seraph Shield	Blessed Eternal Shield
Blessed Twilight Shield	Blessed Twilight Shield
Leviathan Shield	Leviathan Sigil
Enchanted Leviathan Shield	Enchanted Leviathan Sigil

- You can augment them with Armor Augment Stones and assign the following options to them.

Options 1	Options 2
Increases P. Evasion by 1 to 3	Increases P. Accuracy by 1 to 3
Increases M. Evasion by 1 to 3	Increases M. Accuracy by 1 to 3
Increases P. Def by 282 to 311	Increases P. Atk by 763 to 884
Increases P. Def by 1 to 3%	Increases P. Atk by 1 to 3%
Increases M. Def by 151 to 171	Increases M. Atk by 440 to 514

Increases M. Def by 151 to 171	Increases M. Atk by 443 to 514
Increases M. Def by 1 to 3%	Increases M. Atk. by 1 to 3%
Increases All Defense Attributes by 4 to 50	Increases Attack Attribute by 4 to 50
Decreases PvE Damage by 1 to 2%	Increases PvE Damage by 1 to 2%
Decreases PvP Damage by 1 to 2%	Increases PvP Damage by 1 to 2%

Added 3 new artifacts.

Item Name	Sub Name	Description
Artifact Damage	Balance	Damage -11%
Artifact Normal Attack Power	Balance	Normal Attack Power +11%
Artifact P. Def./M. Def.	Balance	P. Def/M. Def +11%

- These new artifacts can be obtained from Artifact Merchant NPC Alexandria at the Town of Giran Exchange Store.

Artifact Item Purchase

Item Name	Material Item	Quantity
Artifact Damage	Damaged Received Reduction when the artifact is immobilized	1
	Artifact - P. Skill Power	1
	Artifact - M. Skill Power	1
	Artifact Normal Attack Power	1
	Artifact P. Def./M. Def.	1
Random exchange with 30 Artifact Fragments		
Item Name	Reward on Failure	Success Rate
Artifact Normal Attack Power	Artifact Fragment x5	10%
Artifact P. Def./M. Def.	Artifact Fragment x5	10%
Random exchange with 300 Artifact Fragments		

Item Name
Artifact Normal Attack Power
Artifact P. Def./M. Def.

Changed the existing 5 Artifact type icons.

Item Name	
Artifact - Attack Attribute	Artifact - All Defense Attributes
Artifact - P. Skill Power	Artifact - M. Skill Power
Damaged Received Reduction when the artifact is immobilized	

Enchantment System Changes

Updated the Enchant UI.

- You can open the Enchant UI by using an enchant scroll item.
- You can register an enchant target item by dragging it from the sub inventory to the center of the UI, or by double-clicking or right-clicking it.
- For some enchant scrolls, the enchant stone slot is displayed on the left of the target item slot. Click the arrow to open the sub inventory and register an enchant stone.
- Once an enchant scroll and a target item are registered, the enchant success rate is displayed.

The enchantment system is divided into the existing enchantment scroll skill effect type 2, and the 3 enchantment scroll type 1.

- The enchant success rate varies depending on the registered enchant stone and skill effects. Press the ? button on the top to see the success rate details.
- When both an enchant scroll and a target item are registered, the Details button on the top right becomes activated. Click the button to see the target item's stats before and after enchantment as well as the item rewarded for failed enchantment.
- After registering an enchant scroll and a target item, press the Enchant button to start enchantment. To cancel enchantment, press the Abort button before the enchantment animation ends.
- When you attempt to enchant an item at a certain enchant stage, a blind animation will be played before the enchantment result is output. To see the enchantment result, press the View Result button in the blind animation. Even if you close the Enchant UI or log out in this state, the completed enchantment will not be canceled.
- If enchantment succeeds, the enchantment result page shows the information of the enchanted target item. If enchantment fails, it shows the item rewarded for failed enchantment.
- When enchantment succeeds, press the Continue button on the enchantment result page to maintain the enchant scroll and target item in the slots. If the previous enchantment failed, only the enchant scroll will remain in the slot.
- To reset all the registered slots, press the Reset button on the Enchant UI.

Added a multi enchantment function.

- To use the multi enchantment function, press the Multi Enchant tab on the Enchant UI.
- For multi enchantment, you can use only those standard enchant scrolls that increase the enchant stage by 1 on success and destroy the target item on failure.
- After registering an enchant scroll, you can register an equipment item that the scroll can enchant by dragging it to a slot or by double-clicking or right-clicking it. To remove the item from the slot, double-click or right-click it.
- The current enchant stage and enchant success rate are displayed on the item registered in the slot.
- You can register up to 15 equipment items but not more than the quantity of enchant scrolls you have.
- You can set a final enchant goal. If the quantity of enchant scrolls required for the goal and registered items exceeds that of your enchant scrolls, the final enchant goal is automatically adjusted.
- Pressing the Enchant button starts enchantment from stage 0 to stage 1 to next stages in order. To cancel enchantment, press the Abort button before the gauge on the UI is filled up. As the gauge is filled up, enchantment is completed.
- Whenever each enchant stage is completed, the enchantment result is applied to the equipment item slot. If enchantment succeeds, the enchant stage and enchant success rate will be displayed. If enchantment fails, the item will disappear.
- When you attempt to enchant an item at a certain enchant stage, a blind animation will be played before the enchantment result of the final stage is output. To see the enchantment result, press the View Result button in the blind animation. Even if you close the Enchant UI or log out in this state, the completed enchantment will not be canceled.\

- Once all enchantments are completed, the final result page shows the items rewarded for failed enchantment and those resulting from successful enchantment.
- To maintain the registered enchant scroll and item slots, press the Continue button on the final result page.
- To reset all the slots, press the Reset button.
- Enchant stones and enchantment aid effects cannot be used for multi enchantment.

Added the Challenge Point system.

- Players now receive Challenge Points when enchantment of a Fallen Angel's Ring fails and the item is destroyed.

Item Name	Enchant Stage	Challenge Points
Fallen Angel's Ring , Blessed Fallen Angel's Ring (including Fallen Angel's Ring with Added Stats)	3	1
	4	1
	5	1
	6	2
	7	3
	8	3
	9	3

- You can see your Challenge Points in the Challenge Point section on the bottom of the Enchant UI.
- For a single enchantment, when you register a Fallen Angel's Ring, enchantment aid effect slots are displayed on the right of the target item slot. Select an enchantment aid effect and pay Challenge Points to use it.

Effect Name	Effect	Requirements (Enchant Stage)	Cost (Challenge Points)
Standard success rate increase	Increases the success rate by 8%.	+3 to 9	70
Increase Success Value (1 - 3)	When enchantment succeeds, there is a 50% chance to increase the enchant stage by 1 stages.	+3 to 9	100
	When enchantment succeeds, there is a 45.5% chance to increase the enchant stage by 2 stages.		
	When enchantment succeeds, there is a 4.5% chance to increase the enchant stage by 3 stages.		
Keep Stage on Fail	When enchantment fails, the enchant stage does not change.	+8-9	200

- When the enchantment aid effect Keep Stage on Fail is used and enchantment succeeds, the Challenge Points spent are not refunded.

Changed enchantment stages where Giant's Enchant Stones can be used in enchanting Full-body items.

Before	After

+4 to +9

+3 to +9

Augmentation System Changes

Changed the rules related with augmentation effects.

- When augmenting an item, you can select which augmentation effect to apply, the old one or the new one.
- If the item has no previous augmentation effect, the new augmentation effect will be automatically applied.
- If you augment an item and register it again or close the Augment window without selecting an augmentation effect, the new augmentation effect will be removed.

Enabled augmenting Greater Kaliel's Bracelet and Top-grade Kaliel's Bracelet.

- These items can be augmented with Kaliel's Bracelet Augment Stone.

You can obtain the following options by augmenting Kaliel's Bracelet.

- Options 1

Options 1

Increases CON by 1 to 3

Increases MEN by 1 to 3

Increases P. Def by 1 to 5%

Increases M. Def by 1 to 5%

Increases All Attribute Resistance by 10 to 50

Damage Received -5%

Options 2

Options 2

Increases P. Atk/M. Atk by 1 to 10% when equipped with Talisman - Longing, Insanity, or Heaven

Increases P. Atk/M. Atk by 10% when equipped with Talisman - Longing, Insanity, or Heaven, and increases damage by 3% when equipped with Talisman - Heaven

Increases Skill Power by 1 to 10% when equipped with Sayha's Talisman Lv. 4+

Increases Skill Power by 10% when equipped with Sayha's Talisman Lv. 4+, and increases damage by 3% when equipped with Greater Sayha's Talisman

Increases All Weapon Resistance by 1 to 10% when equipped with Talisman of Protection Stage 5

Increases All Weapon Resistance by 10% when equipped with Talisman of Protection Stage 5+, and decreases Damage Received by 3% when equipped with High-grade Talisman of Protection

Increases All Attribute Resistance by 10 to 100% when equipped with Talisman of Protection Stage 5+

Increases Attack Attribute and all Defense Attributes by 10 to 100 when equipped with Venir's Talisman Lv 10+
Increases Attack Attribute and all Defense Attributes by 100 when equipped with Venir's Talisman Lv. 10+, and decreases skill cooldown by 3% when equipped with Soul Talisman

Skills

Unified Enchanter class's Melody, Sonata, and Resistance buff skills as follows.

Skill Name	Level	Unified Skill Name	Class
Horn Melody	1-5	Band Melody	Iss Enchanter Class
Drum Melody	1-5		
Pipe Organ Melody	1-5		
Guitar Melody	1-5		
Horn Frenzy	1-5	Band Frenzy	Iss Dominator
Drum Frenzy	1-5		
Pipe Organ Frenzy	1-5		

Guitar Frenzy	1-5		
Common Horn Melody	1-4	Common Band Melody	Awakened classes except Iss Enchanter
Common Drum Melody	1-4		
Common Pipe Organ Melody	1-4		
Common Guitar Melody	1-4		
Prevailing Sonata	1	Sonata Performance	Iss Hierophant
Daring Sonata	1		
Refreshing Sonata	1		
Prevailing Song	1	Song of Climax	Iss Sword Muse
Daring Song	1		
Refreshing Song	1		
Prevailing Dance	1	Song of Mirth	Awakened classes except Iss Enchanter

Prevailing Dance	1	Dance of Master	Iss Spectral Dancer
Daring Dance	1		
Refreshing Dance	1		
War Drum	1	Drumbeat Concert	Iss Dominator/ Iss Doomcryer
Marching Drum	1		
Soothing Drum	1		
Combat Frenzy	1	Aria's Frenzy	Iss Dominator
Marching Frenzy	1		
Relax Frenzy	1		
Common Combat Andante	1	Common Andante Performance	Awakened classes except Iss Enchanter
Common Moving Andante	1		
Common Relax Andante	1		

Common Relax Andante	1		
Elemental Resistance	1	Resist Combination	Iss Enchanter Class
Resistance Debuff	1		
Mental Attack Resistance	1		
Common Elemental Resistance	1	Common Resist Combination	Awakened classes except Iss Enchanter
Common Resistance Debuff	1		
Common Mental Attack Resistance	1		
Novice Elemental Resistance	1	Novice Resist Combination	Iss Enchanter 2nd and 3rd classes
Novice Resistance Debuff	1		
Novice Mental Attack Resistance	1		

- Current buffs are applied as before. Unified buffs are applied when new unified skills are cast directly or indirectly by using an item.
- The table below shows the requirements to obtain new Melody, Sonata, and Resistance buff skills.

Novice	Common	Awakened	Iss Enchanter	Novice
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Name	Level	Acquisition Level	Consumed SP	Applicable Class
Band Melody	1	85	0	Iss Enchanter
Band Melody	2	90	370,000	
Band Melody	3	95	1000000	
Band Melody	4	99	5,000,000	
Band Melody	5	105	1753765925	
Sonata Performance	1	85	0	Iss Hierophant
Song of Climax	1	85	0	Iss Sword Muse
Dance of Master	1	85	0	Iss Spectral Dancer
Drumbeat Concert	1	85	0	Iss Dominator/ Iss Doomcryer
Resist Combination	1	85	0	Iss Enchanter
Complete Band Melody	1	85	0	Applicable to all classes except the Enchanter

Common Band Melody	1	85	0	Awakened classes except Iss Enchanter
Common Band Melody	2	90	370000	
Common Band Melody	3	95	1000000	
Common Band Melody	4	99	5000000	
Common Andante Performance	1	85	0	
Common Resist Combination	1	85	0	
Novice Resist Combination	1	40	0	Iss Enchanter 2nd and 3rd classes

The effects of those items that have Melody, Sonata, or Resistance effects, such as Emperor's Special Cocktail, were replaced by unified skills.

Melody, Sonata, and Resistance buffs that are given under certain circumstances, such as Mentor and Adventurers' Guide, were replaced by unified skills.

As a follow-up to this buff unification, the following skills will be deleted.

- Rune Stones spent to learn some of these skills will be returned to private warehouses.

Removed Skill Name	Skill Level	Class	Reward Item
Emperor's Melody	1	Awakened classes except Iss Enchanter	Emperor's Cocktail

Ensemble Melody	1	Iss Enchanter	Rune Stone x4
Trio Sonata	1	Iss Hierophant	Rune Stone x4
Spirit's Chorus	1	Iss Sword Muse	Rune Stone x4
Dance of Triumph	1	Iss Spectral Dancer	Rune Stone x4
Triple Stroke	1	Iss Dominator/ Iss Doomcryer	Rune Stone x4
Immune Derangement	1	Iss Enchanter	-
Power of Saha	1	Aeore Healer	-
Critical of Saha	1		-
Force of Saha	1		-
Speed of Saha	1		-
Resistance of Saha	1		-
Bliss of Saha	1		-

Blessing of Saha	1		-
Clarity of Saha	1		-

Enhanced some of Sigel Death Knight class's skills.

- Added new effects to some Aura skills depending on their characteristics.
- Enhanced the skill power of single target skills.

Skill Name	Changes
Equilibrium Aura	When activated, P. Def/M. Def +20% and All Critical Damage Rate -15%.
Rage Aura	When activated, P. Atk +20% and normal attack/P. Skill Critical Rate +15%.
Hell Slash (Equilibrium)	Enhanced skill power for all skill levels. Changed the skill power at the max. skill level from 105% P. Atk to 130% P. Atk.
Hell Slash (Rage)	Enhanced skill power for all skill levels. Changed the skill power at the max. skill level from 110% P. Atk to 130% P. Atk.
Chase of Curse	Enhanced skill power for all skill levels. Changed the skill power at the max. skill level from 105% P. Atk to 120% P. Atk.

Abnormal Dual Class Certification Skill Reset

Players who have completed the Dual Class Certification will have their dual class certification reset with the Content

- Players who possess an abnormal number of Dual Class certification skills will have their dual class certification reset with the Content Update. The quests will need to be completed again to obtain the Dual Class certification skills.

Expanded all classes' skill levels.

Class	Skill Name	Old Max Level	New Max Level
Sigel Knight Common	Sigel Guard Mastery	3	4
Sigel Shillien Templar Sigel Eva's Templar Sigel Phoenix Knight Sigel Hell Knight	Superior Sword/Blunt Weapon Mastery	10	12
	Superior Shield Mastery	10	12
Sigel Shillien Templar Sigel Eva's Templar Sigel Phoenix Knight Sigel Hell Knight	Superior Heavy Armor Mastery	10	12
	Superior M. Def.	10	12
	Superior Elemental Mastery	10	12
	Superior Mental Attack Resistance	10	12
	Superior Provoke Aura	1	2
	Superior Aggression Aura	10	12

	Rising Smash	13	15
	Vanishing Stun	13	15
	Chain Strike	11	13
	Shield Boomerang	11	13
	Shield Bash	13	15
	Shield Wave	12	14
	Shield Impact	10	12
	Chain Gust	13	15
	Shield Charge	13	15
Sigel Death Knight	Superior Indomitable Will	4	5
	Superior Sword Mastery	10	12
	Superior Heavy Armor Mastery	10	10

Ultimate Skills	Superior Heavy Armor Mastery	10	12
	Superior Elemental Mastery	10	12
	Ardor of Mind	1	2
	Ignition	5	6
	Stability of Valakas	1	2
	Rage of Valakas	1	2
	Hell Slash	9	11
	Chase of Curse	9	11
	Death Sentence	6	8
	Desecration	3	5
	Rage Eruption	8	10
	Ultimate Fiery	9	11
	Ultimate Ice	9	11

	Hell Fire	9	11
	Flame Quake	6	8
	Fate Rush	9	11
Sigel Shillien Templar	Grand Shillien Shadow	4	5
	Templar's Aura	1	2
	Templar's Frenzy	5	6
	Mass Lightning Strike	9	11
	Chained Death Scythe	11	13
	Inhale Soul	7	9
Sigel Eva's Templar	Grand Othellot's Wave	4	5
	Guardian Aura	1	2
	Guardian's Fury	5	6

	Guardian's Frenzy	5	6
	Reversal Stream	8	10
	Gigantic Wave	11	13
	Maelstrom	7	9
Sigel Phoenix Knight	Grand Immortal Guardian	4	5
	Paladin's Aura	1	2
	Paladin's Frenzy	5	6
	Phoenix Glide	8	10
	Burning Chain Lash	11	13
	Flame Feather	7	9
Sigel Hell Knight	Grand Thorn of Vengeance	4	5

	Avenger's Aura	1	2
	Avenger's Frenzy	5	6
	Shadow Hunt	8	10
	Black Thorn Chain Strike	11	13
	Revenging Thorn	7	9
Tyrr Warrior Common	Superior HP Mastery	10	12
	Superior Dual Weapon Mastery	10	12
	Superior Light Armor Mastery	10	12
	Superior Resistance	10	12
	Superior Weapon Mastery	10	12
	Superior Momentum Mastery	10	12

Sonic the Hedgehog	Superior Heavy Armor Mastery	10	12
	Tyrr Guard Mastery	3	4
	Ultimate Force	1	2
	Giant Punch	13	15
	Armor Destruction	13	15
	Mega Strike	13	15
	Power Bomber	11	13
	Infinity Strike	6	8
	Last Attack	8	10
	Eruption	13	15
	Sonic Star	7	9
	Final Attack	16	14

	Jump Attack	12	14
	Hurricane Rush	11	13
Tyrr Duelist	Superior Dual Sword Mastery	4	5
	Potential Force	2	4
	Triple Sonic Slash	9	11
	Sonic Rage	13	15
	Sonic Storm	13	15
	Sonic Flash	9	11
Tyrr Dreadnought	Superior Polearm Mastery	4	5
	Winged Spear	2	4
	Provoke	9	11
	Deadly Dismissal	6	10

	Dreadful Roar	8	10
	Thunder Storm	9	11
	Thunder Spear	9	11
	Wrath	9	11
	Hurricane Blaster	13	15
	Hurricane Storm	13	15
Tyrr Titan	Superior Two-handed Weapon Mastery	4	5
	Rage	4	5
	Furious Slasher	2	3
	Hurricane Blaster	13	15
	Hurricane Storm	13	15

Tyrr Grand Khavatari	Superior Fist Weapon Mastery	4	5
	Fury Fists	2	3
	Furious Fist	2	3
	Raging Force	13	15
	Force Storm	13	15
	Momentum Flash	9	11
Tyrr Maestro	Superior Shield Mastery	10	12
	Force of Golem	1	3
	Spirit of Golem	1	3
	Power Hammer Crush	9	11
	Hurricane Blaster	13	15
	Hurricane Storm	13	15

	Hurricane Storm	13	15
Tyrr Doombringer	Superior Two-handed Weapon Mastery	4	5
	Soul Berserker	3	4
	Soul Barrier	4	5
	Sword Shield	4	5
	Blade Slasher	5	7
	Disarm	9	11
	Rush Impact	9	11
	Hurricane Blaster	13	15
	Hurricane Storm	13	15
Othell Rogue Common	Superior Movement	10	12
	Superior Defense Mastery	10	10

	Superior Dagger Mastery	10	12
	Superior Dual Dagger Mastery	10	12
	Superior Light Armor Mastery	10	12
	Superior Resistance	10	12
	Superior Critical Mastery	10	12
	Scorpion Poison	4	5
	Othell Guard Mastery	3	4
	Heart Breaker	13	15
	Mass Trick	6	8
	Counter Flip	10	12
	Blood Stab	13	15
	Shield Bash	11	13
	Shield Bash	11	13

	Shadow Chase	11	13
	Shadow Flash	6	8
	Throw Dagger	13	15
	Archangel of Death	1	2
	Jawbone Blow	9	11
	Critical Wound	8	10
	Paralyzing Shadow	10	12
	Flash Dagger	10	12
	Flash Bluff	9	11
	Barrage of Nails	12	14
	Clone Attack	9	11
	Flash Dagger	10	12
	Flash Bluff	9	11

	Throw Poison Needle	11	13
	Chain Blow	13	15
Othell Adventurer	Superior Fitness	4	5
	Critical Tactics	1	2
	Maximum Blow	1	2
	Reverse Mana	9	11
	Armor Breaker	5	7
	Istina Acid Swarm	11	13
Othell Wind Rider	Superior Haste	4	5
	Critical Chances	1	2
	Right Angle Reverse	9	11
	Essence of Wind Skill	5	7

	Easterly Wind Strike	5	7
	Poison Swarm	11	13
Othell Ghost Hunter	Brutal Stab Expert	4	5
	Shadow Hunter	1	2
	Mortal Strike	4	5
	Shadow Reverse	9	11
	Grim Reaper Possession	5	7
	Poison Swarm	11	13
Othell Fortune Seeker	Great Luck	4	5
	Lucky Coin of Maphr	1	2
	Coin of Maphr	1	2
	Downy Blood	6	11

	Reverse Plunder	9	11
	Dwarven Flare Bluff	5	7
	Poison Swarm	11	13
	Wild Plunder	9	11
Yul Archer common	Superior Bow/Crossbow Mastery	10	12
	Superior Critical Arrow	10	12
	Superior Light Armor Mastery	10	12
	Superior M. Def.	10	12
	Superior Elemental Resistance	10	12
	Superior Survival Ability	10	12
	Superior Mental Attack Resistance	10	12

Skill	Yul Guard Mastery	3	4
	Final Stance	1	2
	Quick Fire	4	5
	Mass Bullseye	6	8
	Time Bomb	8	10
	Flare	7	9
	Slow Shot	11	13
	Bullseye	10	12
	Lure Shot	6	8
	Gravity Trap	6	8
	Frost Trap	6	8
	Death Shot	10	15
	Ultimate	10	15

	Recoil Shot	13	15
	Multiple Arrow	13	15
	Bow Strike	13	15
	Phoenix Arrow	6	8
	Quick Shot	13	15
	Impact Shot	11	13
	Pinpoint Shot	13	15
	Tornado Shot	13	15
	Heavy Arrow Rain	13	15
Yul Ghost Sentinel	Superior Skill Mastery	4	5
	Counter Instinct	2	3
Yul Ghost Sentinel	Superior Skill Mastery	4	5

Yul Moonlight Sentinel	Superior Speed Mastery	4	5
	Hunting Instinct	2	3
Yul Sagittarius	Superior Hawk Mastery	4	5
	Survival Instinct	2	3
Yul Trickster	Superior Instinct Mastery	4	5
	Bloody Instinct	2	3
Feoh Wizard Common	Superior Weapon Mastery	10	12
	Superior MP Boost	10	12
	Superior Clear Mind	10	12
	Superior Fast MP Recovery	10	12
	Superior Anti Magic	10	12
	Superior Spell Mastery	10	12
	Superior Spell Power	10	12

	Superior Robe Mastery	10	12
	Feoh Guard Mastery	3	4
	Empowering Echo	1	2
	Great Burst Casting	1	2
	Crystal Form	1	2
	Death Howl	9	11
	Death Fear	12	14
	Ruin	11	13
	Hell Binding	9	11
	Mass Death Fear	13	15
	Mass Ruin	11	13
	Mass Hell Binding	9	11
	Mass Death Howl	12	14

	Mass Hell Binding	9	11
	Ultimate Body To Mind	13	15
	Shadow Snare	8	10
	Arcane Comet Strike	6	8
	Elemental Spike	13	15
	Elemental Crash	13	15
	Ignore Divinity	7	9
	Quadruple Elemental Blaster	6	8
	Magical Evasion	11	13
	Magical Charge	11	13
Feoh Archmage	Superior Elemental Master	7	8
	Elemental Burst	6	11

	Elemental Burst	9	11
	Volcanic Destruction	13	15
	Chain Blaze	1	3
Feoh Mystic Muse	Superior Mana of Spirit	7	8
	Elemental Burst	9	11
	Icicle Destruction	13	15
Feoh Storm Screamer	Superior Spirit Eye	7	8
	Elemental Burst	9	11
	Updraft Destruction	13	15
Feoh Soul Taker	Superior Necromancy	7	8
	Elemental Burst	9	11
	Darkness Destruction	13	15

	Bedrock Destruction	13	15
	Discarded Wizard's Soul	6	8
	Summon Reanimated Man	9	11
	Summon Cursed Man	9	11
Feoh Soul Hound	Superior Abyss Stigma	7	8
	Elemental Burst	9	11
	Void Destruction	13	15
	Lightning Shock	9	11
Iss Enchanter common	Superior Dual Weapon Mastery	10	12
	Superior Sword/Blunt Weapon Mastery	10	12
	Superior Heavy Armor Mastery	10	12
	Superior Light Armor Mastery	10	12

	Superior Light Armor Mastery	10	12
	Superior Robe Mastery	10	12
	Superior HP Boost	10	12
	Superior HP Recovery	10	12
	Superior MP Boost	10	12
	Superior Anti Magic	10	12
	Iss Guard Mastery	3	4
	Intensive Crazy Nocturne	1	2
	Assault Shock	11	13
	Crippling Attack	13	15
	Assault Crash	13	15
	Master's Gift Boost	6	11

	Mass Giant Root	9	11
	Giant Root	9	11
	Transform	12	14
	Petrify	13	15
	Chaos Symphony	6	8
Iss Hierophant	Superior Advantage	4	5
	Prophecy of Might	1	3
	Mass Transform	9	11
	Assault Rush	11	13
Iss Spectral Dancer	Grand Dancing Spectral Sword	4	5
	Crippling Dance	1	3
	Dissonant Melody	6	11

	Dance of Medusa	9	11
	Assault Rush	9	13
Iss Sword Muse	Grand Melody of Spirit	4	5
	Melody of Refection	9	11
	Song of Assault	1	3
	Song of Silence	9	11
	Assault Rush	11	13
Iss Doomcryer	Grand Soul Cry	4	5
	Chant of Bison	1	3
	Freezing Flame	9	11
	Assault Rush	9	13
Iss Destroyer	Grand Vengeance of Death	4	5

Liss Dominator	Grand Vanguard of Baylor	4	5
	Victories of Pa'agrio	1	3
	Seal of Extortion	9	11
	Seal of Suspension	9	11
	Seal of Confusion	9	11
	Assault Rush	9	13
Wynn Summoner Common	Superior Summon Mastery	4	5
	Superior Weapon Mastery	10	12
	Superior Light Armor Mastery	10	12
	Superior Robe Mastery	10	12
	Superior Magic Mastery	10	12
	Superior Priest	10	10

	Superior Resistance	10	12
	Wynn Guard Mastery	3	4
	Summon Death Gate	6	8
	Ultimate Servitor Share	4	5
	Ultimate Servitor Burst	1	2
	Mark of Void	10	12
	Mark of Weakness	13	15
	Mark of Trick	11	13
	Mark of Plague	11	13
	Mark of Fire	13	15
	Mark Retriever	13	15

	Invoke	12	14
	Servitor Major Heal	13	15
	Mass Servitor Heal	9	11
	Dimensional Binding	8	10
	Mass Exile	11	13
	Exile	10	12
Wynn Arcana Lord	Summon Commando Cat	11	13
	Summon Witch Cat	11	13
	Arcana's Call	2	3
	Arcane Rage	9	11
	Surrender to the Elemental	6	8
Wynn Elemental Master	Summon Elemental	11	13

Wynn Elemental Master	Summon Unicorn Lancer	11	13
	Summon Unicorn Cherub	11	13
	Elemental's Call	2	3
	Elemental Rage	9	11
	Freezing Invoke	6	8
Wynn Spectral Master	Summon Dark Crusader	11	13
	Summon Banshee Queen	11	13
	Summon Demonic Crucifix	6	8
	Spectral's Call	2	3
	Spectral Rage	9	11
	Curse Exposure	6	8
Assault Master	Summon Master's Wrath	10	10

Aeore Healer Common	Superior Magic Weapon Mastery	10	12
	Superior Armor Mastery	10	12
	Superior Anti Magic	10	12
	Superior Elemental Resistance	10	12
	Superior Casting Mastery	10	12
	Superior Mental Attack Resistance	10	12
	Aeore Guard Mastery	3	4
	Sustain	13	15
	Panic Heal	13	15
	Radiant Heal	13	15
	Brilliant Heal	13	15

	Fairy of Life	5	6
	Brilliant Recharge	10	12
	Radiant Recharge	13	15
	Entire Resistance	1	2
	Brilliant Purge	1	2
	Mark of Lumi	10	12
	Dark Devour	11	13
	Dark Rain	13	15
	Dark Backfire	11	13
	Dark Blast	13	15
	Mass Dark Veil	13	15
	Dark Blast	13	15
	Dark Blast	13	15

	Dark Force	13	15
	Mass Fatal Sleep	9	11
	Fatal Sleep	11	13
	Erase Impact	13	15
	Crystal Regeneration	9	11
Aeore Eva's Saint	Superior Quick Recovery	4	5
Aeore Shillien Saint	Superior Wizard Combat	4	5
Eviscerator	Eminent Fist Weapon Mastery	17	19
	Eminent Light Armor Mastery	17	19
	Eminent Stability	13	15
	Eminent Attribute Resistance	11	13
	Eminent Spell Mastery	9	11

Eviscerator Guard Mastery		3	4
	Almighty Gravity	1	2
	Steel Mind	4	5
	Distortion	4	5
	Gravity Shock	12	14
	Lateral Hit	30	32
	Gravity Hit	18	20
	Lateral Hit	30	32
	Reverse Weight	13	15
	Backspin Impact	29	31
	Stamp Punch	6	8
	Spin Kick	12	15

	Spinning Kick	13	15
	Distant Kick	16	18
	Chin Strike	26	28
	Heavy Hand	13	15
	Crushing Air	17	19
	Flying Knee Kick	13	15
	Right Sidestep	29	31
	Left Sidestep	26	28
Sayha's Seer	Eminent Blunt Weapon Mastery	17	19
	Eminent Robe Mastery	17	19
	Eminent Quick Recovery	13	15
	Eminent Attitude Point	11	13

Ultimate Hydro Flare	Eminent Attribute Resistance	11	13
	Sayha's Seer Guard Mastery	3	4
	Ultimate Squall	5	6
	Wind Storm Eye	1	2
	Sayha's Fury	1	2
	Hydro Attack	30	32
	Hydro Drain	17	19
	Hydro Flare	22	24
	Hydro Strike	27	29
	Divine Storm	6	8
	Storm Rage	13	15

	Unlimited Hydro Flare	3	5
	Sayha's Word	13	15
	Compelling Wind	17	19
	Threatening Wind	17	19
	Air Rush	27	29

Changed the Skill Mastery settings of some skills.

- Changed from Resets skill cooldown upon Skill Mastery occurs to Doubles debuff duration.

Class	Name
Sigel Knight Common	[Shield Bash]
	[Shield Impact]
	[Shield Wave]
	[Chain Gust]
Sigel Skills - Special	[Mastering Wind Skill]

Sigel Shillien Templar	[Mass Lightning Strike]
Tyrr Warrior Common	[Power Bomber]
	[Eruption]
	[Sonic Star]
Tyrr Dreadnought	[Thunder Spear]
	[Thunder Storm]
Tyrr Maestro	[Power Hammer Crush]
Tyrr Doombringer	[Rush Impact]
Yul Archer common	[Bow Strike]
	[Impact Shot]
	[Recoil Shot]
Sigil Bomb Common	[Bombing] [Nail]

Othell Rogue Common	[Barrage of Nails]
Feoh Wizard Common	[Elemental Crash (Wind)]
	[Elemental Crash (Earth)]
	Elemental Crash (Holy)
	[Quadruple Elemental Blaster]
Feoh Archmage	[Elemental Burst]
Feoh Mystic Muse	[Elemental Burst]
Feoh Storm Screamer	[Elemental Burst]
Sayha's Seer	[Compelling Wind]
	[Threatening Wind]
	[Hydro Strike]

Adjusted SP costs to learn some skills.

Down to 65 SP for the first 101, then 111

- Decreases SP consumptions of Lv. 101+ skills.

Increased the bonus that is added to normal attack and magic skill damage according to character level.

- Higher-level characters receive greater bonus.

Adjusted some skill effects of Feoh Wizard and Sayha's Seer classes.

Skill Name	Level	Changes
[Embody Mana Armor]	1	Decreases Damage Received by 75% → by 80%
[Embody Mana Armor]	2	Decreases Damage Received by 80% → by 90%
[Transfer Pain]	1	Transfers 58% of Damage Received to Servitor → 65% of Damage Received
[Transfer Pain]	2	Transfers 62% of Damage Received to Servitor → 70% of Damage Received
[Transfer Pain]	3	Transfers 66% of Damage Received to Servitor → 75% of Damage Received
[Transfer Pain]	4	Transfers 70% of Damage Received to Servitor → 80% of Damage Received
[Trace of Wind]	1	Decreases Damage Received by 80% for 3 sec → by 90%

UI and Other Changes

Added a new function to the skill 'Soul Binding' that allows it to be used on the

Added new functions to check probabilities and obtainable items in the game.

Function	Description
Box Item	Moving the mouse over an item icon and pressing the CTRL key displays a list of all obtainable items. ※ This feature currently applies to only certain items but will apply to a wider range of items later.
Random Multisell	Success rates are now displayed as exact numbers, instead of Low to Very High. Example) 15%
Homunculus	Pressing [View Probability] in the Cradle of Life displays summonable Homunculus and summon rates. In the Cradle of Time, this function displays Homunculus summoned by each Hourglass item and summon rates.
Augment	The [View Probability] button has been added to the bottom of the option list displayed in the Augment UI. Pressing the [View Probability] button shows the augment types and success rates.
Artifact	This function shows the combination success rate in the Enchant Artifact UI.

Enabled sending or receiving normal and COD mail with items attached in non-peace zones.

- However, characters that are in combat or dead cannot send or receive normal and COD mail with items attached.

Changed how to display hunting zone information on the Map - World Info.

Category	Notation
Hunting Zone	Regular Hunting Zone

	Enchant Hunting Zone Party Hunting Zone
Instanced Zone	Solo instanced zone Party instanced zone Alliance instanced zone

- Changed to indicate a hunting zone's level with its monster level.
- Changed the item obtainable from Lv. 95 Achievement Reward Box and Lv. 99 Achievement Reward Box rewarded by tutorial quests from Pa'agrio's Blessing - Might to Freya's Ice Rose (Untradable).
- Edited the tooltips of Feoh Wizard class's Burst Casting, Great Burst Casting, and Mana Burst skills to be consistent with their effects.
- Fixed an issue where some characters' Exalted skill levels decrease in Dethrone and Dimensional Hunting Zone.
- Separated the keyword notification sound settings from the sound effect settings. (Sound - Advanced Settings - Notification)
- Changed the locations where the visual effects of Sigel Death Knight class's Stability of Valakas and Rage of Valakas are played.
- Changed the success rate of Death Sentence skill to vary with character level.
- Changed the cooldown of Sayha's Seer class's Divine Storm skill to vary with stats.
- Fixed an issue where the Mentee's Appreciation buff is not applied when a mentor moves to the World or Dethrone Server and returns to the main server while his mentee is logged in.
- Fixed an issue where in the Sea of Spores hunting zone, it is impossible to hunt monsters with the auto hunting system when there are lookout monsters around.
- Fixed an issue where for a dual class character, the Olympiad ranking level is displayed as dual class.
- Fixed an issue where the amount of Adena obtained after forming a party and dropping Adena is different from that of the dropped Adena.
- Added a description about Yul Archer class's buff skills that cannot be applied simultaneously.
- Added to the tooltip of Yul Ghost Sentinel class's Counter Instinct that the skill cannot be used simultaneously with Mind's Eye.
- Added to the tooltip of Yul Moonlight Sentinel class's Hunting Instinct that the skill cannot be used simultaneously with Mind's Eye.
- Added to the tooltip of Yul Sagittarius class's Survival Instinct that the skill cannot be used simultaneously with Mind's Eye.
- Added to the tooltip of Yul Trickster class's Bloody Instinct that the skill cannot be used simultaneously with Mind's Eye.
- Added to the tooltip of Yul Archer's common skill Mind's Eye that the skill cannot be used simultaneously with Counter Instinct, Hunting Instinct, Survival Instinct, and Bloody Instinct.
- Added to the tooltips of Sigel Death Knight class's Stability of Valakas and Rage of Valakas that their skill effects do not stack.
- Changed the race mark of Orcs to be displayed in the Rankings UI.

- Changed to inflict damage, at least, on a target immune to status effect when hit by a skill that inflicts both status effect and damage.
- Enabled adding Soul Crystals to a currently equipped sigil or shield.
- Increased the skill range of Prophecy of Might.

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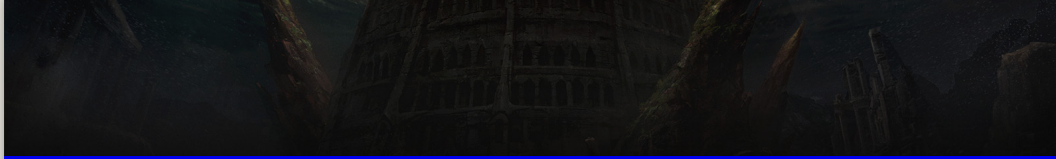


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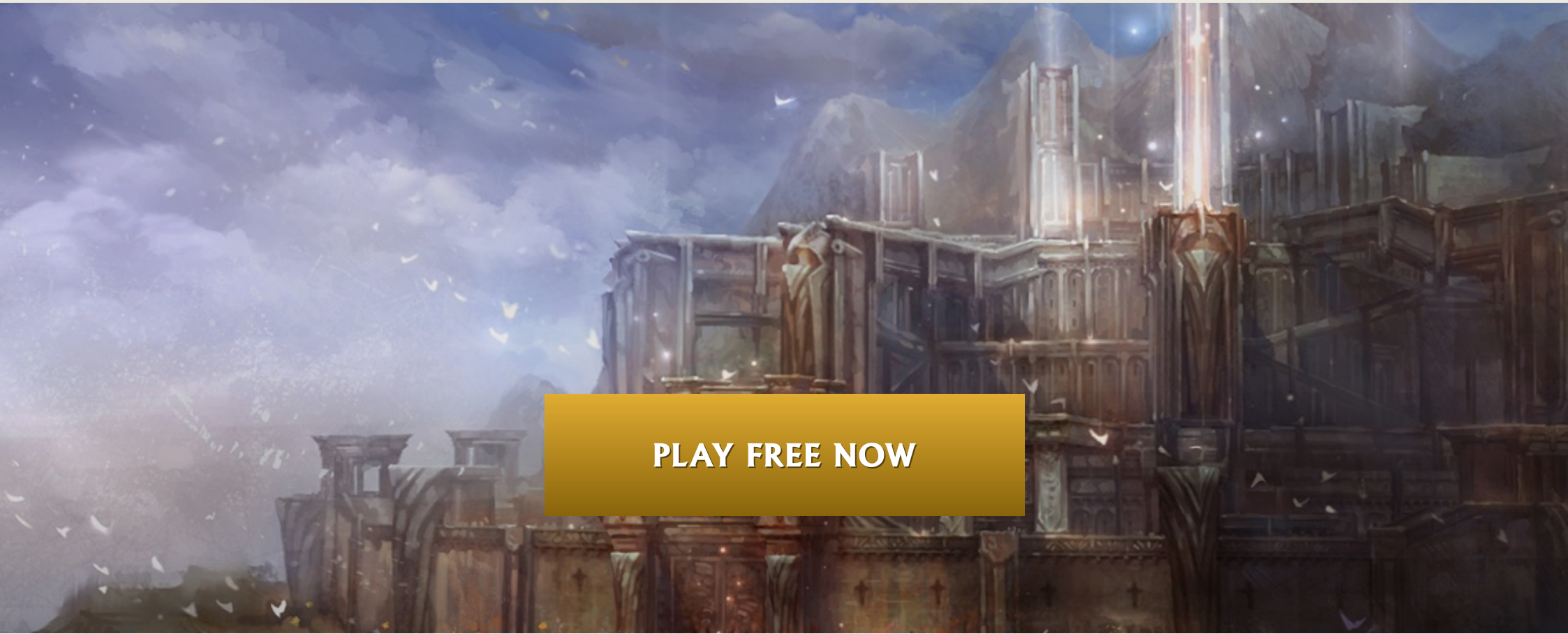
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