

## LINEAGE II



# Tales Untold Patch Notes

CLASSIC

LINEAGE II

8/20/2020 | [Updates](#) | [By Hime](#)[Lineage II](#) | [Lineage II Classic](#)

## Lineage II

### Hunting Zones

- The Forest of Spirits has been added as a daily party Instanced Zone.

Entry Condition	Lv. 110+
Number Allowed for Entry	Min. 5 ~ Max. 7
Duration	1 hour
Reset	6:30 AM Daily Reset
Entry Method	Talk with NPC Venusta in Town of Aden to enter

- Level of field bosses has been raised to Lv. 125.

Hunting zone	Field Boss
Tower of Insolence	Baium
Orfen's Nest	Orfen
Catacomb of Dark Omens	Lilith
The Disciple's Necropolis	Anakim
Dragon Valley	Lord Ishka

- Resistance effect has been added to field bosses above.
  - Received P./M. Skill Critical Damage -50%
- Restart, My Teleport, and party member summoning options have been added to field boss zones.
- The level of Field Raids has been raised to Lv. 120.
- The number of Field Raids has been adjusted:

Hunting zone	Field Raid	Raid to Be Removed
Ivory Tower Crater	Avenger Alusion	Retaliator Graff
Fields of Massacre	Demon Venoma	Demon Sarboth
Alligator Island	Watcher Tristan	Watchman Sethet
Breka's Stronghold	Berserker Zetahl	Berserker Tabris
Isle of Prayer	Ferocious Valac	Arrogant Lebruum
Forest of Mirrors	Witch Moira	Lunatic Qulan
Wasteland	Arcreach Karon	Scorpion King Botan

- Resistance effect has been added to remaining Field Raid monsters.
  - Received P./M. Skill Critical Damage -50%
- To match the changes in Field Raids, the clan quest "Field Raid Hunt" has had its target monsters, count numbers, and performance levels adjusted.
- Decreased the M. Def. value of monsters located in the common hunting zone and Instanced Zones:

Common Hunting Ground				
Altar of Evil	Bloody Swampland	Blazing Swamp	War-Torn Plains	Hellbound
Enchanted Valley	Phantasmal Ridge	Ivory Tower Crater	Silent Valley	Alligator Island
Tanor Canyon	Forest of Mirrors	Field of Silence	Isle of Prayer	Breka's Stronghold
Sel Mahum Training Grounds	Plains of the Lizardmen	Fields of Massacre	Wasteland	Swamp of Screams
Storm Isle	Primeval Isle	Isle of Souls Stronghold 1	Abandoned Coal Mines	Imperial Tomb
Tower of Insolence	Rim Kamaloka	Fafurion Temple	Dragon Valley	



Instanced Zone				
Kartia's Labyrinth	Baylor	Nightmare Kamaloka	Ashan Shadow	Krofin's Nest
Tauti (Alliance Instanced zone)	Frintezza (Alliance Instanced zone)	Octavis (Alliance Instanced zone)	Antharas (Alliance Instanced zone)	

Setting for field hunting zone "Swamp of Screams" has been changed:

Monster Level	Level 116
Teleport Area	Town of Rune
Hunting zone Type	Party Field Hunting zone
Monster Spawn Time	10:00 - 12:00 / 22:00 - 24:00 daily

- Added the following settings to the field hunting zone "Swamp of Screams."
  - When the monster appearance is notified, characters within the hunting zone will be moved automatically to a peace zone in the Swamp of Screams teleport area.
- Changed the Resistance of monsters located in the special hunting zone "Isle of Souls."
  - Removed Confusion Immunity Resistance and added Pull Resistance.

Added G. Will's Den to NPC's located in the field hunting zone of the special hunting zone "G. Will's Den."

- Added a Castilla Researcher NPC who can go outside of the instanced zone from the solo instanced zone "Castilla's Labyrinth."
  - The Castilla Researcher will be spawned in the Castilla Labyrinth upon defeating a boss monster.
- Increased the number of monsters in the special hunting zone "Primeval Isle" and decreased the respawn time.
- Renewed the field hunting zone "Plains of the Lizardmen."
  - Greatly increased the number of monsters that appear in each area.
  - Changed monster locations for smooth hunting.
- Renewed the field hunting zone "Wasteland."
  - Greatly increased the number of monsters that appear in each area.
  - Changed monster locations for smooth hunting.
- Renewed the field hunting zone "Fields of Massacre."
  - Changed the topography around teleportation and adjusted monster placement.
- Adjusted item rewards for the following hunting zones:
  - Field Hunting zone: Sel Mahum Training Grounds, Plains of the Lizardmen, Fields of Massacre, Wasteland
  - Timed Hunting zone: Tower of Insolence Lower Floors
  - Changed the recharge time available for certain special hunting zones.

Hunting zone	Before Change	After Change
Storm Isle	300 Min	120 Min
Primeval Isle	300 Min	120 Min

Primeval Isle	300 Min	120 Min
Isle of Souls Stronghold I	300 Min	120 Min
Tower of Insolence Lower Floors	300 Min	0 Min

*Note: The Tower of Insolence Recharge Stones will still be usable for adding more time until 9/16. On 9/16, all Tower of Insolence Recharge Stones will be deleted.*

- The placement areas of monsters and the combat balance of Isle of Prayer hunting zones have been adjusted.
  - Regular monster spawn locations and respawn times have been adjusted.
  - The Lizardman Defender is no longer spawned.
  - Monster return distance has been adjusted.
  - Regular monster combat balance has been changed.
- Environmental objects that could obstruct hunting in Isle of Prayer hunting zones have been removed.
- Renewed "Sea of Spores" to be a specialized field hunting zone for Lv. 116 parties.
  - Changed monster locations for smooth hunting.
  - Added new specialized monsters for Lv. 116 parties.
  - Party specialized monster: Obtain extra XP when in a party and obtain further XP when in a party of 5 or more.
- Sea of Spores Hunting zone's difficulty level and rewards were changed.
  - Monster's attack power was adjusted up.
  - 'Spore's night' effect, an effect of which monsters' battle ability increases during nighttime, is added.

- Party-specific event party experience bonuses have been lowered.
- Resistance effect was added to monsters.

Monster Name	Resistance Effect
Richard	Danger Zone attack resistance
Harane	Danger Zone attack resistance
Lesatanas	Danger Zone attack resistance/confusion attack resistance
Arbor	Danger Zone attack resistance/confusion attack resistance

- Several Field Hunting zone balance adjustments will take place.
- The monster levels, XP/SP rewards, and item drops have been adjusted upwards in the following zones:

Target Hunting Zone		
Beleth's Magic Circle	Desert Quarry	Enchanted Valley
Phantasmal Ridge	Ivory Tower Crater	Silent Valley
Alligator Island	Tanor Canyon	Forest of Mirrors

Field of Silence	Isle of Prayer	Breka's Stronghold
Sel Mahum Training Grounds	Plains of the Lizardmen	Fields of Massacre
Wasteland	Dragon Valley	Fafurion Temple

- Reorganized Field Hunting zone 'Fafurion Temple' into Party specific Field Hunting zone.
  - Altered monster locations and certain geographical features for smooth hunting.
  - Located monsters for parties in level 120s.
  - Party specific monster: Receive additional XP when killed in party and receive even higher XP if it is a party of 5 or more.
- Adjusted monsters’ location in 'Sea of Spores' Hunting zone for a better hunting experience.
- Adjusted amount of MP healed when killing monsters in these Hunting zone:

Target Hunting zone	
Sea of Spores	Swamp of Screams

- Field of Silence area is changed to lv. 109~110 hunting zone.
  - This is a hunting zone that is advantageous for range attack, and the melee combat type of monsters appear.
  - The reward amount has been adjusted to match the monsters’ balance change.

- Field of Whispers area is changed to lv. 111~112 hunting zone.
  - This is a hunting zone that is advantageous for range attack, and the melee combat type of monsters appear.
  - The reward amount has been adjusted to match the monsters' balance change.
- Forest of Mirrors Hunting zone's monster locations are adjusted.
  - The composition of monsters has been changed and the return distance has been adjusted for smooth hunting.
  - 'Demon's mirror' monsters are changed to normal monsters. The monsters' difficulty and reward amount have been adjusted accordingly.
- All monsters at lv. 100 and above's attribute attack / defense balances are changed.

## Augmentation System Renewal

- The Augmentation system was renewed.
  - Double-click the Spirit Stone to use the new augment feature.
  - Adena was added to augment costs.
  - The augment feature provided by the existing blacksmith NPC will remain intact.
  - You can remove augments through the existing blacksmith NPC only.
- The following Augment Stones can be augmented:

Augment Stones That Can Be Augmented		
Weapon Augment Stone	Mid-grade Weapon Augment Stone	High-grade Weapon Augment Stone
Temple of Weapons Augment Stone	Temple of Weapons Augment Stone	Spirit Stone that will be used to augment



Top-grade Weapon Augment Stone	Top-grade Augment Stones	Spirit Stone Instilled with Giants' Power
Dragon Weapon Augment Stone	Brooch Augment Stone	Circlet Augment Stone
Exalted Weapon Stone	Aria's Spirit Stone	

- Made changes so that the rest of the Augment Stones (R110 Accessory Augment Stone and Augment Stone Crystal) cannot be augmented.
- Armor/accessory augmentation has been added.
  - R95-grade armor and lower grade armors cannot be augmented with the Armor Augment Stone.
  - Equipment that can be augmented using the new "Armor Augment Stone" and "Accessory Augment Stone" are as follows:

Armor	Accessory
Eternal Armor Set	Angel's Necklace
Blessed Eternal Armor Set	Angel's Earring
Bloody Eternal Armor Set	Angel's Ring
Dark Eternal Armor Set	Atlas’ Earring
Leviathan Armor Set	Fallen Angel's Ring

Enchanted Leviathan Armor Set	Dragon Necklace
Bloody Leviathan Armor Set	Dragon Earring
Dark Leviathan Armor Set	Dragon Ring
Limited Leviathan Armor Set	

- Armor augmentation can be done with upper armor/pants/headgear/gloves/boots of every type, but shields and sigils cannot be augmented.
- Armor/accessory augmentation applies 2 options, and they can overlap.

Armor	
Option 1	Option 2
P. Evasion +1 - 3	P. Accuracy +1 - 3
M. Evasion +1 - 3	M. Accuracy +1 - 3
P. Def +282 - 311	P. Atk. +763 - 884
P. Def +1 - 3%	P. Atk. +1 - 3%

P. Def +1 - 3%	P. Atk. +1 - 3%
M. Def +151 - 171	M. Atk 443 - 514
M. Def +1 - 3%	M. Atk +1 - 3%
Defense Attribute +4 - 50	Attack Attribute +4 - 50
PvE Damage -1 - 2%	PvE Damage +1 - 2%
PvP Damage -1 - 2%	PvP Damage +1 - 2%
Accessory	
Option 1	Option 2
MP Consumption -1 - 3%	P. Critical Rate +1 - 5%
Movement Speed +2 - 10	P. Skill Critical Rate +1 - 5%
Max HP +1 - 6%	M. Skill Critical Rate +1 - 5%
M. MP +1 - 6%	P. Critical Rate +1 - 5%

Max MP +1 - 6%	P. Critical Damage Critical Damage +1 - 5%
Max CP +1 - 6%	P. Skill Critical Damage +1 - 5%
Vitality Bonus +1 - 5%	M. Skill Critical Damage +1 - 5%
EXP/SP +1 - 5%	All Incoming Attacks Critical Rate -1 - 7%
	All Incoming Attacks Critical Damage -1 - 7%

- When augmenting armor/accessories, 7 Gemstones (R-grade) and 12,650,000 Adena will be applied as a fee.
- New crafting recipe "Recipe: Armor Augment Stone (60%)" has been added.
- The "Recipe: Armor Augment Stone (60%)" can be purchased with Adena from a town Recipe Merchant NPC's "Common Crafting Recipe (Others)" link.
- Ingredients for crafting Armor Augment Stones are as follows:

Ingredient Item	Amount
Ether	2
Oriharukon Ore	16
Dragon Scales	16

Angel's Feathers	16
Giant's Energy	3
Energy of Destruction	3

- Changed augment-related item's name and icon/tooltip.

Before Change	After Change
Spirit Stone	Weapon Augment Stone
Mid-grade Spirit Stone	Mid-grade Weapon Augment Stone
High-grade Spirit Stone	High-grade Weapon Augment Stone
Top-grade Spirit Stone	Top-grade Weapon Augment Stone
Brooch Spirit Stone	Brooch Augment Stone
Circlet Spirit Stone	Circlet Augment Stone
Temple Spirit Stone	Temple Weapon Augment Stone

Top-grade Spirit Stones	Top-grade Weapon Augment Stone
Top-grade Accessory Spirit Stone	R110 Accessory Augment Stone
Dragon Spirit Stone	Dragon Weapon Augment Stone
Soul Crystal	Augment Stone Crystal
Exalted Spirit Stone	Exalted Weapon Augment Stone

### Item Changes

- The Super Advanced Seed Bracelet Lv. 4 can be obtained from NPC Santiago using Star Sign.
  - Santiago -> hear explanation about Star Sign -> upgrade to Super Advanced Seed Bracelet Lv. 4. Can be exchanged using link.
  - The player can use a Super Advanced Seed Bracelet Lv. 3 + 40 Star Signs +400 million Adena to obtain a Super Advanced Seed Bracelet Lv. 3 or Super Advanced Seed Bracelet Lv. 4.
- Enhancement for Super Advanced Seed Bracelet Lv. 4 has been added.
  - The Super Advanced Seed Bracelet Lv. 4 can be enhanced using a Super Advanced Seed Bracelet Enchant Scroll.
  - Additional effect according to the enhance stage is as follows:

Stage	Common Effect	Effect per Equipped Weapon
1	Max HP/MP/SP +2%	+2% Max HP/MP/SP (Total +6% when 3 items are equipped)



1	Max HP/MP/CP +2%	+2% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+1% P. Critical Damage Critical Damage when a dagger is equipped
		+1% M. Skill Critical Damage when a staff/magic sword is equipped
		+1% P. Skill Critical Damage when a bow/crossbow is equipped
2	Max HP/MP/CP +4%	+4% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+2% P. Critical Damage Critical Damage when a dagger is equipped
		+2% M. Skill Critical Damage when a staff/magic sword is equipped
		+2% P. Skill Critical Damage when a bow/crossbow is equipped
3	Max HP/MP/CP +6%	+6% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+3% P. Critical Damage Critical Damage when a dagger is equipped
		+3% M. Skill Critical Damage when a staff/magic sword is equipped
		+3% P. Skill Critical Damage when a bow/crossbow is equipped

		+3% P. Skill Critical Damage when a bow/crossbow is equipped
4	Max HP/MP/CP +8%	+8% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+4% P. Critical Damage Critical Damage when a dagger is equipped
		+4% M. Skill Critical Damage when a staff/magic sword is equipped
		+4% P. Skill Critical Damage when a bow/crossbow is equipped
5	Max HP/MP/CP +10% P./M. Skill Power +1%	+10% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+5% P. Critical Damage Critical Damage when a dagger is equipped
		+5% M. Skill Critical Damage when a staff/magic sword is equipped
		+5% P. Skill Critical Damage when a bow/crossbow is equipped
6	Max HP/MP/CP +12% P./M. Skill Power +1%	+12% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+6% P. Critical Damage Critical Damage when a dagger is equipped
		+6% M. Skill Critical Damage when a staff/magic sword is equipped

		+6% M. Skill Critical Damage when a staff/magic sword is equipped
		+6% P. Skill Critical Damage when a bow/crossbow is equipped
7	Max HP/MP/CP +14% P./M. Skill Power +3%	+14% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+7% P. Critical Damage Critical Damage when a dagger is equipped
		+7% M. Skill Critical Damage when a staff/magic sword is equipped
		+7% P. Skill Critical Damage when a bow/crossbow is equipped
8	Max HP/MP/CP +16% P./M. Skill Power +3%	+16% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+8% P. Critical Damage Critical Damage when a dagger is equipped
		+8% M. Skill Critical Damage when a staff/magic sword is equipped
		+8% P. Skill Critical Damage when a bow/crossbow is equipped
9	Max HP/MP/CP +18% P./M. Skill Power +3%	+18% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+18% P. Critical Damage Critical Damage when a dagger is equipped

		+9% P. Critical Damage Critical Damage when a dagger is equipped
		+9% M. Skill Critical Damage when a staff/magic sword is equipped
		+9% P. Skill Critical Damage when a bow/crossbow is equipped
10	Max HP/MP/CP +20% P./M. Skill Power +5%	+20% sword/blunt weapon/spear/fist weapon P. Atk. when equipped
		+10% P. Critical Damage Critical Damage when a dagger is equipped
		+10% M. Skill Critical Damage when a staff/magic sword is equipped
		+10% P. Skill Critical Damage when a bow/crossbow is equipped

- "High-grade Artifact Book" and "Top-grade Artifact Book" were added.
- "Artifact Book", "High-grade Artifact Book", and "Top-grade Artifact Book" can be enhanced by using a "Scroll: Enchant Blessed Artifact Book".
  - "Artifact Book- Level 3" and "High-grade Artifact Book" can be enhanced up to +5.
  - " Top-grade Artifact Book" can be enhanced up to +10.
  - Effects for each Artifact Book enhancement value are as follows:

Item Name	Enhancement	Enhancement Effect
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	Value	
Artifact Book - Level 3	0	Activates all artifact slots
	1	Activates all artifact slots, Movement Speed +1, EXP/SP 1%
	2	Activates all artifact slots, Movement Speed +2, EXP/SP 2%
	3	Activates all artifact slots, Movement Speed +3, EXP/SP 3%
	4	Activates all artifact slots, Movement Speed +4, EXP/SP 4%
	5	Activates all artifact slots, Movement Speed +5, EXP/SP 5%
High-grade Artifact Book	0	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1
	1	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 10
	2	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 20
	3	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 30
	4	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 40

	4	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 40
	5	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 50
Top-grade Artifact Book	0	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 50 / Attack Attribute 50
	1	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 60 / Attack Attribute 60
	2	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 70 / Attack Attribute 70
	3	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 80 / Attack Attribute 80
	4	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Def Attribute 90 / Attack Attribute 90
	5	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 100 / Attack Attribute 100
	6	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 110 / Attack Attribute 110
	7	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 120 / Attack Attribute 120



	7	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 120 / Attack Attribute 120 / Damage 1%
	8	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 130 / Attack Attribute 130 / Damage 1%
	9	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 140 / Attack Attribute 140 / Damage 2%
	10	Activates all artifact slots, Movement Speed +5, EXP/SP 5%, LUC/CHA +1, Active Skill / Def Attribute 150 / Attack Attribute 150 / Damage 3%

- "High-grade Artifact Book" and " Top-grade Artifact Book" can be acquired through the Head Blacksmith NPC by upgrading an item.

Upgrade Item	Ingredient Item
High-grade Artifact Book	+5 Artifact Book - Level 3 Crystal of Dawn x12 100,000 Adena
Top-grade Artifact Book	+5 High-grade Artifact Book Crystal of Dawn x38 100,000 Adena

- Fixed an issue where the highest-level jewel's effect wasn't applied upon equipping a Top-grade Topaz with a Topaz or a Greater Topaz.

- Fixed the problem where the item quantity wasn't displayed correctly when exchanging items through an NPC.
- The following items have been changed to apply a 5-minute cooldown to weapon skills when equipped:

Target Items	
Dragon Weapon – High-grade	Dragon Weapon – Top-grade
Blood-stained Zariche	Blood-stained Akamanah

- The Enhanced Orichalcum Arrow created by the Yul Archer's skill and 6 types of bolt items will be removed on August 19, 2020.
- The price of the Scroll: Enchant Angel Accessory has been changed at Denign in Giran:
  - Before update: Scroll: Enchant Armor (R-grade) x7 + Elcym x1
  - After update: Scroll: Enchant Armor (R-grade) x7 + Silenite x1
- The set item effect based on the enhancement value has been changed to display on the shield and sigil.
- Changed so that Sigil can be equipped in the left-hand slot even when using both handed weapons.
- Enchanted effects of 'Enchanted Leviathan Shield' and 'Enchanted Leviathan Sigil' are changed.

item name	Enchantment effect
Enchanted Leviathan Shield	Increase attack speed by 5%, attack power by 3%, defense / magic resistance by 3%
Enchanted Leviathan Sigil	Increase attack / magic speed by 5%, attack power by 2%, magic skill power by 2%

- Arrows/Bolts and Infinite Quiver/Bolt Containers can no longer be equipped on your character. You must place these items in your inventory now for normal attacks to function.
- The following changes have been made to the Shining Venusta's Reward Box:
  - Gem Energy - Removed
  - Circlet Augment Stone - Removed
  - Brooch Augment Stone - Removed
  - Sayha's Talisman Box - Removed
  - Adena - 3,000,000 Reduced to 1,200,000
- The following items will be removed on August 19, 2020:

Enhanced Orichalcum Arrow
Enhanced Orichalcum Arrow
Enhanced Orichalcum Arrow
Enhanced Orichalcum Bolt
Enhanced Orichalcum Bolt
Enhanced Orichalcum Bolt

Spellbook - Energy of New Power

Talisman - Abundance Pack (Underground)

Spirit Stone Pack (Underground)

Pendant Pack (Underground)

Ingredient Box (Underground)

Treasure Chest (Underground)

Hero's Treasure Chest (Underground)

Wondrous Cubic - 1 time use

Complete Letter Set: TOGETHER

1st Place Treasure Sack

2nd Place Treasure Sack

3rd Place Treasure Sack

3rd Place Treasure Sack
4th Place Treasure Sack
5th Place Treasure Sack
6th Place Treasure Sack
Miraculous Valentine Cake
Rare Soul Crystal Ingredient Pack (R95-grade)
Life Stone
Hair Accessory Spirit Stone Pack
Accessory Spirit Stone
Intermediate Accessory Spirit Stone
Advanced Accessory Spirit Stone
Temple Accessory Spirit Stone

Top-grade Accessory Spirit Stone

Hair Accessory Spirit Stone

Rare Accessory Spirit Stone

Orbis Reward Box (Support)

Orbis Reward Box (High-grade)

Orbis Reward Box (Luxury-grade)

Orbis Reward Box (Top-grade)

- The following items will be removed on September 16, 2020:

Rare Accessory Pack (Underground)

Greater Rare Accessory Pack (Underground)

Soul Bottle Pack (Underground)

Soul Crystal Coupon Pack (Underground)



Hair Accessory Pack (Underground)

Attribute Stone Pack (Underground)

Greater Attribute Stone Pack (Underground)

Enchant Scroll Pack (Underground)

Greater Enchant Scroll Pack (Underground)

Lucky Enchant Stone Pack (Underground)

Greater Lucky Enchant Stone Pack (Underground)

## Skill Changes

- Fixed an issue where players could use Shadow Fake Death and open a Private store to avoid being targeted by enemies for a few seconds.

Added Sigil / Shield related passive skills to all group classes.

- 'Grand Sigil Mastery' skill is changed to 'Guard Mastery' skill.
- Superior Shield Mastery' skill effect is increased due to 'Guard Mastery' skill influence.

[Class] Skill Name	Skill level	Learning Level	Increased effect
[Sigel Knight] Sigel Guard Mastery	1	85	P. Atk. 1%
	2	100	P. Atk. 2%
	3	110	P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%
[Sigel Knight] Superior Shield Mastery	1	85	Existing Effects + P. Atk. 1%
	5	100	Existing Effects + P. Atk. 2%
	10	110	Existing Effects + P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%
[Tyrr Warrior] Tyrr Guard Mastery	1	85	P. Atk. 1%
	2	100	P. Atk. 2%
	3	110	P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%

[Tyrr Maestro] Superior Shield Mastery	1	85	Existing Effects + P. Atk. 1%
	5	100	Existing Effects + P. Atk. 2%
	10	110	Existing Effects + P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%
[Othell Rogue] Othell Guard Mastery	1	85	P. Atk. 1%
	2	100	P. Atk. 2%
	3	110	P. Atk. 3% P. Skill Critical Damage 1%
[Yul Archer] Yul Guard Mastery	1	85	P. Atk. 1%
	2	100	P. Atk. 2%
	3	110	P. Atk. 3% P. Skill Critical Damage 1%
[Feoh Wizard] Feoh Guard Mastery (existing Grand Sigil Mastery)	1	85	Existing Effects + M. Skill Critical Damage 1%
	5	100	Existing Effects + M. Skill Critical Damage 2%

	2	100	Existing Effects + M. Skill Critical Damage 2%
	3	110	Existing Effects + M. Skill Critical Damage 3% M. Skill Power 1%
[Iss Enchanter] Iss Guard Mastery	1	85	P. Atk. 1%
	2	100	P. Atk. 2%
	3	110	P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%
[Iss Sword Muse, Iss Dominator] Superior Shield Mastery	1	85	Existing Effects + P. Atk. 1%
	5	100	Existing Effects + P. Atk. 2%
	10	110	Existing Effects + P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%
[Wynn Summoner] Wynn Guard Mastery	1	85	P. Atk. 1% & M. Atk. 1%
	2	100	P. Atk. 2% & M. Atk. 2%
	3	110	P. Atk. 3% & M. Atk. 3% P. Critical Damage & M. Critical Damage 1%

			P. Critical Damage & M. Critical Damage 1%,
[Aeore Healer] Aeore Guard Mastery (existing Grand Sigil Mastery)	1	85	Existing Effects + M. Skill Power 1% When equipped with one hand magic sword / one hand staff, M. Atk. 5%
	2	100	Existing Effects + M. Skill Power 2% When equipped with one hand magic sword / one hand staff, M. Atk. 10%
	3	110	Existing Effects + M. Skill Power 4% When equipped with one hand magic sword / one hand staff, M. Atk. 15%
[Eviscerator] Eviscerator Guard Mastery	1	85	P. Atk. 1%
	2	100	P. Atk. 2%
	3	110	P. Atk. 3% P. Critical Damage & P. Skill Critical Damage 1%
[Sayha's Seer] Sayha's Seer Guard Mastery	1	85	M. Skill Critical Damage 1%
	2	100	M. Skill Critical Damage 2%
	3	110	M. Skill Critical Damage 3% M. Skill Power 1%

- Changed the "Limit" effect that was applied when the next skill's effect ended and updated it to be applied from the point of skill use.
  - A condition has been added so that target skills cannot be used while Limit effects are applied.

Target Skills	Applied Skills
Protection of Faith	<b>[Limit of Sigel]</b> Protection of Faith/Nine Aegis effect does not apply for 90 seconds.
Celestial Party Protection	<b>[Limit of Aeore]</b> Celestial Protection/Celestial Party Protection effect does not apply for 90 seconds.
Battle Rhapsody (Frenzy Rhapsody)	<b>[Limit of Iss]</b> Battle Rhapsody/Frenzy Rhapsody effect does not apply for 90 seconds.

- The "Limit" effect that applied after the next skill activated has been deleted.

Target Skills	
Nine Aegis	Celestial Protection

- 8 Advanced Dual Certification skills have been added:

Skill Name	Skill Effect
Advanced Dual Certification: Faith	When Faith is 50

Advanced Dual Certification - P. Atk. Increase	Weapon P. Atk. +50.
Advanced Dual Certification - M. Atk. Increase	Weapon M. Atk. +50.
Advanced Dual Certification - Vital Up	Vitality Bonus +5%.
Advanced Dual Certification - Vital Boost	Vitality consumption +10%, but Vitality bonus +10%.
Advanced Dual Certification - Increase Adena	Adena gain +3%.
Advanced Dual Certification - Attack Attribute	Attack Attribute +50.
Advanced Dual Certification - Defense Attribute	Defense Attribute +50.
Advanced Dual Certification - Critical Defense	Critical Damage received -5%.

- A Certificate - Dual Class (Advanced) item can be obtained from NPC Trandon in the Talking Island Village or NPC Gallias in the Town of Aden when achieving Lv. 107, 109, and 110 with a main/dual class.
- A Greater Dual Certification skill can be obtained when bringing a Certificate - Dual Class (Advanced) to NPC Trandon or Gallias.
- The max level of the "Dual Maximum HP" skill has increased from 7 to 10.

Skill Level	Skill Effect	Required SP	Main/Dual Level Requirement
6	M. HP +2700	2,525,400,000	107

8	Max HP +3798.	2,525,422,932	107
9	Max HP +4266.	7,273,218,046	109
10	Max HP +4734.	17,455,723,311	110

- The dual class achievement skill "Dual - Energy of New Power" has been changed so it's obtainable from the Skill UI.
- 6 skills related to the Yul Archer class's deleted Enhanced Orichalcum Arrow/Bolt items have been deleted.
- Fixed an issue where the "Coin of Maphr" skill was used repeatedly every cooldown when using Auto-Use.
- Fixed an issue where the effects of "Focus Attack" and "Sharpen Edge of Storm" were received at the same time.
- Changed the panel of the skill icon displayed in the skill window upon equipping jewels to be the same with the item icon panel.
- Fixed an issue where the cooldown of class skills and items triggered in specific conditions were reset after restarting.
- Fixed an issue where the Shilen's Soul Crystal - Stage 6 - 10, Seven Signs Soul Crystal - Stage 4 - 10, Ruler’s Ring of Authority, and Ring of the Truth-Seeker skills were not sharing a cooldown.
- Fixed an issue where the Ultimate Force and Archangel of Death skill icons were not activating even after having 10 Soulstones.
- Changed so that damages of skills that include Tyrr Warrior and Yul Archer class’ confusion effects will not be affected by confusion resistance.

Class	Skill
Tyrr Warrior common (Tyrr Duelist, Tyrr Dreadnought, Tyrr Titan, Tyrr Grand Khavatari, Tyrr Maestro, Tyrr Doombringer)	Power Bomber
	Force of Destruction



	Eruption
	Sonic Star
Tyrr Dreadnought	Thunder Spear
	Thunder Storm
Tyrr Maestro	Power Hammer Crush
Tyrr Doombringer	Rush Impact
Yul Archer common (Yul Sagittarius, Yul Moonlight Sentinel, Yul Ghost Sentinel, Yul Trickster)	Bow Strike
	Impact Shot
	Recoil Shot

- Bow Strike, Recoil shot's push effect of Yul Archer skills are changed to Knock down effect.
- Class ranking activation skill's duration is changed from previous 10 seconds > 15 seconds.
- Soul Confinement - Zariche / Akamanah skill continual time is adjusted from 60 seconds to 15 seconds
- The following skills now have a level difference penalty:

- Spirit of Golem
- Heavy Punch
- For a level-gap of 3 or higher, basic effects will be applied with reduced damage.
- If a caster's level is 6 or more lower than a target, the effects will not be applied.

## System Changes

- Expanded the basic Homunculus slots from 2 to 3.
- Made changes so that the activated skill effect of the Homunculus communication ability is displayed differently for normal/high-grade/top-grade.
- Added Help to Homunculus Ability/Communication Ability/Communication Enhancement in the Homunculus UI.
- The clan quest "Mentee Development" has been deleted.
- A Class ranking system was newly added.
  - 'Class' category was created in ranking menu.
  - Character in 1st to 10th places per class can receive benefits pertaining to the class.
  - 1st place character per awakening class receives specific emblem on the bottom part of the character name.
  - Class rankings update every 5 minutes, and one can receive ranking benefits at 6:30 every day.
  - Class ranking is calculated per main class.
- Class ranking benefits per class are:
  - When Knight / Enchanter / Healer class skills are repeatedly used, activation skill 'ranking 1 rank's blessing' can apply up to lv. 3.

**Common**

Increase moving speed by 3, attack attribute by 30, all defense attributes by 30

<b>Knight Class Group</b>	When using Nine Aegis, damages of every party members including the user increase by 1% for 10 seconds (Maximum 3 levels)
<b>Warrior Class Group</b>	When using Berserker / Mind of Steel, damage increases by 1% for 10 seconds
<b>Rogue Class Group</b>	When using final ultimate evasion, rear damage increases by 1% for 10 seconds.
<b>Archer Class Group</b>	When using Mind Eyes, physical skill power increases by 1% for 10 seconds.
<b>Enchanter Class Group</b>	When using Blessing barrier, damages of every party members including the user, increase by 1% for 10 seconds (Maximum 3 levels)
<b>Wizard Class Group</b>	When using Bust Casting / Great Bust Casting / Storm eye / Wind storm eye, magic skill power increases by 1% for 10 seconds
<b>Summoner Class Group</b>	When using Summon barrier, attack power / magic power increases by 3% for 10 seconds
<b>Healer Class Group</b>	When using Celestial protection, damages of every party members including the user increase by 1% for 10 seconds (Maximum 3 levels)

- Eased the weight/slot restrictions when receiving items from the item inventory.
  - Can be collected if the number of slots they occupy is less than or equal to the number of free slots in the inventory.

- Can be collected if the weight of items to be received is less than or equal to the available weight in the inventory.
- Bonus XP obtained from Over-hit while defeating monsters has been adjusted from 25% to 10%.
- Vampiric Rage HP/MP recovery rate from a single target has been changed so that it does not exceed 25%.
- Throne of Heroes clan raid can be carried out from NPC Roiental in the Town of Rune.

The current Throne of Heroes rankings will be reset with the content update.

- Entry conditions are as follows, and there are 3 kinds of clan raids available based on clan level.
  - Clans at Lv. 13 or higher can enter all 3 kind of raids.

Entry Conditions	
Character Level	100 or higher
Number of Players	Command channel of at least 4 or more (recommended number of players: command channel of 14 or more)
Entry NPC	Roiental (Town of Rune)
Clan Level	Goldberg: Lv. 7 / Mary Reed: Lv. 10 / Tauti: Lv. 13 or higher
Reset Cycle	Every Wednesday at 6:30 AM

- Instanced zones will be bound not only to the clan members who participated in successful Throne of Heroes clan raids, but to every member of the clan that succeeded in the raid.

Depending on the number of participants in the Throne of Heroes, different types of rewards from NPC Th... will

- Depending on the number of participants in the Throne of Heroes, a different number of reward NPC Throne treasure chests will spawn.

Number of Participants	Number of Throne Treasure Chest Spawns
1 - 7 people	1 Throne Treasure Chest Spawn
8 or more people	2 Throne Treasure Chest Spawns

UI & Other Changes

- Changed some settings in Options.
  - Removed the "Realistic Water Effect" checkbox from Video and changed it to be included in the "Refined Shader Effects."
  - Changed the image quality improvement effect to a checkbox.
- Automatic camera function has been added to the bottom UI.
  - It's a function that synchronizes the character's perspective automatically during Auto Hunt. Press the ON/OFF button to use the function.
- Fixed an issue where the effect was displayed in the wrong place upon acquiring Homunculus enhancement points while the side bar was minimized.
- Fixed an issue where the Homunculus communication ability wasn't applied upon resetting the ability.
- Fixed an issue where the users couldn't receive the Powerful Fish items that were sent intermittently via mail.
- Fixed an issue where the "Clan Summon" and "Belief of the Exalted" skills weren't used when the range increase effect was applied.

- Fixed an issue where the "Focus Attack" effect wasn't removed after closing the window.
- Fixed the typo in the NPC name in the NPC Ferris's dialogue window.
- Adjusted so that augmented accessory items can be crafted.
- Made changes so that party members without contribution can acquire dropped items by using Auto Pick Up.
- Fixed an issue where the cooldown of some skills was being reset.
- Item tooltip was updated.
  - Augment, Soul Crystal, Attribute, Enchant, Set Effect, etc. will be displayed as icons in the item tooltip.
  - The item deletion date is displayed along with the remaining duration at the bottom of the tooltip.
- Separated the "Pull" effect from "Confusion" in the abnormal status type.
  - Some skills' abnormal status type will be changed to Pull.
  - Successful Confusion Attack and Resistance won't alter the Pull effect.
- Jewel type item names and icon panels were applied differently for the Normal/Greater/Top-grade grades.
- Fixed an issue where Momentum was used upon using the "Jump Attack" skill.
- Remaining Shadow item coupons - C/D-grade items were removed.
- Fixed the problem where the screen kept spinning when playing the game using a game pad.
- Fixed the abnormal screen display in some areas in the Town of Giran.
- Fixed an issue where the cost wasn't consumed upon using the next skill.
  - 1000 Spirit Ores are consumed upon skill use.
- Soul's Release – Zariche, Soul's Release - Made changes so that the Scar of Soul is removed upon using the Akamanah skill.

## Target Skills

Soul's Insanity – Zariche	Soul's Insanity – Akamanah
Soul's Confinement – Zariche	Soul's Confinement – Akamanah
Soul's Release – Zariche	Soul's Release – Akamanah

- Improved the Stun visual effect to be more intuitive.
- Fixed the auto potion use screen message displaying abnormal value when Auto Hunt is activated with the Silent Mode on.
- Changed the icon of the Wind Walk Potion.
- Fixed the problem where the following skills were removed from some barrier type skills.
  - Cursed Sword "Prison of Souls"
  - Blood-stained Zariche & Akamanah skill "Soul's Confinement"
- Fixed an issue where some pieces of R99 equipment were displayed to be augmented when you try to augment with "Top-grade Spirit Stones."
- "Energy of Protection" tooltip typo has been fixed.
- Deleted the guide text that said "exchange is available through the Aden Reconstruction Society" in some item tooltips.
  - Related items can be sold at the NPC shop.
- Fixed an issue where the screen kept spinning when using some game pads.
- Fixed an issue where special abnormal statuses didn't show up on a party member's buff slot.

- Fixed an issue where incorrect information about Soulstones consumed for Dreadful Roar was displayed in its skill tooltip.
- Fixed an issue where certain field boss/raid monster attribute windows were not displaying Blood Siphon Resistance.
- Town of Aden NPC Gallias' instructions have been added to the dual class certificate tooltip.
- Fixed an issue where certain monsters were dropping items from deleted quests.
  - Target item: Trace of Decaying Darkness
- Changed so that failure to enter Throne of Heroes reason will be displayed as a system message.
- Fixed the problem where 'Assault Rush' and 'Assault Attack' skills become deleted when Iss job group changes class with Chaos Essence.
- Fixed the problem where Augment not allowed item is displayed to Augment UI.
- Fixed problem where monsters sometimes do not respond to 'Provoke Aura' skill and 'Grand Provoke Aura' skill.

## Lineage II Classic

### Hunting Zones

- Renewed the Tower of Insolence hunting Zone.
  - The pre-existing Tower of Insolence hunting Zone has been raised up to Lv. 86 - 90.
  - Combat balance and rewards have been raised to match the upward adjustment of monster levels.
  - The appearance of some of the monsters of the Tower of Insolence was changed.
  - The Sky Rift and all related items were removed.
  - The following rewards can be obtained from the Tower of Insolence:

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Hunting Zone	Available Rewards
Floor 1 - 2	A-grade Armor
Floor 3 - 4	A-grade Weapon
Floor 5 - 8	S-grade Armor
Floor 9 or higher	S-grade Weapon
All Floors	Blessing Scroll

- Altered the appearance of 10 monsters that appear on the 5<sup>th</sup> and 6<sup>th</sup> floors of Tower of Insolence.

Target Monster				
Platinum Tribe Soldier	Platinum Tribe Shaman	Platinum Tribe Escort	Platinum Tribe Knight	Platinum Tribe Officer
Platinum Tribe Warrior	Platinum Tribe Elite Soldier	Platinum Tribe Archer	Platinum Tribe Elite Knight	Platinum Tribe Prefect

- Tower of Insolence monsters' HP, attack power, and defense balances have been increased.
- Increased experiences of 9 monsters that appear on Alligator Island.

Target Monster
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Target Monster		
Nos	Crokian Lad	Dailaon Lad
Crokian Lad Warrior	Farhite Lad	Nos Lad
Lord of Alligator Island	Swamp Alligator	Swamp Warrior

- Cruma Tower hunting zone is changed to lv. 50~70 hunting zone.

Cruma Tower Floor	Monster Level
3 <sup>rd</sup> basement level	lv. 50 ~ 60
2 <sup>nd</sup> basement level	lv. 60 ~ 70

- From the teleport list, changed ‘Cruma Marshland,’ which is a hunting zone of 'Town of Dion,' to ‘Cruma Tower.’ Also changed teleport fee to 6750 Adena.
- Items that were only supplied by monsters in Cruma Tower 2<sup>nd</sup> and 3<sup>rd</sup> basement levels were deleted from the reward table and are fixed to be distributed by other monsters below:

Monster Name	Item Name
Ragna Orc Prefect	Mithril Tunic

	Recipe: Scallop Jamadhr (100%)
	Recipe: Moonstone Earring (100%)
	Recipe: Karmian Glove (100%)
	Recipe: Cyclone Bow (100%)
	Recipe: Enchant Metallograph (100%)
Kronbe Spider	Recipe: Chain Gaiters (100%)
	Recipe: Flamberge (100%)
Forest of Mirrors Ghost	Recipe: Dwarven War Hammer (100%)
	Recipe: Karmian Stockings (100%)
Taik Orc Warrior	Metal Plate Helmet Material
	Pa'agrio Hand Design

	Recipe: Grace Dagger (100%)
	Recipe: Widow Maker (100%)
Timak Orc Prefect	Great Helmet
	Great Helmet Material
	Dwarven Chain Shield
	Dwarven Chain Shield Piece
	Rind Leather Armor Design
	Chain Mail Shirt
	Dark Elven Dagger
	Dark Elven Dagger Edge
Timak Orc Troop Captain	Recipe: Sword of Whispering Death (100%)
	Recipe: Shield of the Dark Elf (100%)

	Recipe: Raid Sword (100%)
	Greater Dye of STR <STR+1 CON-1>
	Greater Dye of STR <STR+1 DEX-1>
	Greater Dye of DEX <DEX+1 STR-1>
	Greater Dye of DEX <DEX+1 CON-1>
	Recipe: Mermaid's Tears (100%)
Dire Wurm	Recipe: Dwarven Chain Gloves (100%)
	Recipe: Crystallized Ice Bow (100%)
	Recipe: Aqua Stone Necklace (100%)
	Recipe: Aqua Stone Ring (100%)
	Recipe: Enchant Mithril shirts (100%)
	Mithril D

	Mithril Dagger
	Mithril Dagger Blade
	Recipe: Great Pata (100%)
	Recipe: Dwarven Chain Gaiters (100%)
Fline	Grace Dagger
	Grace Dagger Edge
	Dark Streamer
	Dark Streamer Edge
	Recipe: Drake Leather Armor (100%)
	Greater Dye of CON<CON+1 STR-1>
	Greater Dye of CON<CON+1 DEX-1>
	Greater Dye of CON<CON+1 INT-1>
	Greater Dye of CON<CON+1 WIS-1>

	Greater Dye of MEN<MEN+1 INT-1>
	Greater Dye of MEN<MEN+1 WIT-1>
	Tower Shield piece
Roving Soul	Horn of Glory
	Horn of Glory Piece
	Knuckle Duster
	Knuckle Duster Blade
	Plated Leather Gaiters
	Recipe: Demon's Tunic (100%)
	Recipe: Forgotten Boots (100%)
	Greater Dye of INT <INT+1 MEN-1>
	Greater Dye of INT <INT+1 WIT-1>

	Greater Dye of INT <INT+1 WIT-1>
	Greater Dye of WIT<WIT+1 INT-1>
	Greater Dye of WIT<WIT+1 MEN-1>
Timak Orc Warrior	Sage's Rags
	Recipe: Bec de Corbin (100%)
Tarlk Bugbear Warrior	Cursed Staff
	Cursed Staff Head
	Dwarven War Hammer
	Rind Leather Armor
	Rind Leather Gaiters
	Rind Leather Gaiters Material
	Recipe: Rind Leather Gaiters (100%)



	Recipe: Theca Leather Gaiters (100%)
	Recipe: Club of Nature (100%)
	Great Helmet Material
Giant Monster Eye	Recipe: Great Pata (100%)
	Recipe: Dwarven Chain Gaiters (100%)
Lord of the Plains	War Axe
	War Axe Blade
	Nirvana Axe
	Nirvana Axe Blade
	Stick of Eternity
	Stick of Eternity Shaft
	Deadly Staff

	Paradia Staff
	Paradia Staff Head
	Pa'agrio Hammer
	Pa'agrio Hammer Head
	Philosopher's Staff
	Philosopher's Staff Head
	Club of Nature
	Club of Nature Head
	Mace of Underworld
	Mace of Underworld Head
	Demon's Boots Fabric

- These rewards were added on or above the 5<sup>th</sup> floor of Tower of Insolence.

Obtainable Items	
Master Book - Might	Master Book - Chant of Shielding
Master Book - Shield	Master Book - Chant of Fire
Master Book - Empower	Master Book - Power of Pa'agrio
Master Book - Magic Barrier	Master Book - Blessing of Pa'agrio
Master Book - Chant of Battle	Master Book - Glory of Pa'agrio

- Increased the difficulty level of 5<sup>th</sup> floor and above of the Tower of Insolence.
  - Monsters' HP and defense were increased.
- The spawn location of monsters in the Abandoned Camp was adjusted.
- The following raid bosses have been scaled up to Level 85 and their drops have been adjusted accordingly:
  - Priest Orfen Lord Ipos
  - Priest of Core Decar
  - Angel Priest of Baium
  - Queen Ant Drone Priest
- The Priest raid bosses can now be found outside the Ivory Tower hunting zone.

# Augmentation System Renewal

- The Augmentation System has been renewed.
  - Instead of having to go through "Jeros/Jelos's Anvil" or the Dimensional Merchant, augmentation can be carried out by double-clicking a "Life Stone" item.
- D-grade or higher armor can be augmented, and different augment options are applied depending on the body part.
- A new Life Stone was added.
  - "Life Stone Lv. 1 - Weapon" and "Life Stone Lv. 1 - Armor" can be purchased from the Giran/Aden/Goddard Castle town grocers.

New Items	Grocer Selling Price (Tax not included)
Life Stone Lv. 1 – Weapon	2,000,000 Adena
Life Stone Lv. 1 - Armor	900,000 Adena

- "Life Stone Lv. 2 - Weapon" and "Life Stone Lv. 2 - Armor" have a chance of being obtained from the following raid monsters.

Target Raid Monsters			
King Ignis	Queen Nebula	King Procella	King Petram

Ignis	Nebula	Procella	Petram
Scarlet van Halisha	Antharas	Baium	

- When augmenting with a Life Stone, the following augmenting fees will be applied.
  - Augmentations can be removed at the Dimensional Merchant, and the removal cost is a flat fee of 100,000 Adena.

Item Name	Augment Fee for Adding a Life Stone
Life Stone Lv. 1 – Weapon	300,000 Adena
Life Stone Lv. 2 - Weapon	900,000 Adena
Life Stone Lv. 1 - Armor	100,000 Adena
Life Stone Lv. 2 – Armor	300,000 Adena

- The augment options for the weapons are as follows:

Type	Option 1	Option 2
Life Stone Lv. 1 – Weapon	Atk. Spd	P. Atk.
	Crit. Spd	M. Atk.

	Casting Spd.	M. Atk.
	P. Skill Power	P. Critical Rate
	M. Skill Power	
Type	Option 1	Option 2
Life Stone Lv. 2 – Weapon	Atk. Spd	P. Atk.
	Casting Spd.	M. Atk.
	MP Consumption	All Skill Critical Rate
	All Skill Power	Soulshot/Spiritshot Damage

- The augment options for the armor are as follows:

Type	Armor Type	Option 1	Option 2
Life Stone Lv. 1 – Armor	All Armor Pieces	Max HP	P. Def.
		M. MP	M. Def.

		Max MP	M. Def.
Type	Armor Type	Option 1	Option 2
Life Stone Lv. 2 – Armor	All Armor Pieces	Max HP	P. Def.
		Max MP	M. Def.
	Helmet	Bow and Magic Attack Resistance	Debuff Resistance
	Gloves	Melee Weapon Resistance	All Received Critical Rate
	Boots	Skill Evasion	Speed
	Chest/Full Body	Damage Received	All Critical Damage Received

- A new Life Stone for augmenting accessories was added.

Item Name	Augment Fee
Life Stone - Accessory	900,000 Adena

- The augment options for the new accessories are as follows:

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Type	Accessory Grade	Option 1	Option 2
Common	Rare	P. Def	Max HP
		M. Def	Max MP
	Standard	P. Atk	Max HP
		M. Atk.	Max MP
	Common	P. Accuracy Increase	P. Evasion Increase
		M. Accuracy Increase	M. Evasion Increase
Ring	Rare/Standard	Magic Resistance Increase	P. Skill Critical Damage Received Decrease
			M. Skill Critical Damage Received Decrease
	Rare		All Skill Critical Damage Received Decrease
Earring	Rare/Standard	Bow Resistance Increase	Damage Received Decrease
			Head Resistance Increase



			Heal Received Increase
	Rare		HP/MP Recovery Bonus
Necklace	Rare/Standard	Melee Weapon Resistance Increase	P. Critical Rate Received Decrease
			M. Critical Rate Received Decrease
	Rare		All Critical Rate Received Decrease

- Life Stone - Accessory items can be used to augment A-grade or higher Standard accessories and Rare accessories, and different augment options are applied according to the item type (necklace/ring/earrings).

Standard	Rare
Ring of Insolence Majestic Ring Phoenix Ring Tateossian Ring Dragon Valley Earring Majestic Earring Phoenix Earring Tateossian Earring Majestic Necklace Phoenix Necklace Tateossian Necklace	Queen Ant's Ring Lv. 1 - Lv. 4 Ring of Core Lv. 1 - Lv. 4 Baium's Ring Lv. 1 - Lv. 4 Orfen's Earring Lv. 1 - Lv. 4 Zaken's Earring Lv. 1 - Lv. 4 Antharas' Earring Lv. 1 - Lv. 4 Frintezza's Necklace Lv. 1 - Lv. 4 Nebula's Necklace Ignis's Necklace Procella's Necklace Petram's Necklace

## Random Crafting Creation System

- A new Random Crafting Creation system has been added.
  - Can attempt to create a random item by using crafting points.
  - Crafting points automatically recharge when one obtains a point recharge item from monster drops. You can also salvage items to obtain crafting points for a small fee.
  - Crafting points can be recharged up to 99 points. Any excess crafting points remaining after the maximum number has been reached will be discarded.
  - Can renew Random Creation list by consuming 1 Crafting point and 50,000 Adena.
  - When you refresh the item list for the first time after earning crafting points, you can obtain 2 XP Boost Scrolls.
  - Can lock up to 3 Creation slots by using L2 Coins. Locked slots will not change when the list is refreshed up until 20 times.
  - When randomly created, you can obtain 1 out of the 5 items in the list after consuming 1 Million Adena. The chance to obtain each item on the list is 20%.
- The following items can be randomly crafted with the random crafting system:

Soulshot Ticket
XP Boost Scroll
HP Potion - Exchangeable

Shining Scroll of Mood Melody

Fire Spirit Evolutionary Stone

Water Spirit Evolutionary Stone

Wind Spirit Evolutionary Stone

Earth Spirit Evolutionary Stone

D-grade Weapons

D-grade Armor

D-grade Accessories

C-grade Weapons

C-grade Armor

C-grade Accessories

D-grade Weapons

	B-grade Weapons
	B-grade Armor
	B-grade Accessories
	A-grade Weapons
	A-grade Armor
	A-grade Accessories
	S-grade Weapons
	S-grade Armor
	S-grade Accessories
	Superior Dyes
	Dual Weapon Crafting Stamp (S-grade)

B-grade Enchant Armor Exchange Ticket

B-grade Enchant Weapon Exchange Ticket

A-grade Weapon Exchange Ticket

A-grade Armor Exchange Ticket

Scroll: Enchant Armor (S-grade) - Exchangeable

Scroll: Enchant Armor (A-grade) - Exchangeable

Scroll: Enchant Armor (B-grade) - Exchangeable

Scroll: Enchant Armor (C-grade) - Exchangeable

Scroll: Enchant Armor (D-grade) - Exchangeable

Scroll: Enchant Weapon (S-grade) - Exchangeable

Scroll: Enchant Weapon (A-grade) - Exchangeable

Scroll: Enchant Weapon (B-grade) - Exchangeable

Scroll: Enchant Weapon (B-grade) - Exchangeable

Scroll: Enchant Weapon (C-grade) - Exchangeable

Scroll: Enchant Weapon (D-grade) - Exchangeable

Improved Scroll: Enchant Armor (S-grade) - Exchangeable

Stable Scroll: Enchant Armor (S-grade) - Exchangeable

Advanced Stable Scroll: Enchant Armor (S-grade) - Exchangeable

Top-grade Stable Scroll: Enchant Armor (S-grade) - Exchangeable

Improved Scroll: Enchant Weapon (S-grade) - Exchangeable

Stable Scroll: Enchant Weapon (S-grade) - Exchangeable

Advanced Stable Scroll: Enchant Weapon (S-grade) - Exchangeable

Top-grade Stable Scroll: Enchant Weapon (S-grade) - Exchangeable

Brooch Lv. 5
Talisman Bracelet Lv. 6
Agathion Bracelet Lv. 5
Venir's Talisman Advanced Enchantment – Chance to obtain Lv. 15 ~ Lv. 24 Venir Talisman when opened
Talisman of Baium Advanced Enchantment – Chance to obtain Enchanted +3 ~ +5 Talisman of Baium when opened
Talisman - Speed Advanced Enchantment – Chance to obtain Enchanted +5 ~ +10 Speed Talisman when opened
Ring of Core Lv. 1~4
Zaken's Earring Lv. 1~4
Queen Ant's Ring Lv. 1~4
Orfen's Earring Lv. 1~4
Baium's Ring Lv. 1~4

- Weapons, Armor, and Accessories obtained through the random crafting system can either be tradable or non-tradable (Imprint).
- Weapons, Armor, Enchantments, Talismans (Advanced and Basic), and Accessories with the Dimensional Material Imprint (Imprintable)

- Weapon and Armor Exchange Tickets (A-grade and B-grade) can be exchanged at the Dimensional Merchant for Imprint (non-tradable) equipment of your choosing.
- Additionally, you can exchange crafting points for the following items in the random crafting UI:

Item	Requirements
Gemstone D-grade x900	1 Crafting Point 50,000 Adena
Gemstone C-grade x300	1 Crafting Point 50,000 Adena
Gemstone B-grade x90	1 Crafting Point 50,000 Adena
Chef's Fish Stew - Victory x8	1 Crafting Point 50,000 Adena

## Blessed Weapon System

- The Blessing system for enhancing weapons was added.
  - "Blessing Scroll" items can be used to bestow C-grade or higher weapons with blessed effects.



- Blessing weapons are granted basic effects for each weapon type, and A-grade and S-grade weapons are applied with additional effects depending on the weapon's enchantment level.
- The blessed effects applied to each weapon type are as follows:

Weapon Type	Blessed Effect
One-handed Sword/Rapier	All Skill Power +2%
Two-handed Sword/Ancient Sword	Attack Range +20
One-handed Blunt Weapon	All Skill Critical Rate +1%
Two-handed Blunt Weapon	Atk. Spd. +30, Casting Spd. +30
Bow	MP consumption upon bow use removed
Dagger	Deadly Stab Success Rate +5%
Dualsword/Fist Weapon	P. Skill Critical Damage +50
Spear	Attack Range +20, Attack Target +1

- A-grade weapon blessed effects by enchantment level are as follows:

Enchant Level	Stats
+16	P. Atk. +200, M. Atk. +250
+20	All Critical Rate +10%
+25	Skill Power +10%

- S-grade weapon blessed effects by enchantment level are as follows:

Enchant Level	Stats
+16	P. Atk. +400, M. Atk. +600
+20	All Critical Rate +15%
+25	Skill Power +15%

- If blessing a weapon fails, only the "Blessing Scroll" will be consumed while the item is preserved.
- "Blessing Scrolls" have a chance of being obtained from monsters in the Tower of Insolence

### Item Changes

Eliminate the "Blessing Scroll" item.

- Elixir items were added.
  - Elixir items can be used to obtain character stat points.
  - Stat points can be spent to enhance a character's status (STR/INT/DEX/WIT/CON/MEN).
  - Max. of 5 Elixirs can be used, and 1 stat point is obtained per 1 Elixir.
  - Changed the cost to reset character ability enhancement points.

Points Used	L2 Coins Spent	Adena Spent
1 - 5	200	200,000
6 - 10	300	500,000
11 - 15	400	1,000,000
16 - 20	500	2,000,000
21 - 25	600	5,000,000
26 or more	700	10,000,000

- Elixirs have a chance of being obtained through the **[Elixir Exchange]** at the **Dimensional Merchant**.

Points Used	L2 Coins Spent	Adena Spent	Adena Spent
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Required Items	Required Qty	Obtained Items	Obtained Qty
Elixir Powder	10	Elixir	1
Adena	1,000,000	Elixir Powder	7

- Elixir Powder can be obtained by defeating monsters of the Imperial Tomb, Antharas' Lair, and Dragon Valley.
- **Tradable fishing reward items will be removed during the maintenance on August 19, 2020:**

Target Items	
Blue Mackerel – Tradable	Whale – Dimensional
Fresh Blue Mackerel – Tradable	Tuna
Angler's Box – Tradable	

- Changes were made so Dye items can no longer be sold in NPC stores.
- Consumable item tooltip was updated.
  - The effects applied upon using items were marked more intuitively.
- Changed the color of the content that is guided as precautions in the consumables item tooltip
- A function to exchange "Beast Soulshots" with "Beast Spiritshots" and vice versa through the Dimensional Merchant was added.

- "Beast Soulshot" x5 can be exchanged for "Beast Spiritshot" x2.
- "Beast Spiritshot" x2 can be exchanged for "Beast Soulshot" x5.

## PvP Ranking System

- A PVP ranking system was added.
  - PvP rankings can be viewed from the Ranking System UI.
  - If a Lv. 40 or higher character with at least 2 class transfers obtains PVP points, they are counted in the ranking.
  - During a PvP situation, a Final Hit can be used to kill a chaotic character in order to gain 1 point.
  - If the level of the character you killed is within a level range 15 levels lower or higher than your own level, an additional 10 points can be obtained.
  - If the character you killed ranks within the top 100 in the character ranking, an additional 10 points can be obtained.
  - PvP ranking is reset every Monday at midnight.
  - Those who ranked 1st - 3rd place in the previous week's ranking will gain a free location sharing benefit for 1 week.
- Added "Ranker's Authority," which can only be accessed by Server Ranking Rank 1 characters.
- "Ranker's Authority" will be added to the center of the Ranking UI and can only be used within the affiliated server's peace zone and not the World Server.
- Using "Ranker's Authority" requires 20,000,000 Adena.
- Using "Ranker's Authority" creates an identical clone of the Rank 1 character of the Server Ranking and the creation location is announced to the entire server through a screen message.
- The created clone will be identified with a unique pillar of light effect, and a 4-hour "Ranker's Authority" buff is given to characters nearby.

"Ranker's Authority" has a 24-hour validity period and can only be used once within the validity period.

- "Ranker's Authority" has a 24-hour cooldown, and the created clone resides within the server for 12 hours.
- The "Ranker's Authority" buff skill effects are as follows.
  - STR +1, INT +1, P. Evasion +20, Additional Recovery +10 upon use of HP Potion
- Changes were made so that when a Server Level Ranking Rank 1 character uses "Ranker's Authority", 20,000,000 Adena is required.
- Changes were made so the Ranker's Authority NPC gives buffs to nearby characters at 10 second intervals instead of 5 seconds.
- Improvements were made to the visual effect of the Ranker's Authority buff skill range to make it easier to see.
- Fixed so that the PVP score will not increase if the same character is killed within 5 minutes after killing the character in the PVP situation and chaotic inclination with the last blow.
  - The kill / death count increases regardless of 5-minute time limit, and only the PVP point get 5 minute penalty.
- The PVP ranking 1<sup>st</sup> to 3<sup>rd</sup> place is given a ranking buff that displays unique effects when killing a PC.

## Clan Changes

- The enemy registration system will be added.
  - Clans can be registered or removed as enemies in the Clan UI.
  - Members of enemy clans will be marked as such.
  - Enemies can only be registered by clan members with enemy registration privileges.
  - You will turn chaotic upon a PK against an enemy regardless of the enemy status.
- The Clan War content will be removed.
  - The pre-existing Clan War-related data (Clan War list and score) will be removed.
- The Clan UI has been renewed.

- Clan XP was added to the Clan UI and can be obtained through defeating monsters and clan quests.
- Changed the method to increase clan level.

Before Change	After Change
Increase levels by using ingredients or currency	Levels increase automatically when clan XP is obtained

- Expanded clan levels to Lv. 10.
- Changes were made so the clan ranking prioritizes clans with higher levels of clan XP that are Lv. 5 or higher.
- Changed the settings for Proof of Blood items.
  - Proof of Blood can be exchanged for a "Blood Crystal" through NPC Clan Appraiser Leo.
  - Changes were made so Proof of Blood can no longer be obtained as a reward for clan raids or from monsters.
  - Proof of Blood will be removed during the maintenance on September 16, 2020.
- Clan Advent effects can be applied depending on the clan level.

Clan Level	Applied Skills	Effects
1	Clan Advent Lv. 1	P. Atk +5 / M. Atk +5 increase
2	Clan Advent Lv. 2	P. Atk +10 / M. Atk +10 increase

3	Clan Advent Lv. 3	P. Atk +15 / M. Atk +15 increase
4	Clan Advent Lv. 4	P. Atk +25 / M. Atk +25 increase
5	Clan Advent Lv. 5	P. Atk +50 / M. Atk +50 increase
6	Clan Advent Lv. 6	P. Atk +100 / M. Atk +100 increase
7	Clan Advent Lv. 7	P. Atk +200 / M. Atk +200 increase
8	Clan Advent Lv. 8	P. Atk +200 / M. Atk +200 / P. Def +50 / M. Def +50 increase
9	Clan Advent Lv. 9	P. Atk +200 / M. Atk +200 / P. Def +100 / M. Def +100 increase
10	Clan Advent Lv. 10	P. Atk +200 / M. Atk +200 / P. Def +200 / M. Def +200 increase

- Changed ‘Other’ category to ‘Mainly Raids’ under tendency list of Clan Entry system.
- Changed Clan leave and Clan dismiss penalty to 1 minute.
- The raid category of Mission was changed to the clan category.
  - Clan raid subjugation missions were removed.
  - Clan quests can only be carried out by characters who are a part of a clan.

Mission Name	Drop Condition	Drop Item
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Mission Name	Progress Conditions	Reward
Clan Raid Attack	Clan level 1 - 10 Character level 40 - 99	Sayha's Buff Scroll x3 Clan XP 50
Defeat Spirit King Ignis	Clan level 1 - 10 Character level 76 - 99	Ignis's Breath x1 Clan XP 25
Defeat Spirit Queen Nebula	Clan level 1 - 10 Character level 76 - 99	Queen Nebula's Breath x1 Clan XP 25
Defeat Spirit King Procella	Clan level 1 - 10 Character level 76 - 99	King Procella's Breath x1 Clan XP 25
Defeat Spirit King Petram	Clan level 1 - 10 Character level 76 - 99	King Petram's Breath x1 Clan XP 25

- Changes were made so the location sharing system is unavailable in certain areas of Giran Castle
  - Location cannot be shared in areas near the spawn location of the castle's Guardian.
  - Location cannot be shared from inside the Outer Giran Castle Gate or certain Guardian spawn locations in front of the Inner Castle Gate.

Skill Changes

- Fixed an issue where skills with buff removal (cancel) effects had a very low success rate.  
Skills affected: Spirit King's Attack (Cancel Buff) (Defence of Spirit King's Attack)

- Changes were made to enable the Auto Use of Song/Dance buffs. (Dance of Shadows excluded.)
- Fixed an issue where Confusion, Peace, Charm, Lure, Repose, and Forget could be used in the peace zone.
- Changes were made so the Hide skill of friendly forces would not be removed when using the Detect Darkness or Detection skills.
- Fixed so that the level information will display on the icon of the clan advent skill.
- Expanded certain buff skill levels.
  - Each skill's Master book is needed to learn expanded level's buff skill.
  - Spirit Ore is consumed when an expanded level's buff skill is used.

Class	Skill Name	Effect	Learning Level	Required SP
Hierophant	Might Lv. 4	P. Atk. +18%	76	8,000,000
	Shield Lv. 4	P. Def. +18%	76	8,000,000
	Magic Barrier Lv. 3	M. Def. +35%	76	8,000,000
Eva's Saint	Might Lv. 4	P. Atk. +18%	76	6,800,000
	Shield Lv. 4	P. Def. +18%	76	6,800,000
Shillien Saint	Might Lv. 4	P. Atk. +18%	76	7,400,000
	Shield Lv. 4	P. Def. +18%	76	7,400,000

	Shield Lv. 4	P. Def. +18%	76	7,400,000
	Empower Lv. 4	M. Atk. +80%	76	7,400,000
Doomcryer	Chant of Battle Lv. 4	All party members' P. Atk. +18%	76	6,700,000
	Chant of Shielding Lv. 4	All party members' P. Def. +18%	76	6,700,000
	Chant of Fire Lv. 4	All party members' M. Def. +35%	76	6,700,000
Dominator	Power of Pa'agrio Lv. 4	Other clan members' P. Atk. +18%	76	4,500,000
	Blessing of Pa'agrio Lv. 4	Other clan members' P. Def. +18%	76	4,500,000
	Glory of Pa'agrio Lv. 4	Other clan members' M. Def. +35%	76	4,500,000

- Additional skills can now be acquired by the Fortune Seeker and Dwarf Classes.

Skill Name	Learning Level/Class	Effect
Collecting Mastery - Lv. 1	15/Dwarven Figther	Crafting point recharge from monsters increases by 1%.
Collecting Mastery - Lv. 2	40/Bounty Hunter	Crafting point recharge from monsters increases by 3%.

Collecting Mastery - Lv. 3	76/Fortune Seeker	Crafting point recharge from monsters increases by 5%.
Collecting Mastery - Lv. 4	80/Fortune Seeker	Crafting point recharge from monsters increases by 10%.

## System Changes

- The level-gap penalty between characters and monsters was changed to 15 levels.
  - According to the changes in the level-gap penalty, the target UI's monster name is displayed in blue when the character's level is higher than the monster's by 15 or more.
  - The Obtained XP penalty and Item Drop penalty are applied identically for Normal/Boss Monsters.
- The level-gap penalty between party members/command channel members was changed to 15 levels.
  - The Obtained XP penalty and Item Drop penalty are applied when defeating Normal Monsters while the level-gap between party members/command channel members is 15 or more.
  - The Obtained XP penalty and Item Drop penalty are applied when defeating Boss Monsters while the level-gap between party members/command channel members is 15 or more.
- In the Raid Boss Monster passive skill, the level-gap penalty application range was changed from 3 - 9 levels to 15 levels.
- Eased the weight/slot restrictions when receiving items from the item inventory.
  - Can be collected if the number of slots they occupy is less than or equal to the number of free slots in the inventory.
  - Can be collected if the weight of items to be received is less than or equal to the available weight in the inventory.
- 1 more line of special buff slots (24 count) was added.

- Special buff slots are categorized as follows:

Category	Target Buffs
Special Buff 1	Consumable Buff, System Buff, Equip Buff, Ranking Buff, Transformation Buff, etc.
Special Buff 2	Character Activation Buff, Equipment Activation Buff, Content Buff, Event Buff, etc.

- The character's buff slot line order was rearranged to accommodate additional special buff slots.

Buff Slot	Target Buffs
1 <sup>st</sup> Line	Physical/Magic Buff
2 <sup>nd</sup> Line	Special Buff 1
3rd Line	Song/Dance Buff
4 <sup>th</sup> Line	Special Buff 2
5 <sup>th</sup> Line	Debuff
6 <sup>th</sup> Line	Ultimate Kamael Soul, Warrior Class Momentum

- The quantity of Soulshots and Blessed Spiritshots consumed when equipping B-grade weapons was decreased.

Weapon Type	Soulshot	Blessed Spiritshot
Bow Weapon	3 ? 2	2 ? 1
Weapons Other Than Bows	2 ? 1	2 ? 1

## UI & Other Changes

- Changes were made to allow all party members to acquire dropped items using "Auto Pick Up" when proceeding with Auto Hunt as a party.
  - Items obtained by party members will be distributed according to the item acquisition settings specified (example: randomly distribute with spoils) when the party was created.
- Fixed an issue where the character would be unable to move after talking to NPC Ateld and moving to Baium's location.
- Fixed an issue where monsters would spawn in abnormal locations in Dragon Valley.
- Item tooltip was updated.
  - Augment, Level Bonus, Soul Crystal, Blessing, Enchant, Set Effect, etc. will be displayed as icons in the item tooltip.
  - The item deletion date is displayed along with the time remaining at the bottom of the tooltip.
- Fixed an issue where Coliseum could not be entered.
- Changed some items in Preferences.

Displayable "Deletion Warning Effect" button for "Victory Medal" and "Blessed Spiritshot Effect" button

- Removed the "Realistic Water Effect" checkbox from Video and changed it to be included in the "Refined Shader Effects."
  - Changed the Picture-quality improvement effect to a checkbox.
- The Dwarven race's ranking effect description was edited to be more precise.

Previous	Enchant success rate increases.
Revision	The Enchant success rate of Scroll: Enchant Weapon/Armor increased by 1%.

- Information on unsupported functions was removed from Macro Help.
- The "Ancient Book Box" item name was changed to "Buff Slot Expansion Ticket Box".
- Changes were made so the "Soulshot Exchange" function can be viewed even without a Soulshot Ticket.
- Fixed an issue where event monsters would spawn in abnormal locations in the Plains of the Lizardmen and Dragon Valley.
- The function to view party/servitor/pet buff and debuff details was changed to match the special buff slot additions and line rearrangement.

Buff Slot	Menu List
Party	View Buff View Debuff View Song/Dance View Special Buff 1 View Special Buff 2 Off
Servitor/Pet	View Buff/View Debuff

Servitor/Pet	View Buff/View Debuff View Song/Dance View Special Buff 1 View Special Buff 2
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- Fixed an issue where the screen kept spinning when using some game pads.
- The buff slot location where the "Special Buff Scroll" buff is displayed was changed.
- Changed the monster defeat count of the "Ant Nest" quest to apply to all party members.
- The tooltip display method of Scroll: Enchant Weapon/Armor was updated.
- Fixed an issue where a system message would appear repeatedly when a character kills another.
- Fixed an issue where an abnormal screen was displayed when pressing the Enter key on the server selection screen of the developer menu.
- Changed the standards for displaying the Enchant success notification message according to the item's grade/type.

Type	Grade	Enchant Value
Weapon	S-grade	+18 or higher
Armor		+11 or higher
Accessory		+8 or higher

- Changed the standards for displaying the enchant success notification message for the Talisman and Agathion.



- A notification message is shown for the Talisman and Agathion upon successful enchant to +9 or higher.
- Peace zones that were specified incorrectly for certain areas and settings were changed to normal fields.
- Changed the cast time of the "Teleport" skill to use the Teleport system from 2 seconds to 3 seconds.
- Box item tooltip was updated.
- Changes were made so a list of deactivated hunting Zones is shown at the bottom of the Special Hunting Zone UI.
- An Auto-camera function has been added to the bottom UI.
  - It is a function that tracks the character's point of view automatically during Auto Hunting. Press the ON/OFF button to use the function.
- Changed the HP UI at the top so the color gets darker as the HP gets lower.
- Improved sort order for inventory items.
  - The items will list in the order of goods, weapon, armor, and other.
- Improved conversation UI of the Dimensional Merchant menu
- Improved chat window to help use Dimensional Merchant item features.
- Can access each sub menu from the Main menu.
- This is how the Dimensional Store menu has been reorganized.

Main Dimensional Merchant Menu	Sub Menu
Enhancement and Convenience	Augmentation

	Receive Dimensional Item
	Share Dimensional Items
	Withdraw Shared Item
Event	Attendance Reward
Items	Coupon
	Elixir
	Hair Accessory
	Soulshot
	VIP Coin

- Changes so that location can be shared even when character is in death status.
- Fixed an issue where items were consumed each time a buff was updated when different items that paid the same effect were automatically used at the same time.

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