

LINEAGE II



Wild Horizons Patch Notes

CLASSIC

LINEAGE II

2/02/2021 | Updates | By Juji

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Lineage II

Wild Horizons Homunculus Update Event

- The Wild Horizons Homunculus Update event will begin after maintenance on February 3 and will end on February 10 at 6:30 a.m. server time.

- Homunculus NPCs will spawn in Aden and will give a Homunculus's Hourglass (Event) x2 once per account per day.
- Use the Homunculus's Hourglass (Event) + a fee of 2,000,000 Adena to instantly birth a Homunculus in the new Cradle of Time UI.
- The following item will be automatically removed from players' inventories during the maintenance on February 10:
 - Homunculus's Hourglass (Event)

Homunculus Changes

- 15 new Homunculus (5 Regular, 5 Advanced, and 5 Top-Grade) have been added.
- The types and abilities of the new Homunculus are as follows.
 - Basic Communing skills

Basic Communing Skill (probability triggered)	Activation Condition	Ability
Kaw's Blessing	When PvP damage received	For 15 seconds, PvP damage +1%, PvP damage received -1%
Earth Kaw's Blessing		For 15 seconds, PvP damage + 2%, PvP damage received -2%
Luminous Kaw's Blessing		For 15 seconds, PvP damage +3%, PvP damage received -3%
Chorong's Blessing	When killing a monster	For 15 seconds, Vitality Adena bonus is increased by 1%
Earth Chorong's Blessing		For 15 seconds, Vitality Adena bonus is increased by 2%

Earth Chorong's Blessing		For 15 seconds, Vitality Adena bonus is increased by 2%
Luminous Chorong's Blessing		For 15 seconds, Vitality Adena bonus is increased by 3%
Nymph's Blessing	When using attack skills	For 15 seconds, damage is increased by 1%
Earth Nymph's Blessing		For 15 seconds, damage is increased by 3%
Luminous Nymph's Blessing		For 15 seconds, damage is increased by 5%
Aie's Blessing	When hit	For 15 seconds, speed is increased by 30
Earth Aie's Blessing		For 15 seconds, speed is increased by 40
Luminous Aie's Blessing		For 15 seconds, speed is increased by 50
Popo's Blessing	When using Favor of the Exalted	For 15 seconds, LUC increased by 1
Earth Popo's Blessing		For 15 seconds, LUC increased by 2
Luminous Popo's Blessing		For 15 seconds, LUC increased by 3

- Communing ability per each level of Regular Homunculus

Homunculus	Lv.1 Ability	Lv.2 Ability	Lv.3 Ability	Lv.4 Ability	Lv.5 Ability
Kaw	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute / All Defense attribute	PVP damage	PVP Damage Received
Stage 1	CON/MEN +1	1%	15	3%	-6%
Stage 2	CON/MEN/LUC +1	2%	20	4%	-7%
Stage 3	CON/MEN/ LUC/CHA +1	3%	25	5%	-8%
Chorong	CON/MEN/ LUC/CHA	Max HP/MP	Vitality Bonus	Vitality Adena bonus	Obtained Adena
Stage 1	CON/MEN +1	1%	1%	1%	1%
Stage 2	CON/MEN/LUC +1	2%	2%	2%	2%
Stage 3	CON/MEN/ LUC/CHA +1	3%	3%	3%	3%
Nymph	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	P.Def./M.Def.	P.Atk./P. Skill/M. Skill Power

Stage 1	CON/MEN +1	1%	15	3%	3%
Stage 2	CON/MEN/LUC +1	2%	20	4%	4%
Stage 3	CON/MEN/ LUC/CHA +1	3%	25	5%	5%
Aie	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	Atk.Spd./Casting Spd.	Speed
Stage 1	CON/MEN +1	1%	15	3%	10
Stage 2	CON/MEN/LUC +1	2%	20	4%	20
Stage 3	CON/MEN/ LUC/CHA +1	3%	25	5%	30
Popo	CON/MEN/ LUC/CHA	Max HP/MP	LUC	Armor Enchant Rate	Weapon Enchant Rate
Stage 1	CON/MEN +1	1%	1	1%	1%
Stage 2	CON/MEN/LUC +1	2%	2	2%	2%

Stage 3	CON/MEN/ LUC/CHA +1	3%	3	3%	3%
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- Communing ability per each level of Advanced Homunculus

Homunculus	Lv.1 Ability	Lv.2 Ability	Lv.3 Ability	Lv.4 Ability	Lv.5 Ability
Advanced Earth Kaw	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	PVP damage	PVP Damage Received
Stage 1	CON/MEN +2	2%	20	4%	-7%
Stage 2	CON/MEN/LUC +2	3%	25	5%	-8%
Stage 3	CON/MEN/ LUC/CHA +2	4%	30	6%	-9%
Advanced Earth Chorong	CON/MEN/ LUC/CHA	Ma HP/MP	Vitality Bonus	Vitality Adena bonus	Adena Obtained
Stage 1	CON/MEN +2	2%	2%	2%	2%
Stage 2	CON/MEN/LUC +2	3%	3%	3%	3%

Stage 3	CON/MEN/ LUC/CHA +2	4%	4%	4%	4%
Advanced Earth Nymph	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	P.Def./M.Def.	P.Atk./P. Skill/M. Skill Power
Stage 1	CON/MEN +2	2%	20	4%	4%
Stage 2	CON/MEN/LUC +2	3%	25	5%	5%
Stage 3	CON/MEN/ LUC/CHA +2	4%	30	6%	6%
Advanced Earth Aie	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	Atk.Spd./Casting Spd.	Speed
Stage 1	CON/MEN +2	2%	20	4%	20
Stage 2	CON/MEN/LUC +2	3%	25	5%	30
Stage 3	CON/MEN/ LUC/CHA +2	4%	30	6%	40
Advanced Earth B	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	Atk.Spd./Casting Spd.	Speed

Advanced Earth Popo	CON/MEN/ LUC/CHA	Max HP/MP	LUC	Armor Enchant Rate	Weapon Enchant Rate
Stage 1	CON/MEN +2	2%	2	2%	2%
Stage 2	CON/MEN/LUC +2	3%	3	3%	3%
Stage 3	CON/MEN/ LUC/CHA +2	4%	4	4%	4%

- Communing ability per each level of Top-grade Homunculus

Homunculus	Lv.1 Ability	Lv.2 Ability	Lv.3 Ability	Lv.4 Ability	Lv.5 Ability
Luminous Kaw	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	PVP damage	PVP Damage Received
Stage 1	CON/MEN +3	3%	25	5%	-8%
Stage 2	CON/MEN/LUC +3	4%	30	6%	-9%
Stage 3	CON/MEN/ LUC/CHA +3	5%	35	7%	-10%
Luminous Ch...	CON/MEN/...	Max HP/MP	Vitality D...	Vitality A...	Attack Ch...

Luminous Chorong	CON/MEN/ LUC/CHA	Max HP/MP	Vitality Bonus	Vitality Adena bonus	Adena Obtained
Stage 1	CON/MEN +3	3%	3%	3%	3%
Stage 2	CON/MEN/LUC +3	4%	4%	4%	4%
Stage 3	CON/MEN/ LUC/CHA +3	5%	5%	5%	5%
Luminous Nymph	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	P.Def./M.Def.	P.Atk./P. Skill/M. Skill Power
Stage 1	CON/MEN +3	3%	25	5%	5%
Stage 2	CON/MEN/LUC +3	4%	30	6%	6%
Stage 3	CON/MEN/ LUC/CHA +3	5%	35	7%	7%
Luminous Aie	CON/MEN/ LUC/CHA	Max HP/MP	Attack attribute/ All Defense attribute	Atk.Spd./Casting Spd.	Speed
Stage 1	CON/MEN +3	3%	25	5%	30

Stage 2	CON/MEN/LUC +3	4%	30	6%	40
Stage 3	CON/MEN/ LUC/CHA +3	5%	35	7%	50
Luminous Popo	CON/MEN/ LUC/CHA	Max HP/MP	LUC	Armor Enchant Rate	Weapon Enchant Rate
Stage 1	CON/MEN +3	3%	3	3%	3%
Stage 2	CON/MEN/LUC +3	4%	4	4%	4%
Stage 3	CON/MEN/ LUC/CHA +3	5%	5	5%	5%

- A Cradle of Time system was added.
 - Can move to it by double-clicking the Homunculus's Hourglass or use the Cradle of Time button in the birth category of Homunculus UI.
 - In Cradle of Time, you can use the Homunculus's Hourglass + a fee of 2,000,000 Adena to birth a Homunculus without waiting.

Collection System

- A 'Collection' system has been added where players can obtain various effects by registering items and making a Collection.

This function can be accessed by clicking on the Collection icon at the bottom of the Homunculus UI (Collection icon is at the bottom of the Homunculus UI).

- This function can be used by clicking on the Collection icon at the bottom of the Inventory or the 'Collection' menu at the bottom right corner of the screen.
- A Collection notification message pops up when an item that can be registered on the Collection is obtained.
- An enchanted item can be registered only if it meets the enchant level requirements in the Collection.
- Players can register an item only if they have more than the required amount.
- Players can check which items can be registered on the Collection by going to [Collection] on the tooltip.
- Items are no longer available after registration on the Collection, and the registered item cannot be extracted or restored.
- The effects of a complete Collection are applied immediately.
- Items that are augmented, enhanced with a Soul Crystal, Sealed, has an appearance change, or equipped on the character cannot be registered on the Collection.
- Items given an elemental attribute can be registered on the Collection.
- The Collection status and effects are shared among all characters on the account and not among servers.
- The Main page of the Collection is adorned with the key items of the Collection that represent each category.
 - The signature Collection is placed on the top of each category and consists of the highest-tier options.
 - The item name pops up by hovering the mouse cursor over each adornment item on the Main page.
 - Upon registering all signature Collection items including key items, an effect is applied to the adornment item on the Main page.

Hunting Zone Changes

- Queen Ant has been renewed.
 - The renewed Queen Ant replaces the previous Queen Ant and has a new appearance and battle pattern.

- The Queen Ant's Abode, where Queen Ant is located, is a PVP zone and cannot be restarted.
- Drop loot privileges for the Queen Ant are given to the command channel of the character that attacked last.

Monster Level	Level 125
Spawn Location	Queen Ant's Abode
How to Get There	Gludio Territory -> Wasteland
Spawn Time	Mon/Tuesday at 21:00

- Changed the spawn time of field boss Orfen to Wed/Thursday at 21:00.
- Added new special hunting zone 'Field of Crisis'.

Hunting Zone Name	Field of Crisis
Time Available	60 minutes per day
Entry Level	Lv. 100 or higher
Entry Cost	150,000 Adena

- Patrol Teleporter enables travel to Field of Silence East/West (Lv. 108 hunting zone) and Field of Whispers East/West (Lv. 114 hunting zone).
- "Field of Crisis Monster Hunt" mission has been added.

Mission Name	Hunt monsters in Field of Crisis
Category	Repeatable
Required Level	Lv. 100 or higher
Goal	Defeat 900 monsters in the Field of Crisis
Reward	280 Clan Rep, 1,500 Personal Rep

- Added new special hunting zone ‘Otherworldly Atelia Refinery’.

Hunting Zone Name	Otherworldly Atelia Refinery
Time Available	60 minutes/day
Charging Hours	120 minutes/day
Entry Level	Level 112 or above

Entry Fee	150,000 Adena
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- Added 1 type of ‘Otherworldly Atelia Refinery’ related clan mission.

Mission Name	Otherworldly Atelia Refinery Monster Hunt
Category	Repeatable
Required Level	Level 112 or above
Goal	Defeat 800 monsters at Otherworldly Atelia Refinery
Reward	Clan Rep 280, Personal Rep 1500, Vitality Tonic 1

- The name of Special Hunting Zone(s) ‘Isle of Souls Stronghold I’ has been changed to ‘Isle of Souls’ with a new area added.
 - Only the characters of level 112 or higher can move to the newly added area from ‘Watch Team Teleporter’ NPC located in the Isle of Souls.
 - The name of the item ‘Isle of Souls Stronghold 1 Recharge stone’ has been changed to ‘Isle of Souls Recharge Stone’ according to the hunting zone name change.

Area	Level Limit	Type
North of Golden Hill	-	Existing

South of Golden Hill	-	Existing
Base 1	-	Existing
Base 2	Level 112 and above	New
Base 3	Level 112 and above	New
Soul Island Harbor	Level 112 and above	New
East of Kamael Village	Level 112 and above	New
South of Kamael Village	Level 112 and above	New

- Added monsters to kill in the ‘Isle of Souls’ mission.

Monsters to Defeat		
Nerva Orc Mercenary	Tal Mahum Raider	Ferocious Monking
Dwarf Archaeologist	Monsters targeted by Nerva Orc Shaman	Tal Mahum Astrologer

- Renewed the "Wall of Argos" field hunting zone to be a Lv. 115-116 solo hunting zone.
 - Changed teleport areas and added peace zone settings.
 - All monsters are aggressive.
- Reorganized the 'Cemetery' to Lv. 117~118 solo hunting zone.
 - Changed the composition and placement of monsters for smoother hunting for one to many combat class characters.
 - Adjusted the teleport fees to the proper hunting zone levels.

Monster Appearances		
Royal Guard Captain	Commander of Operations	Royal Guard
Royal Operational Staff	Chief Magician	Personal Magician

- Dragon Valley has been changed to small party lv. 119~120 Hunting zone.
 - For smooth hunting, changed monsters' locations.
 - Located small party specialized monsters at around lv. 120.
 - Small party specialized monsters will give out additional experience when killed in a small party of 2~3 persons, but not when it is a party of 4 or more.
- Increased XP/SP rewards from monsters placed in the "War-Torn Plains" hunting zone.
- Increased the XP/SP rewards from monsters placed in Sea of Spores' hunting zone.
- Expanded the area available for hunting by adding monsters to the "Field of Silence" and "Field of Whispers" field hunting zones.

- The daily party instanced zone "Crystal Prison (Baylor) - Lv. 110" hunting zone has been added.
 - Changed the name of the "Crystal Prison (Baylor)" instanced zone to "Crystal Prison (Baylor) - Lv. 105."
 - You can only enter one instanced zone between "Crystal Prison (Baylor) - Lv. 105" and "Crystal Prison (Baylor) - Lv. 110" per day.
 - Acquire an "Advanced Venusta's Reward Box" upon defeating a boss monster. Additionally, a "Shining Venusta's Reward Box" will be given to 1 person in the party, same as before.

Entry Condition	Lv. 110 or higher
Number of Players Admitted	Min 2 - Max 7
Duration	1 hour
Reset	Every day at 6:30 AM
How to Enter	Enter by talking to NPC Venusta in Town of Aden

- The daily party instanced zone "Ashen Shadow Revolutionaries - Lv. 110" hunting zone has been added.
 - Changed the name of the "Ashen Shadow Revolutionaries" instanced zone to "Ashen Shadow Revolutionaries - Lv. 105."
 - You can only enter one instanced zone between "Ashen Shadow Revolutionaries - Lv. 105" and "Ashen Shadow Revolutionaries - Lv. 110" per day.
 - Acquire an "Advanced Venusta's Reward Box" upon defeating a boss monster. Additionally, a "Shining Venusta's Reward Box" will be given to 1 person in the party, same as before.

Entry Condition	Lv. 110 or higher
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Entry Condition	Lv. 110 or higher
Number of Players Admitted	Min 2 - Max 7
Duration	1 hour
Reset	Every day at 6:30 AM
How to Enter	Enter by talking to NPC Venusta in Town of Aden

- The daily party instanced zone "Nightmare Kamaloka - Lv. 110" hunting zone has been added.
 - Changed the name of the "Nightmare Kamaloka" instanced zone to "Nightmare Kamaloka - Lv. 105."
 - You can only enter one instanced zone between "Nightmare Kamaloka - Lv. 105" and "Nightmare Kamaloka - Lv. 110" per day.
 - Acquire an "Advanced Venusta's Reward Box" upon defeating a boss monster. Additionally, a "Shining Venusta's Reward Box" will be given to 1 person in the party, same as before.

Entry Condition	Lv. 110 or higher
Number of Players Admitted	Min 2 - Max 7
Duration	1 hour
Reset	Every day at 6:30 AM

How to Enter	Enter by talking to NPC Venusta in Town of Aden
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- Slightly increased the XP and SP of all boss monsters in the solo instanced zone "Castia's Labyrinth."
 - Changed boss monster difficulty to correspond to the XP reward increase.
 - Improvements were made so Vitality is not consumed when attacking boss monsters.
- Defeating the command channel instanced zone boss grants the chance to obtain 11 Soul Crystals.

Target Boss Monsters			
Tauti	Scarlet van Halisha	Octavis	Antharas

- New clan mission ‘Party Instanced Zone Hunting’ has been added.

Party Instanced Zone Hunt	
Possible Level	Lv. 105 and up
Completion condition	Defeat the box of party instanced zone(s), listed below, regardless of difficulty level, 3 times - Crystal Prison (Baylor), Nightmare Kamaloka, Ashen Shadow Revolutionaries, Krofin’s nest
Reward	1 Vitality tonic, 280 Clan Reputation, 1500 Personal Reputation

- Improved the grade and appearance of the Elite Soldier NPCs that appear in Ashen Shadow Revolutionaries.
 - Improved monster placement so that only monsters of the highest grade will appear.
- Changed the NPC for Ashen Shadow Revolutionaries Exit to Instanced Zone Manager Exit.
- The difficulty of monsters in the "Advanced Nightmare Kamaloka" and "Advanced Ashen Shadow Revolutionaries" party instanced zones has been increased.
- The effect difficulty of the "Advanced Nightmare Kamaloka" and "Enchanted Shield of Infinity" party instanced zones has been increased.
 - The combat abilities of target monsters have increased from Enchanted Shield of Infinity Stage

Target NPCs	Target Skills
UI Warrior <Ashen Shadow Elite Soldier, Ashen Shadow Commander>	Armor Destruction
	Sonic Star
	Jump Attack
Zera Healer <Ashen Shadow Elite Soldier, Ashen Shadow Commander>	Mark of Lumi

- Increased the difficulty of Epic Raid bosses, Field Raid bosses, and command channel instanced zone bosses.
 - The combat and defense abilities of the following boss NPCs were increased, while the HP has been decreased.
 - The target bosses XP/SP rewards have been increased according to the increased difficulty.

- The difficulty of the Epic Raid bosses below have been increased:

Boss Name		
Baium	Orfen	Lord Ishka
Anakim	Lilith	

- The difficulty of the Field Raid monsters below have been increased.

Boss Name		
Avenger Alusion	Witch Moira	Ferocious Valac
Watchman Tristan	Berserker Zetahl	Demon Venoma
Archeach Karon		

- The difficulty levels of the following command channel instanced zone bosses have been increased to level 116:

Boss Name		
Tauti's Dwelling	Octavis' Dwelling	Antharas' Nest

Frintezza – Last Imperial Tomb		
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- The difficulty of the clan command channel instanced zone Throne of Heroes bosses have been increased:
- Increased the difficulty settings for monsters in the following hunting zones:

Hunting zones	Changes
Altar of Evil	Combat ability increased, defense ability decreased
Bloody Swampland	
Blazing Swamp	
War-torn Plains	
Hellbound	
Phantasmal Ridge	
Enchanted Valley	
Ivory Tower Crater	Combat ability increased, defense ability decreased

Silent Valley	XP/SP rewards increased
Alligator Island	
Tanor Canyon	
Forest of Mirrors	Combat ability increase, defense ability increased XP/SP rewards increase
Isle of Prayer	
Field of Silence	
Field of Whispers	
Breka's Stronghold	
Plains of the Lizardmen	
Sel Mahum Training Grounds	
Land of Chaos	
Well of A	

Wall of Argos	
Wasteland	
Ketra Orc Outpost	
Varka Silenos Barracks	
Swamp of Screams	
Sea of Spores	
Fafurion Temple	Battle ability increased, defense ability decreased XP/SP rewards increased

- Lowered the attack power of monsters that spawn in the Beleth's Magic Circle, Desert Quarry, Enchanted Valley, and Phantasmal Ridge.
- Mysterious Attribute Herbs will no longer drop from monsters in hunting zones.
- Changed the item drop rewards that can be obtained in the Primeval Island.
 - Noble Upgrade stone, Radiant Upgrade Stone drops were deleted.
 - Increased probability of obtaining Crystal of Dawn.
- Improved the Tanor Canyon Hunting zone(s).
 - Adjusted monsters' composition and locations so that hunting is more suitable for one-to-many combat classes.

- The skill range of 'Nightmare Watcher', 'Nightmare Guide' has been reduced.
- The first attack and clan settings have been applied to 'Tanor Silenos', 'Nightmare Watcher', 'Nightmare Guide.'
- Changed the max HP and defense ability of the Temple of Fafurion, Dragon Valley monsters, and the XP/SP rewards.
- Changed the drop rates for Aden's Treasure Chests and Bloody Soul's Orb in all Hunting Zones.
- Changed the reward settings in the Tower of Insolence Hunting Zone.
- Made the surrounding areas peace zones for Harp Zu Hestui in Blazing Swamp, Lapathia in Bloody Swampland, and Reclous in Orc Barracks.
- Made changes so the "Helios" debuff is no longer applied to the Helios Raid Zone.

Item Changes

- Expanded the combination stage for Soul Crystals (Kain/Mermoden/Leona/Pantheon/Lionel) from the original stage 7 to stage 10.
- Higher stage Soul Crystals have a random chance of being obtained by combining Soul Crystals of the same stage.
- Changed the Soul Crystal to a stackable item.
- Added 2 "Divine Inspiration Recipes" to the recipe merchant NPC's Tyrr Maestro Recipe list.
- "Ancient Book: Divine Inspiration (Beginner)" and "Ancient Book: Divine Inspiration (Intermediate)" require the following items for crafting:

Item	Ingredient Item	Amount	Item Acquired upon Successful Crafting
Recipe: Ancient Book: Divine Inspiration (Novice) (60%)	Ether	1,000	Ancient Book: Divine Inspiration (Beginner)
	Oil of the Sea	1,100	

	Oriharukon Ore	1,120	
	Dragon Scales	1,120	
	Angel's Feathers	1,120	
	Gemstones (R-grade)	166	
Recipe: Ancient Book: Divine Inspiration (Intermediate) (60%)	Ether	3,000	Ancient Book: Divine Inspiration (Intermediate)
	Oriharukon Ore	3,360	
	Dragon Scales	3,360	
	Angel's Feathers	3,360	
	Gemstones (R-grade)	416	

- Added sale items to Grocery NPCs and changed settings of some Grocery NPC items.
 - "Infinite Orichalcum Quiver" and "Infinite Orichalcum Bolt Container" have been added to the primary sale item list.

- Changes were made so Soulstone/Spirit Ore items can no longer be exchanged, dropped, sold at private stores, shared dimensionally between accounts, sold to NPC stores, or used in the Auction House.
- Changed the name of "Enhanced Ruler's Authority" to "Ruler's Authority - Genesis."
- "Ruler's Authority - Chaos" has been added.
 - Has a chance to be crafted by exchanging 1 "Ruler's Authority - Genesis," x5 Authority Ornaments, and x200 Marks of Battle to NPC Ilia in the Town of Aden.
- "Gran Kain's Scroll: Enchant Top-grade Kaliel's Bracelet" has been added.
 - Can be used on Top-grade Kaliel's Bracelet at enchant level 7 or higher. If the enchant fails, the item will not disappear and the enchant level will stay the same.
- CHA Dye and LUC Dye have been added to the dye merchant's dye exchange list placed in each town.
- Spirit Stone Instilled with Giants' Power has been added to the blacksmith's Augment Stone exchange list placed in each town.
- New Talismans called the "Advanced Talisman of Protection Stage 1 - 10" have been added.
 - The options for the 10 new Talismans are as follows:

Item	Stats
Advanced Talisman of Protection Stage 1	P. Def. +5,000, M. Def. +3,250, and All Defense attributes +160
Advanced Talisman of Protection Stage 2	P. Def. +5,960, M. Def. +3,874, All Defense attributes +170, and M. Damage Received -5%
Advanced Talisman of Protection Stage 3	P. Def. +6,920, M. Def. +4,498, All Defense attributes +180, Dagger Resistance +5%, and M. Damage Received -5%
Advanced Talisman of Protection Stage 4	P. Def. +7,880, M. Def. +5,122, All Defense attributes +190, and M. Damage Received -5%

Advanced Talisman of Protection Stage 4	P. Def. +7,880, M. Def +5,122, All Defense attributes +190, Dagger/Bow/Crossbow Resistance +5%, and M.Damage Received -5%
Advanced Talisman of Protection Stage 5	P. Def. +8,840, M. Def +5,746, All Defense attributes +200, Dagger/Bow/Crossbow/Sword/Spear/Fist Weapon Resistance +5% and M. Damage Received -5%
Advanced Talisman of Protection Stage 6	P. Def. +9,992, M. Def +6,495, All Defense attributes +220, Dagger/Bow/Crossbow/Sword/Spear/Fist Weapon Resistance +5%, M. Damage Received -5%, and P.Atk. Critical Rate Received -10%
Advanced Talisman of Protection Stage 7	P. Def. +11,144, M. Def +7,244, All Defense attributes +240, Dagger/Bow/Crossbow/Sword/Spear/Fist Weapon Resistance +5% M. Damage Received -5%, and P.Atk./P. Skill/M. Skill Critical Rate Received -10%
Advanced Talisman of Protection Stage 8	P. Def. +12,296, M. Def +7,993, All Defense attributes +260, Dagger/Bow/Crossbow/Sword/Spear/Fist Weapon Resistance +5% M. Damage Received -5%, P.Atk./P. Skill/M. Skill Critical Rate Received -10%, and P.Atk. Critical Damage Received -10%
Advanced Talisman of Protection Stage 9	P. Def. +13,448, M. Def +8,742, All Defense attributes +280, Dagger/Bow/Crossbow/Sword/Spear/Fist Weapon Resistance +5% M. Damage Received -5%, P.Atk./P. Skill/M. Skill Critical Rate Received -10%, and P.Atk./P. Skill/M. Skill Critical Damage Received -10%
Advanced Talisman of Protection 10	P. Def. +14,600, M. Def +9,491, All Defense attributes +300, Dagger/Bow/Crossbow/Sword/Spear/Fist Weapon Resistance +7% M. Damage Received -7%, P.Atk./P. Skill/M. Skill Critical Rate Received -15%, and P.Atk./P. Skill/M. Skill Critical Damage Received -15%

- The 10 new types of Talismans can be obtained through compounding.

Obtained Item	Required Talisman of Protection Items	Required Upgrade Item
Advanced Talisman of Protection Stage 1	x2 Talismans of Protection Stage 10	-
Advanced Talisman of Protection Stage 2	Advanced Talisman of Protection Stage 1	Shining Energy of Protection
Advanced Talisman of Protection Stage 3	Advanced Talisman of Protection Stage 2	Shining Energy of Protection
Advanced Talisman of Protection Stage 4	Advanced Talisman of Protection Stage 3	Shining Energy of Protection
Advanced Talisman of Protection Stage 5	Advanced Talisman of Protection Stage 4	Shining Energy of Protection
Advanced Talisman of Protection Stage 6	Advanced Talisman of Protection Stage 5	Shining Energy of Protection
Advanced Talisman of Protection Stage 7	Advanced Talisman of Protection Stage 6	Shining Energy of Protection
Advanced Talisman of Protection Stage 8	Advanced Talisman of Protection Stage 7	Shining Energy of Protection
Advanced Talisman of Protection Stage 9	Advanced Talisman of Protection Stage 8	Shining Energy of Protection
Advanced Talisman of Protection Stage 10	Advanced Talisman of Protection Stage 9	Shining Energy of Protection

Advanced Talisman of Protection Stage 10	Advanced Talisman of Protection Stage 9	Shining Energy of Protection
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- "Mammon" has been removed from the item name tooltips for the following items:

Target Items		
Skill Power Talisman	Attack Attribute Talisman	Skill Cooldown Talisman
Skill Power Talisman Box	Attack Attribute Talisman Box	Skill Cooldown Talisman Box

- Added the ability to exchange existing upgrade stones to Crystal of Dawn at the Dimensional Merchant NPC.
 - The Blessed Circlet Enchant Scroll exchange for Noble Upgrade Stones and Radiant Upgrade Stones has been removed from the Dimensional Merchant NPC.
 - The previous 4 types of Upgrade stones can no longer be used, and the item supplied as an NPC drop reward has been replaced with ‘Crystal of Dawn.’

Item	Crystal of Dawn Quantity
Noble Upgrade Stone x1	12
Noble Leather Upgrade Stone x1	12
Radiant Upgrade Stone x1	38
Radiant Ring Upgrade Stone x1	38

- Can use previous upgrades with 'Crystal of Dawn' at Head Blacksmith Ferris in Aden.

Material item	Crystal of Dawn	Adena	Result item
+5 Circlet of Authority	12	100,000	Noble Circlet of Authority
+5 Circlet of Foresight	12	100,000	Noble Circlet of Foresight
+5 Circlet of Grace	12	100,000	Noble Circlet of Grace
+5 Noble Circlet of Authority	38	100,000	Radiant Circlet of Authority - Exchangeable
+5 Noble Circlet of Foresight	38	100,000	Radiant Circlet of Foresight - Exchangeable
+5 Noble Circlet of Grace	38	100,000	Radiant Circlet of Grace - Exchangeable
+5 Dragon Shirt	12	1,000	Dragon Leather Shirt
+5 Dragon Leather Shirt	38	1,000	Dragon Rind Leather Shirt

- When the rare accessories below are crystalized, 'Silenite' or 'God's Soul Bottles' are obtained instead of 'Elcyum' or 'Elcyum Powder.'
Note: It will be specified in the item description if you will obtain Silenite from crystallization.

Item Name	Item Name	Item Name
Baium’s Ring	Istina’s Necklace	Enhanced Istina’s Ring
Zaken’s Earring	Octavis’ Ring	Enhanced Istina’s Earring
Queen Ant’s Ring	Octavis’ Earring	Enhanced Istina’s Necklace
Orfen’s Earring	Octavis’ Necklace	Baium’s Soul Ring
Ring of Core	Blessed Zaken Earring	Ring of Creation
Frintezza’s Necklace	Tauti’s Ring	Ring of Authority
Beleth’s Ring	Queen Ant’s Soul Ring	Ruler's Ring of Authority
Freya’s Necklace	Orfen’s Soul Earring	Ring of the Truth
Blessed Freya’s Necklace	Lilith's Soul Necklace	Ring of the Truth-Seeker
Enhanced Freya’s Ring	Enhanced Octavis’ Ring	Enhanced Ring of the Truth

Earth Wyrn Heart Ring	Enhanced Octavis' Ring	Forgotten Ring of the Core
Istina's Ring	Enhanced Octavis' Earring	Frintezza's Soul Necklace
Istina's Earring	Enhanced Octavis' Necklace	

- The route of obtaining Silenite by melting accessories with NPC Denign has been deleted.
- Deleted the “Accessory solvent” item from NPC Denign ‘s exchange shop.
- Added a 100,000 Adena fee when you compound an item.
- ‘Blessed Angel's Necklace/Earring/Ring’ have been added.
- ‘Blessed Angel’s Accessory’ can be obtained by upgrading a +6 ‘Angel’s Accessory’ at Head Blacksmith Ferris in Aden.

Target Item	Required Material Item	Adena Fee	Result Item
+6 Angel's Necklace	x100 Angel's Necklace Box	1 million Adena	+6 Blessed Angel's Necklace
+7 Angel's Necklace	x250 Angel's Necklace Box		+7 Blessed Angel's Necklace
+8 Angel's Necklace	x700 Angel's Necklace Box		+8 Blessed Angel's Necklace
+9 Angel's Necklace	x2000 Angel's Necklace Box		+9 Blessed Angel's Necklace
+10 Angel's Necklace	x6000 Angel's Necklace Box		+10 Blessed Angel's Necklace

+10 Angel's Necklace	x6000 Angel's Necklace Box		+10 Blessed Angel's Necklace
+6 Angel's Earring	x100 Angel's Earring Box		+6 Blessed Angel's Earring
+7 Angel's Earring	x250 Angel's Earring Box		+7 Blessed Angel's Earring
+8 Angel's Earring	x700 Angel's Earring Box		+8 Blessed Angel's Earring
+9 Angel's Earring	x2000 Angel's Earring Box		+9 Blessed Angel's Earring
+10 Angel's Earring	x6000 Angel's Earring Box		+10 Blessed Angel's Earring
+6 Angel's Ring	x100 Angel's Ring Box		+6 Blessed Angel's Ring
+7 Angel's Ring	x250 Angel's Ring Box		+7 Blessed Angel's Ring
+8 Angel's Ring	x700 Angel's Ring Box		+8 Blessed Angel's Ring
+9 Angel's Ring	x2000 Angel's Ring Box		+9 Blessed Angel's Ring
+10 Angel's Ring	x6000 Angel's Ring Box		+10 Blessed Angel's Ring

- The previous options will be inherited when trying to augment or craft ‘Angel’s Accessories’ to ‘Blessed Angel’s Accessories.’
- ‘Blessed Angel’s Accessories’ can be obtained with ‘Crown of Enlightenment Accessories.’

- 'Blessed Angel's Accessory' can be enchanted with 'Scroll: Enchant Angel Accessory'.

- 'Blessed Angel's Accessory's' Enchantment effects are as follows:

Item Name	Enchant	Effect
Blessed Angel's Necklace	6	Confusion/Infection Resistance and Attack Success +25%, Speed +6, Damage Reflect +6%, Skill Cooldown -11%, P.Atk./M.Atk./P.Def./M.Def. +2%, skill power +2%, LUC/CHA +1
	7	Confusion/Infection Resistance and Attack Success +25%, Speed +7, Damage Reflect +7%, Skill Cooldown -12%, P.Atk./M.Atk./P.Def./M.Def. +3%, skill power +3%, LUC/CHA +1
	8	Confusion/Infection Resistance and Attack Success +30%, Speed +8, Damage Reflect +8%, Skill Cooldown -13%, P.Atk./M.Atk./P.Def./M.Def. +4%, skill power +4%, LUC/CHA +2
	9	Confusion/Infection Resistance and Attack Success +30%, Speed +10, Damage Reflect +10%, Skill Cooldown -15%, P.Atk./M.Atk./P.Def./M.Def. +5%, skill power +5%, LUC/CHA +2
	10	Confusion/Infection Resistance and Attack Success +30%, Speed +11, Damage Reflect +11%, Skill Cooldown -15%, P.Atk./M.Atk./P.Def./M.Def. +6%, skill power +6%, LUC/CHA +2
Blessed Angel's Earring	6	Confusion/Paralysis Resistance and Attack Success +25%, consumed MP -6%, received healing +11%, Skill Cooldown -11%, P.Atk./M.Atk./P.Def./M.Def. +2%, skill power +2%, LUC/CHA +1

		vampiric +4%, P.Atk./P. Skill/M. Skill Power +2%, P.Atk./M. Critical Damage -2% LUC/CHA +1, attack attribute +20
	7	Confusion/Paralysis Resistance and Attack Success +25%, consumed MP -7%, received healing +12%, vampiric +4%, P.Atk./P. Skill/M. Skill Power +3%, P.Atk./M. Critical Damage -3%, LUC/CHA +1, attack attribute +30
	8	Confusion/Paralysis Resistance and Attack Success +30%, consumed MP -8%, received healing +13%, vampiric +5%, P.Atk./P. Skill/M. Skill Power +4%, P.Atk./M. Critical Damage -4%, LUC/CHA +2, attack attribute +40
	9	Confusion/Paralysis Resistance and Attack Success +30%, consumed MP -10%, received healing +15%, vampiric +6%, P.Atk./P. Skill/M. Skill Power +5%, P.Atk./M. Critical Damage -5%, LUC/CHA +2, attack attribute +50
	10	Confusion/Paralysis Resistance and Attack Success +30%, consumed MP -11%, received healing +16%, vampiric +7%, P.Atk./P. Skill/M. Skill Power +6%, P.Atk./M. Critical Damage -6%, LUC/CHA +2, attack attribute +60
Blessed Angel's Ring	6	Strike Resistance and Attack Success +25%, All Defense attribute +21, P.Atk./P. Skill/M. Skill Critical Damage +16%, P./M. Skill Power +2%, LUC/CHA +1
	7	Strike Resistance and Attack Success +25%, All Defense attribute +21, P.Atk./P. Skill/M. Skill Critical Damage +16%, P./M. Skill Power +2%, LUC/CHA +1

	7	Strike Resistance and Attack Success +25%, All Defense attribute +24, P.Atk./P. Skill/M. Skill Critical Damage +17%, P./M. Skill Power +3%, LUC/CHA +1
	8	Strike Resistance and Attack Success +30%, All Defense attribute +27, P.Atk./P. Skill/M. Skill Critical Damage +18%, P./M. Skill Power +4%, LUC/CHA +2
	9	Strike Resistance and Attack Success +30%, All Defense attribute +30, P.Atk./P. Skill/M. Skill Critical Damage +20%, P./M. Skill Power +5%, LUC/CHA +2
	10	Strike Resistance and Attack Success +30%, All Defense attribute +40, P.Atk./P. Skill/M. Skill Critical Damage +21%, P./M. Skill Power +6%, LUC/CHA +2

- Blessed Angel's Accessory can be augmented or crafted (Denign NPC).
 - The chances and costs for augmenting and crafting are the same as the original Angel accessory.
- 'Some of the enchant effects of 'Dragon's Accessory' and 'Angel's Accessory' have been changed.

Item	Enchant	Effect
Dragon's Necklace	1	Confusion/infection attack success and resistance +15%, CHA/LUC +1, Skill Cooldown -5%, Damage Reflect +5%, Speed +1, skill power +3%, P.Atk./P.Def./M.Atk./M.Def. +3%, All Defense attribute +10
	2	Confusion/infection attack success and resistance +20%, CHA/LUC +2, Skill Cooldown -7%, Damage Reflect +5%, Speed +1, skill power +3%, P.Atk./P.Def./M.Atk./M.Def. +3%, All Defense attribute +10

2	Confusion/infection attack success and resistance +20%, CHA/LUC +2, Skill Cooldown -7%, Damage Reflect +7%, Speed +2, skill power +4%, P.Atk./P.Def./M.Atk./M.Def. +4%, All Defense attribute +20
3	Confusion/infection attack success and resistance +30%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +10%, Speed +10, skill power +5%, P.Atk./P.Def./M.Atk./M.Def. +5%, All Defense attribute +30
4	Confusion/infection attack success and resistance +30%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +11%, Speed +11, skill power +6%, P.Atk./P.Def./M.Atk./M.Def. +6%, All Defense attribute +40
5	Confusion/infection attack success and resistance +30%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +12%, Speed +12, skill power +7%, P.Atk./P.Def./M.Atk./M.Def. +7%, All Defense attribute +50
6	Confusion/infection attack success and resistance +40%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +13%, Speed +13, skill power +8%, P.Atk./P.Def./M.Atk./M.Def. +8%, All Defense attribute +60
7	Confusion/infection attack success and resistance +40%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +14%, Speed +14, skill power +9%, P.Atk./P.Def./M.Atk./M.Def. +9%, All Defense attribute +70
8	Confusion/infection attack success and resistance +40%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +15%, Speed +15, skill power +10%, P.Atk./P.Def./M.Atk./M.Def. +10%, All Defense attribute +80

	9	Confusion/infection attack success and resistance +40%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +16%, Speed +16, skill power +11%, P.Atk./P.Def./M.Atk./M.Def. +11%, All Defense attribute +90
	10	Confusion/infection attack success and resistance +40%, CHA/LUC +3, Skill Cooldown -15%, Damage Reflect +17%, Speed +17, skill power +12%, P.Atk./P.Def./M.Atk./M.Def. +12%, All Defense attribute +100
Dragon's Earring	1	Confusion/Paralysis attack success and resistance +15%, CHA/LUC +1, consumed MP -5%, received healing +5%, vampiric +3%, Speed +1, P.Atk./P. Skill/M. Skill Power +3%, physical/M. Critical Damage -5%, All Defense attribute +10
	2	Confusion/Paralysis attack success and resistance +20%, CHA/LUC +2, consumed MP -7%, received healing +7%, vampiric +4%, Speed +2, P.Atk./P. Skill/M. Skill Power +4%, physical/M. Critical Damage -7%, All Defense attribute +20
	3	Confusion/Paralysis attack success and resistance +30%, CHA/LUC +3, consumed MP -10%, received healing +15%, vampiric +6%, Speed +3, P.Atk./P. Skill/M. Skill Power +5%, P.Atk./P. Skill/M. Skill Critical Damage -10%, attack/ All Defense attribute +50
	4	Confusion/Paralysis attack success and resistance +30%, CHA/LUC +3, consumed MP -11%, received healing +16%, vampiric +7%, Speed +4, P.Atk./P. Skill/M. Skill Power +6%, P.Atk./P. Skill/M. Skill Critical Damage -11%, attack/ All Defense attribute +60
	5	Confusion/Paralysis attack success and resistance +33%, CHA/LUC +3, consumed MP -12%, received healing

5	<p>Confusion/Paralysis attack success and resistance +30%, CHA/LUC +3, consumed MP -12%, received healing +17%,</p> <p>vampiric +8%, Speed +5, P.Atk./P. Skill/M. Skill Power +7%,</p> <p>P.Atk./P. Skill/M. Skill Critical Damage -12%, attack/ All Defense attribute +70</p>
6	<p>Confusion/Paralysis attack success and resistance +40%, CHA/LUC +3, consumed MP -13%, received healing +18%,</p> <p>vampiric +9%, Speed +6, P.Atk./P. Skill/M. Skill Power +8%,</p> <p>P.Atk./P. Skill/M. Skill Critical Damage -13%, attack/ All Defense attribute +80</p>
7	<p>Confusion/Paralysis attack success and resistance +40%, CHA/LUC +3, consumed MP -14%, received healing +19%,</p> <p>vampiric +10%, Speed +7, P.Atk./P. Skill/M. Skill Power +9%,</p> <p>P.Atk./P. Skill/M. Skill Critical Damage -14%, attack/ All Defense attribute +90</p>
8	<p>Confusion/Paralysis attack success and resistance +40%, CHA/LUC +3, consumed MP -15%, received healing +20%,</p> <p>vampiric +11%, Speed +8, P.Atk./P. Skill/M. Skill Power +10%,</p> <p>P.Atk./P. Skill/M. Skill Critical Damage -15%, attack/ All Defense attribute +100</p>
9	<p>Confusion/Paralysis attack success and resistance +40%, CHA/LUC +3, consumed MP -16%, received healing +21%,</p> <p>vampiric +12%, Speed +9, P.Atk./P. Skill/M. Skill Power +11%,</p> <p>P.Atk./P. Skill/M. Skill Critical Damage -16%, attack/ All Defense attribute +110</p>
10	<p>Confusion/Paralysis attack success and resistance +40%, CHA/LUC +3, consumed MP -17%, received healing +22%,</p> <p>vampiric +13%, Speed +10, P.Atk./P. Skill/M. Skill Power +12%,</p> <p>P.Atk./P. Skill/M. Skill Critical Damage -17%, attack/ All Defense attribute +120</p>

Dragon's Ring	1	Confusion attack success and resistance +15%, All Defense attribute +10, CHA/LUC +1, Atk. Spd./Casting Spd. +3%, P./M. Accuracy +3, Speed +1, skill power +3%, P.Atk./P. Skill/M. Skill Critical Damage +5%, damage to targets unable to move +1%
	2	Confusion attack success and resistance +20%, All Defense attribute +20, CHA/LUC +2, Atk. Spd./Casting Spd. +4%, P./M. Accuracy +4, Speed +2, skill power +4%, P.Atk./P. Skill/M. Skill Critical Damage +10%, damage to targets unable to move +2%
	3	Confusion attack success and resistance +30%, All Defense attribute +30, CHA/LUC +3, Atk. Spd./Casting Spd. +5%, P./M. Accuracy +5, Speed +3, skill power +5%, P.Atk./P. Skill/M. Skill Critical Damage +20%, damage to targets unable to move +3%
	4	Confusion attack success and resistance +30%, All Defense attribute +40, CHA/LUC +3, Atk. Spd./Casting Spd. +6%, P./M. Accuracy +6, Speed +4, skill power +6%, P.Atk./P. Skill/M. Skill Critical Damage +21%, damage to targets unable to move +4%
	5	Confusion attack success and resistance +30%, All Defense attribute +50, CHA/LUC +3, Atk. Spd./Casting Spd. +7%, P./M. Accuracy +7, Speed +5, skill power +7%, P.Atk./P. Skill/M. Skill Critical Damage +22%, damage to targets unable to move +5%
	6	Confusion attack success and resistance +40%, All Defense attribute +60, CHA/LUC +3, Atk. Spd./Casting Spd. +8%, P./M. Accuracy +8, Speed +6, skill power +8%, P.Atk./P. Skill/M. Skill Critical Damage +23%, damage to targets unable to move +5%

	6	Confusion attack success and resistance +40%, All Defense attribute +60, CHA/LUC +3, Atk. Spd./Casting Spd. +8%, P./M. Accuracy +8, Speed +6, skill power +8%, P.Atk./P. Skill/M. Skill Critical Damage +23%, damage to targets unable to move +6%
	7	Confusion attack success and resistance +40%, All Defense attribute +70, CHA/LUC +3, Atk. Spd./Casting Spd. +9%, P./M. Accuracy +9, Speed +7, skill power +9%, P.Atk./P. Skill/M. Skill Critical Damage +24%, damage to targets unable to move +7%
	8	Confusion attack success and resistance +40%, All Defense attribute +80, CHA/LUC +3, Atk. Spd./Casting Spd. +10%, P./M. Accuracy +10, Speed +8, skill power +10%, P.Atk./P. Skill/M. Skill Critical Damage +25%, damage to targets unable to move +8%,
	9	Confusion attack success and resistance +40%, All Defense attribute +90, CHA/LUC +3, Atk. Spd./Casting Spd. +11%, P./M. Accuracy +11, Speed +9, skill power +11%, P.Atk./P. Skill/M. Skill Critical Damage +26%, damage to targets unable to move +9%
	10	Confusion attack success and resistance +40%, All Defense attribute +100, CHA/LUC +3, Atk. Spd./Casting Spd. +12%, P./M. Accuracy +12, Speed +10, skill power +12%, P.Atk./P. Skill/M. Skill Critical Damage +27%, damage to targets unable to move +10%
Assault	11	Confusion attack success and resistance +40%, All Defense attribute +110, CHA/LUC +3, Atk. Spd./Casting Spd. +13%, P./M. Accuracy +13, Speed +11, skill power +13%, P.Atk./P. Skill/M. Skill Critical Damage +28%, damage to targets unable to move +11%

Angel's Necklace	0	Confusion/Infection resistance +10%
	1	Confusion/infection resistance +20%
	2	Confusion/Infection Resistance and Attack Success +20%
	3	Confusion/Infection Resistance and Attack Success +20%, Speed +5
	4	Confusion/Infection Resistance and Attack Success +20%, Speed +5, Damage Reflect +5%
	5	Confusion/Infection Resistance and Attack Success +20%, Speed +5, Damage Reflect +5%, Skill Cooldown -10%
	6	Confusion/Infection Resistance and Attack Success +25%, Speed +5, Damage Reflect +5%, Skill Cooldown -10%, P.Atk./M.Atk./P.Def./M.Def. +1%, skill power +1%, LUC/CHA +1
	7	Confusion/Infection Resistance and Attack Success +25%, Speed +6, Damage Reflect +6%, Skill Cooldown -11%, P.Atk./M.Atk./P.Def./M.Def. +2%, skill power +2%, LUC/CHA +1
	8	Confusion/Infection Resistance and Attack Success +25%, Speed +7, Damage Reflect +7%, Skill Cooldown -12%, P.Atk./M.Atk./P.Def./M.Def. +3%, skill power +3%, LUC/CHA +1
	9	Confusion/Infection Resistance and Attack Success +25%, Speed +8, Damage Reflect +8%, Skill Cooldown -13%, P.Atk./M.Atk./P.Def./M.Def. +4%, skill power +4%, LUC/CHA +1

	9	Confusion/Infection Resistance and Attack Success +30%, Speed +8, Damage Reflect +8%, Skill Cooldown -13%, P.Atk./M.Atk./P.Def./M.Def. +4%, skill power +4%, LUC/CHA +2
	10	Confusion/Infection Resistance and Attack Success +30%, Speed +10, Damage Reflect +10%, Skill Cooldown -15%, P.Atk./M.Atk./P.Def./M.Def. +5%, skill power +5%, LUC/CHA +2
Angel's Earring	0	Confusion/Paralysis Resistance +10%
	1	Confusion/Paralysis Resistance +20%
	2	Confusion/Paralysis Resistance and attack success +20%
	3	Confusion/Paralysis Resistance and attack success +20%, consumed MP -3%
	4	Confusion/Paralysis Resistance and attack success +20%, consumed MP -3%, received healing +5%
	5	Confusion/Paralysis Resistance and attack success +20%, consumed MP -3%, received healing +7%, vampiric +3%
	6	Confusion/Paralysis Resistance and attack success +25%, consumed MP -5%, received healing +10%, vampiric +4%, P.Atk./P. Skill/M. Skill Power +1%, P.Atk./M. Critical Damage -1%, LUC/CHA +1, attack attribute +10

	7	Confusion/Paralysis Resistance and attack success +25%, consumed MP -6%, received healing +11%, vampiric +4%, P.Atk./P. Skill/M. Skill Power +2%, P.Atk./M. Critical Damage -2%, LUC/CHA +1, attack attribute +20
	8	Confusion/Paralysis Resistance and attack success +25%, consumed MP -7%, received healing +12%, vampiric +4%, P.Atk./P. Skill/M. Skill Power +3%, P.Atk./M. Critical Damage -3%, LUC/CHA +1, attack attribute +30
	9	Confusion/Paralysis Resistance and attack success +30%, consumed MP -8%, received healing +13%, vampiric +5%, P.Atk./P. Skill/M. Skill Power +4%, P.Atk./M. Critical Damage -4%, LUC/CHA +2, attack attribute +40
	10	Confusion/Paralysis Resistance and attack success +30%, consumed MP -10%, received healing +15%, vampiric +6%, P.Atk./P. Skill/M. Skill Power +5%, P.Atk./M. Critical Damage -5%, LUC/CHA +2, attack attribute +50
Angel's Ring	0	Strike resistance +10%
	1	Strike resistance +20%
	2	Strike Resistance and Attack Success +20%
	3	Strike Resistance and Attack Success +20%, All Defense attribute +10%

3	Strike Resistance and Attack Success +20%, All Defense attribute +10
4	Strike Resistance and Attack Success +20%, All Defense attribute +12, P.Atk./P. Skill/M. Skill Critical Damage +5%
5	Strike Resistance and Attack Success +20%, All Defense attribute +15, P.Atk./P. Skill/M. Skill Critical Damage +10%
6	Strike Resistance and Attack Success +25%, All Defense attribute +18, P.Atk./P. Skill/M. Skill Critical Damage +15%, P./M. Skill Power +1%, LUC/CHA +1
7	Strike Resistance and Attack Success +25%, All Defense attribute +21, P.Atk./P. Skill/M. Skill Critical Damage +16%, P./M. Skill Power +2%, LUC/CHA +1
8	Strike Resistance and Attack Success +25%, All Defense attribute +24, P.Atk./P. Skill/M. Skill Critical Damage +17%, P./M. Skill Power +3%, LUC/CHA +1
9	Strike Resistance and Attack Success +30%, All Defense attribute +27, P.Atk./P. Skill/M. Skill Critical Damage +18%, P./M. Skill Power +4%, LUC/CHA +2
10	Strike Resistance and Attack Success +30%, All Defense attribute +30, P.Atk./P. Skill/M. Skill Critical Damage +20%, P./M. Skill Power +5%, LUC/CHA +2

- An exchange at NPC Denign can allow you to obtain a +6 Angel's Accessory Box from 100 'Angel's Accessory Box(es)'.

Exchange Item	Required Item
+6 Angel's Necklace Box	x100 Angel's Necklace Box
+6 Angel's Earring Box	x100 Angel's Earring Box
+6 Angel's Ring Box	x100 Angel's Ring Box

- Added ‘Blessed Angel’s Accessory’ crafting to NPC Denign.

Item	Number of Silenite	Giant’s Energy Quantity	Acquired Item
Blessed Angel's Necklace	10	20	Blessed Angel's Necklace Assault Level 1
	10	20	Blessed Angel's Necklace Assault Level 2
	10	20	Blessed Angel's Necklace Assault Level 3
Blessed Angel's Earring	10	20	Blessed Angel's Earring Save Level 1
	10	20	Blessed Angel's Earring Save Level 2

	10	20	Blessed Angel's Earring Save Level 3
Blessed Angel's Ring	10	20	Blessed Angel's Ring Attribute Level 1
	10	20	Blessed Angel's Ring Attribute Level 2
	10	20	Blessed Angel's Ring Attribute Level 3

- In NPC Denign’s accessory crafting menu, the existing ‘Angel and Dragon Accessory crafting’ has been separated into ‘Dragon Accessory Crafting’ and ‘Angel Accessory Crafting.’
- Added ‘Original Angel Accessory’ and ‘Blessed Angel Accessory’ on the NPC Denign’s stat removal list.

Crafted accessory	Required Fee
Original Angel's Necklace/Earring/Ring	8,933,800 Adena
Blessed Angel's Necklace/Earring/Ring	8,933,800 Adena

- Added new item Kara’s Talisman (10-day).

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Item Name	Item Effect
Kara's Talisman – 10-day	Skill power +5% P.Atk./P. Skill/M. Skill Critical Damage +10% P.Def./M.Def. +10% Attack Attribute +70 Skill Cooldown -5%

- When Kara's Talisman is used with an Advanced Skill Talisman such as Skill Power, Attack Attribute, or Skill Cooldown, then only one effect is applied.
- The Recipe: Kara's Talisman Pack (50%) item can be purchased through the recipe merchant NPC.
- The Kara's Talisman Pack can be crafted using the following materials.

Item Name	Items Needed
Kara's Talisman Pack	2 Advanced Skill Power Talisman Boxes 2 Advanced Attack Attribute Talisman Boxes 2 Advanced Skill Cooldown Talisman Boxes 1000 Gemstones – R Grade

- The Blessed Atlas' Earring has been added.

Item Name	Stats

Blessed Atlas' Earring	<p>An earring that gets stronger as you carry out the role of a mentor. When enchanted, increases Paralysis Resistance and Attack Success by 25%. Reduces MP Consumption by 11%. All Defense Attributes +60, Vampiric Rage +6%, P. Atk./P. Skill/M. Skill Critical Damage +5%, P. Def./M. Def. +2%.</p> <p>The effect does not stack if two identical earrings are equipped. Can be crafted with Silenite at Denign NPC (Vital). Can be augmented. Cannot be enchanted.</p>
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- Talk to Head Blacksmith Ferris in Aden to upgrade a +12 Atlas' Earring for x12 Atlas' Earring Upgrade Stones and 1,000,000 Adena.
- Atlas' Earring Upgrade Stones can be obtained at the Mentor Guide NPC for 100,000 Mentee's Marks.

Skill Changes

- Changed some skills, including Sigel Knight and Othell Rogue's Confusion, so that their damage output will not be affected by Confusion Resistance.

Class	Skill
<p>For All Sigel Knights: (Sigel Phoenix Knight, Sigel Hell Knight, Sigel Eva's Templar, Sigel Shillien Templar)</p>	Shield Bash
	Shield Impact
	Shield Wave
	Chain Gust
Sigel Shillien Templar	Mentor's Training Skill

Sigel Shillien Templar	Mass Lightning Strike
For All Othell Rogues: (Othell Adventurer, Othell Wind Rider, Othell Ghost Hunter, Othell Fortune Seeker)	Barrage of Nails

- For Sigel Knight skills, the Push effect of "Shield Impact" has been changed to the Knock Down effect.
- For Tyrr Warrior skills, some skill effects and cooldowns have been changed.

Class	Skill Name	Changes
For All Tyrr Warriors	Boost	Can be stacked with the following skills: (Duelist Wrath/Winged Spear/Furious Slasher/Furious Fist)
Tyrr Dreadnought	Sharpen Edge of Storm	Changed cooldown from 300 sec to 30 sec
Tyrr Dreadnought	Focus Attack	Changed cooldown from 300 sec to 30 sec
For all Tyrr Warriors	Berserker	Added a cooldown description to the tooltip

- Changed the Aeore Healer's "Balance Heal" so that the Skill Mastery effect does not occur.
- "Chance to apply Physical Pose upon attacking" has been added to the "Intermediate Sword/Blunt Weapon Mastery" skill of the Iss Enchanter class group and "Superior Sword/Blunt Weapon Mastery" skill tooltip after having previously been missing.
- The Aeore Guard Mastery skill tooltip has been categorized into unique passive effects, effects from equipped sigils, and effects from equipped magic swords/one-handed staves.

The Guild will be releasing a new update for the 5th of

- The Crystallization feature has been added to characters of the Ertheia race.
 - Crystallization can be used by members of the Ertheia race Lv. 85 or higher and the Awakened class Eviscerator/Sayha's Seer.
- 4 new skills have been added to some classes:

Skill Name	Class	Skill Level	Level for Acquisition	Required Item	Skill Description
Force of Golem	Tyrr Maestro	1	106	x8 Rune Stones	Increases P. Atk. By 30%, P. Skill Power by 30% for 30 minutes; has a chance of dealing 5X additional damage of P. Atk. upon P.Atk.; cannot be used with a Spirit of Golem; requires x5 Soulstones
Effective Polearm Mastery	Tyrr Dreadnought	1	101	x8 Rune Stones	Increase the max. attack range and skill attack range of Spears by 40
Gravity Switch	Eviscerator	1	105	x8 Rune Stones	Changes the Gravity Punch effect for 30 minutes in a way that the skill has a chance of dealing 5x additional damage of P. Atk. While the effect is maintained, straight blows that reduce the target's HP will not occur.
Unlimited Hydro Flare	Sayha's Seer	1	105	x8 Rune Stones	Deals the damage of 739 added to M. Atk.; Deals 10% additional damage if the target is under a debuff; can be used without a cooldown if the target is under Sign of Storm Lv4; can be used when equipped with a sword/a blunt; requires x1 Spirit Ore.
		2	107	x8 Rune Stones	Deals the damage of 754 added to M. Atk.; Deals 10% additional damage if the target is under a debuff; can be used without a cooldown if the target is under

					Sign of Storm Lv4; can be used when equipped with a sword/a blunt; requires x1 Spirit Ore.
		3	109	x8 Rune Stones	Deals the damage of 769 added to M. Atk.; Deals 10% additional damage if the target is under a debuff; can be used without a cooldown if the target is under Sign of Storm Lv4; can be used when equipped with a sword/a blunt; requires x1 Spirit Ore.

- 2 new skills have been added to common classes:
 - The 2 new skills can be acquired by all classes.
 - The items required to acquire the skills can be obtained in clan missions.

Skill Name	Skill Level	Level for Acquisition	Required Item	Skill Description
Spear of Eratone	1	115	x1 Eratone's Historical Tome	For 30 minutes, with the energy of Eratone’s Shiny Spear, Weapon P. Atk./M. Atk. Boost +50. Requires x250 Spirit Ore
	2	116		For 30 minutes, with the energy of Eratone’s Shiny Spear, Weapon P. Atk./M. Atk. Boost +70. Requires x250 Spirit Ore
	3	117		For 30 minutes, with the energy of Eratone’s Shiny Spear, Weapon P. Atk./M. Atk. Boost +90. Requires x250 Spirit Ore

	4	118		For 30 minutes, with the energy of Eratone's Shiny Spear, Weapon P. Atk./M. Atk. Boost +120. Requires x250 Spirit Ore
	5	119		For 30 minutes, with the energy of Eratone's Shiny Spear, Weapon P. Atk./M. Atk. Boost +150. Requires x250 Spirit Ore
Shield of Masia	1	110	x1 Masia's Historical Tome	The Shield of Masia decreases Received Damage by 1%.
	2	111		The Shield of Masia decreases Received Damage by 3%.
	3	112		The Shield of Masia decreases Received Damage by 5%.
	4	113		The Shield of Masia decreases Received Damage by 7%.
	5	114		The Shield of Masia decreases Received Damage by 10%.

- Among the Tyrr Maestro skills, the cooldown for the Spirit of Golem has been changed to 30 seconds.
- Servitor Recovery effect has been added to Servitor Balance Life Lv. 1 skills of the Wynn Summoner class.
 - The recovery periodically happens with 166 Power for 15 seconds.
 - Changes have been made so players can auto use the effect.
- Changes have been made so the 'Faceoff' skill of the Tyrr Duelist is not reset by using the 'Reset' skill.

- Made changes so players can learn skills in the [Learn Skills] window while using them.

Clan Missions

- The clan missions for main/dual class levels 99-120 have been improved:

Clan Mission Title	Level Achieved	Clan Rep	Personal Rep	Rewards
Main Class - Enhance the Basics 1	99	300	3000	x1 Rune Stone (non-tradable)
Main Class - Enhance the Basics 2	100	450	4500	x1 Rune Stone (non-tradable)
Main Class - Start of Growth 1	101	600	6000	x1 Rune Stone (non-tradable)
Main Class - Start of Growth 2	102	750	7500	x1 Rune Stone (non-tradable)
Main Class - Start of Growth 3	103	900	9000	x1 Rune Stone (non-tradable)
Main Class - Start of Growth 4	104	1050	10500	x1 Rune Stone (non-tradable)
Main Class - Start of Growth 5	105	1200	12000	X2 Rune Stones (non-tradable)
Main Class - Start of Proof 1	106	1500	15000	x5 Homunculus's Hourglasses, 1 Homunculus's Elixirs, 5 Homunculus's Poisons, 10

				x1 Homunculus Enhancement Points - 10
Main Class - Start of Proof 2	107	1800	18000	x5 Homunculus's Hourglasses, x1 Homunculus Enhancement Points - 10
Main Class - Start of Proof 3	108	2100	21000	x5 Homunculus's Hourglasses, x3 Homunculus Enhancement Points - 10
Main Class - Start of Proof 4	109	2400	24000	x5 Homunculus's Hourglasses, x5 Homunculus Enhancement Points - 10
Main Class - Path of Devotion 1	110	2700	27000	x1 Masia's Historical Tome
Main Class - Path of Devotion 2	111	3000	30000	x1 Masia's Historical Tome
Main Class - Path of Devotion 3	112	3300	33000	x1 Masia's Historical Tome
Main Class - Path of Devotion 4	113	3600	36000	x1 Masia's Historical Tome
Main Class - Path of Devotion 5	114	3900	39000	x1 Masia's Historical Tome
Main Class - Path of Perseverance 1	115	4200	42000	x1 Eratone's Historical Tome
Main Class - Path of Perseverance 2	116	4500	45000	x1 Eratone's Historical Tome

Main Class - Path of Perseverance 2	116	4500	45000	x1 Eratone's Historical Tome
Main Class - Path of Perseverance 3	117	4800	48000	x1 Eratone's Historical Tome
Main Class - Path of Perseverance 4	118	5100	51000	x1 Eratone's Historical Tome
Main Class - Path of Perseverance 5	119	5400	54000	x1 Eratone's Historical Tome
Main Class - Fruit of Perseverance	120	5700	57000	x1 Level 120 Celebration Token
Dual Class - Enhance the Basics 1	99	300	3000	x1 Rune Stone (non-tradable)
Dual Class - Enhance the Basics 2	100	450	4500	x1 Rune Stone (non-tradable)
Dual Class - Start of Growth 1	101	600	6000	x1 Rune Stone (non-tradable)
Dual Class - Start of Growth 2	102	750	7500	x1 Rune Stone (non-tradable)
Dual Class - Start of Growth 3	103	900	9000	x1 Rune Stone (non-tradable)
Dual Class - Start of Growth 4	104	1050	10500	x1 Rune Stone (non-tradable)
Dual Class - Start of Growth 5	105	1200	12000	x1 Rune Stone (non-tradable)

Dual Class - Start of Growth 5	105	1200	12000	x2 Rune Stones (non-tradable)
Dual Class - Start of Proof 1	106	1500	15000	x5 Homunculus's Hourglasses, x1 Homunculus Enhancement Points – 10
Dual Class - Start of Proof 2	107	1800	18000	x5 Homunculus's Hourglasses, x1 Homunculus Enhancement Points – 10
Dual Class - Start of Proof 3	108	2100	21000	x5 Homunculus's Hourglasses, x3 Homunculus Enhancement Points – 10
Dual Class - Start of Proof 4	109	2400	24000	x5 Homunculus's Hourglasses, x5 Homunculus Enhancement Points – 10
Dual Class - Path of Devotion 1	110	2700	27000	x1 Masia's Historical Tome
Dual Class - Path of Devotion 2	111	3000	30000	x1 Masia's Historical Tome
Dual Class - Path of Devotion 3	112	3300	33000	x1 Masia's Historical Tome
Dual Class - Path of Devotion 4	113	3600	36000	x1 Masia's Historical Tome
Dual Class - Path of Devotion 5	114	3900	39000	x1 Masia's Historical Tome
Dual Class - Path of Devotion 6	115	4200	42000	x1 Masia's Historical Tome

Dual Class - Path of Perseverance 1	115	4200	42000	x1 Eratone's Historical Tome
Dual Class - Path of Perseverance 2	116	4500	45000	x1 Eratone's Historical Tome
Dual Class - Path of Perseverance 3	117	4800	48000	x1 Eratone's Historical Tome
Dual Class - Path of Perseverance 4	118	5100	51000	x1 Eratone's Historical Tome
Dual Class - Path of Perseverance 5	119	5400	54000	x1 Eratone's Historical Tome
Dual Class - Fruit of Perseverance	120	5700	57000	x1 Level 120 Celebration Token

- The reward items distributed in the clan missions for main/dual class levels 99-120 have the following effects:

Items	Effects
Rune Stone (non-tradable)	A stone engraved with ancient rune. Used to infuses skills with ancestral wisdom. Consumed when acquiring the skills of each class.
Homunculus’s Hourglass	An item to instantly birth one of the Homunculus sleeping in the cradle of time
Homunculus Enchant Points - 10	Gives 10 Enchant Points required for the growth of a Homunculus
Master Homunculus Token	A token to be used with the Shield of Magic. Consumed when using the Shield of Magic skill

Masia's Historical Tome	A history book about the Shield of Masia. Consumed when acquiring the Shield of Masia skills
Eratone's Historical Tome	A history book about the Spear of Eratone. Consumed when acquiring the Spear of Eratone skills
Level 120 Celebration Token	A token that celebrates reaching to Level 120. Can be registered on the Collection.

- The skills that can be acquired using the previous tradable Rune Stone can also be acquired using the newly added ‘Rune Stone (non-tradable).’
 - For the skills that require x8 Rune Stones, x8 of either the previous or the new Rune Stones can be used.
 - The previous and new Rune Stones cannot be mixed.

Quests

- A ‘Teleport Cubic’ will be provided to newbie players under Lv. 100 to help them with quest progression. The Teleportation Cubic is not usable by characters Lv. 100 or higher.
 - Using a Teleport Cubic takes you to a place related to an active quest.
 - The Teleport Cubic can be used as a permanent item in the midst or at the end of a quest and is deleted upon completing the last quest ‘Noble Material.’
 - While playing a quest, the buff can be re-claimed by visiting the quest NPC again.

Applicable Quests				
Path of Five: Beginning	Path of Five: Beginning	Path of Five: Completion	Path of Five: Completion	Wind of Five: Final

Path of Fate: Beginning	Path of Fate: Proving	Path of Fate: Conviction	Path of Fate: Overcome	Winds of Fate: Encounter
Winds of Fate: A Promise	Winds of Fate: Choice	Where Fates Intersect	Reawakened Fate	Noble Material

Other Changes

- Expanded the pickup range where characters pick up an item.
- Changed the visual appearance of cloaks on Ertheia.
- Removed a function where Bound items can be switched to unchecked items via Blacksmith NPC.
- Made changes to auto-hunt so it searches for the next target if the selected target is being hidden.
- Changed the quest journal location on the map to match the teleport location in a quest.
- Added "Field of Whispers" and "Sea of Spores" to Exalted quest rounds 1 - 6 target hunting zones.
- Fixed an issue where the Limit Barrier of a raid boss would sometimes not activate.
- Fixed an issue where using "Royal Honey Dark Beer" did not count towards the Use Honey Dark Beer mission.
- Fixed an issue where using Freya's Scroll of Storm event item did not count towards the "Use Freya's Scroll" mission.
- Fixed an issue where the screen messages that appear when you defeat a rival clan member or when you are killed by a rival clan member are always displayed in white.
- The LUC activation bonus rate has been adjusted according to the LUC value.
- There is now a chance to obtain a Rainbow Springs Clan Hall War Decree from a Santiago's Star Energy Box.
- Fixed an issue where the gender of character icons displayed in the Olympiad Ranking Legend/Hero status tab did not match the actual characters.

- The placement of elite monsters has been deleted, and one mission of 'Hunting Elite Monsters' has been deleted.
- 'The Queen Ant's Residence' area has been changed to an area where Free teleport is blocked and party members cannot be summoned.
- When making a party with hostile characters (Chaotic, Purple), the pointer is displayed in the shape of a sword when you mouse over the character.
- It has been changed so that when one's mouse is over, or targets a target, the targets outline will be displayed.
- Improved the location where Kamael races hold spear/staff weapons.

Lineage II Classic

Sayha's Grace System

- The Sayha's Grace system has been added. If you have Sayha's Grace, you receive bonus XP/SP +10% (shown as 110% on the UI) when hunting monsters. No penalty is imposed when Sayha's Grace is at 0%.
- Each bar on the Sayha's Grace UI gauge represents 35,000 Sayha's Grace Points for a total of 140,000 for all 4 bars. You can have a total of 3,500,000 Sayha's Grace points (x24) on the Sayha's Grace gauge.
- Sayha's Grace is automatically recharged by 35,000 points per day (resets at 6:30 AM server time).
- Items that can be used for increasing the Sayha's Grace gauge can be obtained in the following ways:
 - Enhanced Sayha's Holy Water (+80,000 Points) - Grocery NPCs at Ivory Tower, Giran, Aden, and Goddard
 - Enhanced Sayha's Blessing (+140,000 Points) - Clan Shop (15 limit per day)
 - Enhanced Sayha's Blessing (+140,000 Points) x2 - Random Crafting System (Must recharge crafting point first and then refresh list to obtain)

Item Changes

- Weapons, Armor, and Accessories have been added to the NPC Shop.
 - All No-grade, D-grade weapons/armor/accessories can be purchased.
 - The C-grade weapons/armor/accessories that can only be purchased with a Crystal at the Giran Luxury Shop before can now be purchased with Adena.
- The following items can now be shared dimensionally between characters:
 - A-grade Imprint equipment, Activation Armor (Imprint), Talisman of Fate, Dragon's Belt, Gems, Talisman (of Speed, Aden, Eva), Talisman of Baium (Imprint), and Heroic Circlet
- The weights of all arrows have been adjusted to 1.
- Modified the inventory so "Mark of Journey" items would be sorted after equipment items.
- Enchanted Armor/Weapon Exchange Tickets (A-grade) were added to random crafting.
- Blessed Dragon's Belt has been added.
 - The "Blessed Dragon's Belt" can be obtained through an item upgrade with 2 identical Dragon Belts that are enchanted to +4 or higher at NPC Ferris in Aden.
 - The previous "Dragon Belt Ornament" can be used to enhance the Blessed Dragon's Belt.

Enchant	Item Effects
0	Weight Limit 1,000, Max HP +20, Max MP +10, Max CP +20, P. Def. +10, M. Def. +10, DEX +1, WIT +1
1	Weight Limit +2,000, Inventory Slots +2, Max HP +30, Max MP +20, Max CP +30, P. Def. +15, M. Def. +15, DEX +1, WIT +1, CON +1, MEN +1

2	Weight Limit +3,000, Inventory Slots +4, Max HP +40, Max MP +25, Max CP +40, M. Def. +20, P. Def. +20, DEX +1, WIT +1, CON +1, MEN +1, STR +1, INT +1
3	Weight Limit +4,000, Inventory Slots +6, Max HP +50, Max MP +30, Max CP +50, P. Def. +25, M. Def. +25, DEX +2, WIT +2, CON +2, MEN +2, STR +2, INT +2
4	Weight Limit +5,000, Inventory Slots +6, Max HP +150, Max MP +100, Max CP +200, HP Potion Recovery +80, MP Potion Recovery +10, P. Def. +30, M. Def. +30, Atk. Spd +5, Casting Spd. +10, DEX +3, WIT +3, CON +3, MEN +3, STR +3, INT +3, Dragon's Protection Lv. 1
5	Weight Limit +6,000, Inventory Slots +6, Max HP +200, Max MP +150, Max CP +300, HP Potion Recover +100, MP Potion Recovery +20, P. Def. +40, M. Def. +40, Atk. Spd. +10, Casting Spd. +20, DEX +3, WIT +3, CON +4, MEN +4, STR +3, INT +3, Dragon's Protection Lv. 2
6	Weight Limit +7,000, Inventory Slots +6, Max HP +300, Max MP +200, Max CP +500, HP Potion Recovery +120, MP Potion Recovery +30, P. Def. +50, M. Def. +50, Atk. Spd. +20, Casting Spd. +30, DEX +4, WIT +4, CON +4, MEN +4, STR +3, INT +3, Dragon's Protection Lv. 3
7	Weight Limit +8,000, Inventory Slots +8, Max HP +350, Max MP +250, Max CP +600, HP Potion Recovery +135, MP Potion Recovery +40, P. Def. +65, M. Def. +65, Atk. Spd. +30, Casting Spd. +40, P. Critical Rate +20, M. Skill Critical Rate +20, Damage Received -3%, DEX +4, WIT +4, CON +4, MEN +4, STR +4, INT +4, Dragon's Protection Lv. 4
8	Weight Limit +9,000, Inventory Slots +8, Max HP +500, Max MP +300, Max CP +800, HP Potion Recovery +175, MP Potion Recovery +65, P. Def. +90, M. Def. +90, Atk. Spd. +50, Casting Spd. +50, P. Critical Rate +30, M. Skill Critical Rate +30, Damage Received -4%, Heal Received +5%, DEX +4, WIT +4, CON +5, MEN +5, STR +4, INT +4, Dragon's Protection Lv. 5
9	Weight Limit +10,000, Inventory Slots +10, Max HP +600, Max MP +400, Max CP +1,000, HP Potion Recovery +200, MP Potion Recovery +80, P. Def. +100, M. Def. +100, Atk. Spd. +60, Casting Spd. +60, P. Critical Rate +40, M. Skill Critical Rate +40, Damage Received -5%, Heal Received +6%, DEX +5, WIT +5, CON +6, MEN +6, STR +5, INT +5, Dragon's Protection Lv. 6

9	Weight Limit +10,000, Inventory Slots +10, Max HP +800, Max MP +400, Max CP +1,200, HP Potion Recovery +250, MP Potion Recovery +90, P. Def. +125, M. Def. +125, Atk. Spd. +100, Casting Spd. +100, P. Critical Rate +40, M. Skill Critical Rate +40, Damage Received -7%, Heal Received +10%, DEX +5, WIT +5, CON +5, MEN +5, STR +4, INT +4, Dragon's Protection Lv. 6
10	Weight Limit +12,000, Inventory Slots +12, Max HP +1,500, Max MP +800, Max CP +1,500, HP Potion Recovery +400, MP Potion Recovery +120, P. Def. +300, M. Def. +300, Atk. Spd. +200, Casting Spd. +200, P. Critical Rate +70, M. Skill Critical Rate +70, Damage Received -12%, Heal Received +20%, DEX +6, WIT +6, CON +6, MEN +6, STR +6, INT +6, Dragon's Protection Lv. 7

- Dragon's Protection Skill Effect

Level	Activation Rate when Attacked	Effects	Conditions to Cancel Effect
1	1%	Absorbs 20,000 Damage	When receiving 1 attack or damage equal to or greater than the damage value.
2	2%	Absorbs 30,000 Damage	When receiving 2 attacks or damage equal to or greater than the damage value.
3	3%	Absorbs 40,000 Damage	When receiving 2 attacks or damage equal to or greater than the damage value.
4	3%	Absorbs 50,000 Damage	When receiving 3 attacks or damage equal to or greater than the damage value.
5	3%	Absorbs 60,000 Damage	When receiving 3 attacks or damage equal to or greater than the damage

			value.
6	4%	Absorbs 80,000 Damage	When receiving 4 attacks or damage equal to or greater than the damage value.
7	4%	Absorbs 100,000 Damage	When receiving 5 attacks or damage equal to or greater than the damage value.

- The slots to equip all previously supplied hair accessory items have been moved to the left.
- Changed the upgrade method for Rare Accessories.
 - Instead of making an exchange through NPC Begins, upgrades can also be made through Special Crafting.
 - An upgrade method for Rare Accessories Lv. 4 has been added.
- [Previous] Rare Upgrade: Normal Accessory + 10 Enchant or more + Boss Essence
- [Added] Special Upgrade: Identical Rare Accessories Lv. 3 x2 + A fee of 100,000,000 Adena
- 7 Rare Accessory types can now be upgraded up to Lv. 5.
 - The fee will be waived if the Rare Accessory Lv. 5 upgrade fails.

Obtained Item	Item Attempting Upgrade	Item Fee	Adena Fee	Success Rate
Queen Ant's Ring Lv. 5	Queen Ant's Ring Lv. 4	Queen Ant's Ring Lv. 1	150,000,000 Adena	3%
Ring of Core Lv. 5	Ring of Core Lv. 4	Ring of Core Lv. 1	150,000,000 Adena	3%

Orfen's Earring Lv. 5	Orfen's Earring Lv. 4	Orfen's Earring Lv. 1	150,000,000 Adena	3%
Zaken's Earring Lv. 5	Zaken's Earring Lv. 4	Zaken's Earring Lv. 1	150,000,000 Adena	3%
Baium's Ring Lv. 5	Baium's Ring Lv. 4	Baium's Ring Lv. 1	300,000,000 Adena	3%
Antharas' Earring Lv. 5	Antharas' Earring Lv. 4	Antharas' Earring Lv. 1	300,000,000 Adena	4%
Frintezza's Necklace Lv. 5	Frintezza's Necklace Lv. 4	Frintezza's Necklace Lv. 1	300,000,000 Adena	4%

- The new options for Rare Accessories are as follows:

Item	Effects
Queen Ant's Ring Lv. 5	P. Atk. +15%, M. Atk. +20%, P. Accuracy +5, M. Accuracy +5, Max MP +50, All Critical Damage +15%, All Soulshot/Spiritshot Damage +10%, Poison Attack/Resistance +35%
Ring of Core Lv. 5	P. Def. +5%, M. Def. +5%, Damage Received -20%, P. Evasion +5, M. Evasion +5, Fixed Damage -30%, Max MP +60, Mental Attack/Resistance +35%, Sleep Resistance +30%. <Ring of Core> Cancels all debuffs when used.
Baium's Ring Lv. 5	All Skill Power +25%, Atk. Spd. +15%, Casting Spd. +15%, P. Accuracy +10, M. Accuracy +10, All Critical Damage +25%, Max MP +80, Stun Attack/Resistance +30%, Bleed Attack/Resistance +25%, Paralysis

	Resistance +10%. <Baium Rage> +30% all damage for 10 sec. when attacking, Cooldown: 300 sec.
Orfen's Earring Lv. 5	MP Consumption -15%, Heal Received +15%, Max MP +80, Mental Attack/Resistance +25%, Hold Attack/Resistance +35%, Chance to activate MP Drain <Orfen's Earring> Enemy's Max MP -10% when used in PvP <Orfen Barrier> Creates a barrier for 10 sec. that consumes MP when attacked, Cooldown: 300 sec.
Zaken's Earring Lv. 5	MP Consumption -15%, Heal Received +20%, HP Recovery Bonus +25%, Vampiric Rage Effect +9%, Max MP +100, Bleed Attack/Resistance +35%, Stun Attack/Resistance +25%, Mental Attack/Resistance +25%, HP Potion Additional Recovery +500. <Zaken's Earring> Restricts enemy's HP/MP/CP recovery when used in PvP.
Antharas' Earring Lv. 5	CON +3, MEN +3, MP Consumption -20%, Max MP +120, Heal Received +22%, Hold Resistance +10%, HP Recovery Bonus +5, MP Recovery Bonus +5, Bleed Attack/Resistance +50%, Stun Attack/Resistance +40%, Mental Attack/Resistance +40%, Damage Reflect Resistance +25%, Vampiric Rage Effect +10%. <Antharas' Earring> Restrains the use of Physical/Magic skills when used.
Frintezza's Necklace Lv. 5	All Skill Power +25%, Skill Cooldown -15%, Damage Reflect Resistance +15%, All Critical Rate Received -15%, Max MP +100, Sleep Attack/Resistance +40%, Paralysis Attack/Resistance +30% <Frintezza's Necklace> Increases skill cooldown of nearby enemies when used. <Frintezza Requiem> Puts nearby enemies to Sleep when used.

- New skills for Rare Accessory options are as follows:

Skill	Effects

Baium Rage	+ 30% all damage for 10 sec.
Orfen Barrier	Consumes MP for 10 sec. to defend against damage. Skill effect disappears when MP reaches 0.
Antharas Immunity	Debuff Invincibility for 5 sec.
Frintezza Requiem	Puts nearby enemies to Sleep for 30 sec.

- The Vampiric Rage effect of Antharas' Earring Lv. 4 has been increased from 6% to 8%.
- Fixed an issue where the cooldown reduction effect of Frintezza's Necklace Lv. 1 - Lv. 4 would not be applied to some skills.
- Changed the Blessing Scroll (Event) item icons to be identical to Blessing Scrolls.
- Rare Accessory Lv. 5 augmentation has been added.
- 12 types of activation armor pieces have been added.

Items			
Freeze Breastplate	Freeze Leggings	Freeze Breastplate Imprint	Freeze Leggings Imprint
Thunder Leather Mail	Thunder Leather Leggings	Thunder Leather Mail Imprint	Thunder leather leggings Imprint
Flaming Tunic	Flaming Stockings	Flaming Tunic Imprint	Flaming Stockings Imprint

- If you were to enchant each activated armor by +4 or more, the enchant effect for each armor is applied.
- Special skills are activated at a probability when attacking or hitting while wearing activation armor.
- 12 types of activation armor can be obtained through random production.

Item name	Grade	Effect
Freeze Breastplate	S grade	STR +2, CON +1, Weight limit +1500, M.Def. +15, Maximum HP +150, Paralysis Resistance +20%, stun Resistance +20%, sleep Resistance +20%, hold Resistance +20%, Silence Resistance +20%, Fear Resistance +20%
Freeze Leggings	S grade	STR +2, CON +1, Weight limit +1000, M.Def. +10, Maximum HP +50, Paralysis Resistance +20%, stun Resistance +20%, sleep Resistance +20%, hold Resistance +20%, Silence Resistance +20%, Fear Resistance +20%
Thunder Leather Mail/Armor	S grade	STR +2, DEX +1, Weight limit +1500, M.Def. +15, Maximum HP +80, Maximum MP +40, Paralysis Resistance +20%, stun Resistance +20%, sleep Resistance +20%, hold Resistance +20%, Silence Resistance +20%, Fear Resistance +20%
Thunder Leather Leggings	S grade	STR +2, DEX +1, Weight limit +1000, M.Def. +10, Maximum HP +80, Maximum MP +40, Paralysis Resistance +20%, stun Resistance +20%, sleep Resistance +20%, hold Resistance +20%, Silence Resistance +20%, Fear Resistance +20%
Flaming Tunic	S grade	INT +2, WIT +1, Weight limit +1500, M.Def. +15, Maximum MP +200, Paralysis Resistance +20%, stun Resistance +20%, sleep Resistance +20%, hold Resistance +20%, Silence Resistance +20%, Fear Resistance +20%
Flaming Stockings	S grade	INT +2, WIT +1, Weight limit +1000, M.Def. +10, Maximum MP +100, Paralysis Resistance +20%, stun Resistance +20%, sleep Resistance +20%, hold Resistance +20%, Silence Resistance +20%, Fear Resistance +20%

- The following effects are applied for each phase of Freeze Breastplate enchantment.

Enchantment value	Enchant Option					Frozen Bless				Freeze Paralyze	
	Maximum HP Increase	Physical Critical Damage	Attack Damage HP Absorption Rate	Physical defense	Bow resistance	Chance odds	Holding time	Damage Reflection	Cool time	Chance odds	Holding time
4	500	-1%	-	-	-	-	-	-	-	-	-
5	510	-1%	-	-	-	-	-	-	-	-	-
6	520	-2%	-	-	-	-	-	-	-	-	-
7	530	-2%	-	-	-	-	-	-	-	-	-
8	550	-3%	1%	-	-	3%	30 secs	5%	600 secs	1%	2 secs
9	550	-3%	1%	3%	-	5%		10%		3%	
10	600	-7%	2%	6%	10%	6%		12%		5%	
11	620	-7%	2%	6%	10%	7%		15%		7%	

12	700	-10%	2%	8%	11%	8%		16%		8%	
13	720	-10%	2%	8%	11%	9%		17%		9%	
14	820	-15%	2%	10%	12%	10%		20%		10%	
15	830	-15%	2%	10%	12%	10%		21%		10%	
16	840	-15%	2%	10%	12%	11%		21%		10%	
17	850	-15%	2%	10%	12%	11%		21%		11%	
18	860	-15%	2%	10%	12%	11%		22%		11%	
19	870	-15%	2%	10%	12%	12%		22%		11%	
20	950	-15%	2%	10%	15%	12%		22%		12%	

- The following effects are applied for each phase of Freeze Leggings enchantment.

Enchantment Value	Enchantment option				Frozen This Order					
	Max	All Skill	All Skill	Physical	Physical	Physical	All Skill/Max	Physical/Max	Physical	Physical

[illegible]

5	110	1%	-	-	-	-	-	-	-	-	-
6	120	2%	-	-	-	-	-	-	-	-	-
7	130	2%	-	-	-	-	-	-	-	-	-
8	140	3%	1%	-	1%	10 secs	100	600 secs	90%	2 secs	1%
9	150	3%	4%	3%	3%	10 secs	350	600 secs	90%	2 secs	3%
10	180	6%	4%	7%	5%	10 secs	600	600 secs	90%	2 secs	5%
11	190	6%	4%	7%	7%	10 secs	850	600 secs	90%	2 secs	7%
12	220	8%	5%	10%	8%	10 secs	1050	600 secs	90%	2 secs	8%
13	230	8%	5%	10%	9%	10 secs	1250	600 secs	90%	2 secs	9%
14	260	10%	6%	15%	10%	10	1500	600	90%	2	10%

14	260	10%	6%	15%	10%	10 secs	1500	600 secs	90%	2 secs	10%
15	270	10%	6%	15%	11%	10 secs	1500	600 secs	90%	2 secs	11%
16	280	12%	6%	15%	11%	10 secs	1700	600 secs	90%	2 secs	11%
17	290	12%	6%	15%	12%	10 secs	1700	600 secs	90%	2 secs	12%
18	300	12%	6%	15%	12%	10 secs	1900	600 secs	90%	2 secs	12%
19	310	12%	6%	15%	13%	10 secs	1900	600 secs	90%	2 secs	13%
20	320	15%	8%	15%	13%	10 secs	2200	600 secs	90%	2 secs	13%

- The following effects are applied per phase of Thunder Leather Leggings Enchantment Value

Enchantment Value	Enchantment option				Electric Disorder			
	Medium MD	Low MD	All	Medium	Aggressive	Defensive	Highly aggressive	Highly defensive

	Maximum MP increase	movement speed	All skills power	Magic Resistance	Activation chance odds	Holding time	Increases all critical damages received	Increases the probability of all Critical received
4	50	1	-	-	-	-	-	-
5	60	1	-	-	-	-	-	-
6	70	1	-	-	-	-	-	-
7	80	1	-	-	-	-	-	-
8	90	4	1%	-	1%	10 secs	1%	3%
9	100	4	4%	8%	3%	10 secs	3%	6%
10	130	5	4%	15%	5%	10 secs	5%	9%
11	140	5	4%	15%	7%	10 secs	7%	12%
12	170	6	5%	17%	8%	10 secs	8%	13%
13	180	6	5%	17%	9%	10 secs	9%	14%

14	210	7	6%	19%	10%	10 secs	10%	15%
15	220	7	6%	19%	10%	10 secs	11%	15%
16	230	7	6%	19%	10%	10 secs	11%	16%
17	240	7	6%	19%	11%	10 secs	11%	16%
18	250	7	6%	19%	11%	11secs	11%	16%
19	260	7	6%	19%	11%	11secs	12%	16%
20	270	7	7%	19%	11%	11secs	12%	17%

- The following effects are applied per phase of Flaming Tunic Enchantment Value

Enchantment Value	Enchantment option				Flame Shield				Flame Bind	
	Maximum HP increase	MP consumption Reduction	Debuff resistance	Probability of all Critical hits	Chance to activate when hit	Holding time	Damage absorption	Reuse delay	Bondage chance odds	Bondage time
4	60	1%	-	-	-	-	-	-	-	-

5	70	1%	-	-	-	-	-	-	-	-
6	80	2%	-	-	-	-	-	-	-	-
7	90	2%	-	-	-	-	-	-	-	-
8	100	4%	3%	-	1%	10 secs	1500	600 secs	1%	2 secs
9	110	4%	7%	-5%	3%	10 secs	2000	600 secs	3%	2 secs
10	140	6%	7%	-10%	5%	10 secs	2500	600 secs	5%	2 secs
11	150	6%	7%	-10%	7%	10 secs	3000	600 secs	7%	2 secs
12	180	8%	10%	-12%	8%	10 secs	3500	600 secs	8%	2 secs
13	190	8%	10%	-12%	9%	10 secs	4000	600 secs	9%	2 secs
14	200	10%	10%	-15%	10%	10	4500	600	10%	2

14	220	10%	13%	-15%	10%	10 secs	4500	600 secs	10%	2 secs
15	230	10%	13%	-15%	11%	10 secs	4500	600 secs	10%	2 secs
16	240	12%	13%	-15%	11%	10 secs	4700	600 secs	10%	2 secs
17	250	12%	13%	-15%	11%	10 secs	4700	600 secs	11%	2 secs
18	260	12%	13%	-15%	12%	10 secs	4700	600 secs	11%	2 secs
19	270	12%	13%	-15%	12%	10 secs	5000	600 secs	11%	2 secs
20	280	15%	15%	-15%	12%	10 secs	5000	600 secs	12%	2 secs

- The following effects are applied per phase of Flaming Stockings Enchantment Value

Enchantment Value	Enchantment option				Flame Weakness					
	Medium	Medium-High	Strong	Almighty	Flame Ignition	Flameless	Anti-Flame	Medium	Elemental	Medium

		Maximum MP increase	Magic skill reuse time reduced	Stun resistance	All Critical hit chance odds	activation chance odds upon attack	Holding time	Attack power reduced	Magic power reduced	Physical Critical reduced	Magic accuracy reduced
4		100	1%	-	-	-	-	-	-	-	-
5		110	1%	-	-	-	-	-	-	-	-
6		120	2%	-	-	-	-	-	-	-	-
7		130	2%	-	-	-	-	-	-	-	-
8		140	3%	1%	-	1%	10 secs	10%	10%	5	5
9		150	3%	5%	-5%	3%	10 secs	12%	12%	6	6
10		200	6%	5%	-10%	5%	10 secs	14%	14%	7	7
11		210	6%	5%	-10%	7%	10 secs	16%	16%	8	8
12		260	8%	7%	-12%	8%	10 secs	18%	18%	9	9
13		370	8%	7%	-12%	8%	10 secs	20%	20%	10	10

13	270	8%	7%	-12%	9%	10 secs	20%	20%	10	10
14	320	10%	10%	-15%	10%	10 secs	22%	22%	11	11
15	330	10%	10%	-15%	11%	10 secs	22%	22%	11	11
16	340	12%	10%	-15%	11%	10 secs	23%	23%	11	11
17	350	12%	10%	-15%	11%	10 secs	23%	23%	12	12
18	360	12%	10%	-15%	12%	10 secs	23%	23%	12	12
19	370	12%	10%	-15%	12%	10 secs	25%	25%	12	12
20	380	15%	10%	-15%	12%	10 secs	25%	25%	15	15

- Added Zaken Doll and Core Doll items.

Item Name	Effect
Zaken Doll Lv1	If present in the inventory, All Skill Critical Rate +10 HP potion recovery +20

	All skills Critical damage +100 Vampiric rage 1% (probability activated)
Zaken Doll Lv2	If present in the inventory, All Skill Critical Rate +40 HP potion recovery +50 All Skill Critical damage +200 Vampiric rage 2% (probability activated)
Zaken Doll Lv3	If present in the inventory, All Skill Critical Rate +60 HP potion recovery +80 All Skill Critical damage +300 Vampiric Rage 3% (probability activated)
Core Doll Lv1	If present in the inventory, All Skill Critical Hit damage received -5% All Skills Critical Rate Received -2% Stun Resistance +10% Sleep Resistance +10% Knockdown resistance +5%
Core Doll Lv2	If present in the inventory, All Skill Critical Hit damage received -10% All Skills Critical Rate Received -5% Stun Resistance +20% Sleep Resistance +20% Knockdown resistance +10%
Core Doll Lv3	If present in the inventory, All Skill Critical Hit damage received -15% All Skills Critical Rate Received -10% Stun Resistance +30% Sleep Resistance +30% Knockdown resistance +15%

Core Doll Lv3	If present in the inventory, All Skill Critical Hit damage received -15% All Skills Critical Rate Received -8% Stun Resistance +30% Sleep Resistance +30% Knockdown resistance +20%
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- The following items will be deleted on the day of the content update:

Recipe: Soulshot (D-grade)
Recipe: Soulshot (C-grade)
Recipe: Spiritshot (D-grade)
Recipe: Spiritshot (A-grade)
Recipe: Blessed Spiritshot (D-grade)
Feoh's Rune - Stage 17
Recipe: Soulshot Compressed Package (D-grade)
Recipe: Spiritshot Compressed Package (D-grade)
Recipe: Spiritshot Compressed Package (D-grade)

Recipe: Greater Soulshot Compressed Package (D-grade)

Recipe: Greater Spiritshot Compressed Package (D-grade)

Recipe: Greater Spiritshot Compressed Package (C-grade)

Recipe: Greater Blessed Spiritshot Compressed Package (C-grade)

Scroll Part: Enchant Weapon

Scroll Part: Enchant Armor

Refined Scroll Part: Enchant Weapon

Refined Scroll Part: Enchant Armor

Solid Scroll Part: Enchant Weapon

Solid Scroll Part: Enchant Armor

Parts of Enchantment Scrolls Chest

Skill Changes

- New passive skills have been added for high-level characters.
 - Glory passive skills are acquired automatically upon reaching the acquisition level.

Skill Name	Acquisition Level	Effects
Glory Expand Elixir	Lv. 88	Cumulative Elixir usage count +5
Glory Special Teleport	Lv. 88	Enables Special Teleport
Glory Expand Free Teleport	Lv. 89	My Teleport slots +5
Glory Unique Color Title	Lv. 90	Enables selection of the unique color "Sky Blue" when using Color Title.
Glory Expand Hair Accessory	Lv. 90	Enables an additional hair accessory to be equipped to the right-hand slot

- Fixed an issue where the success rate for buff cancellation skills was set too low.
- Fixed the issue of weapon resistance reduction % mark being omitted in 'Stigma of Shilen' and 'Curse Field of Shilen' skills' tooltips.
- Fixed the issue of being moved to Lilith's Sanctum when using the Gatekeeper Spirit without meeting the requirements of the entry-level.
- Fixed the problem where the attack power increase effect of the 'Spike' skill was not applied when equipped with the following weapon types.

Weapon Type		
Physical two-handed blunt weapon (e.g. Doom Crusher)	Magic one-handed blunt weapon (e.g. Soul Eye)	Magic two-handed blunt weapon (e.g. Branch of the World Tree)

Physical two-handed blunt weapon
(e.g. Doom Crusher)

Magic one-handed blunt weapon
(e.g. Soul Eye)

Magic two-handed blunt weapon
(e.g. Branch of the World Tree)

- The skill tooltip UI has been improved:
 - The width of the skill tooltip has been increased.
 - More information will be displayed on the top of the skill tooltip.
 - ※ Information added: consumed Momentum, consumed items, duration, target info, target to apply, equipment conditions.
 - The information to be displayed on top has been removed from the tooltip to avoid redundancy and make the tooltip look concise.
 - More skill categories have been added and the skills have been re-categorized.
 - Changes have been made to remove unnecessary skill level information from certain equipment skills.
 - Changes have been made so casting time and cooldown for skills are now displayed up to one decimal place.
- The visibility of some skill effects has been improved.
- Made changes so skill learning is no longer cancelled when players try to [Learn Skills] while casting skills.
 - Players can now learn skills without having to cancel auto-hunting if they level up during auto-hunting.
- Made changes so some buffs can be deleted manually.
 - Alt + Left click on a buff registered on the buff slot to delete it manually.

List of Buffs Applicable

Spirit's Blessing
Mid-grade Spirit's Blessing
High-grade Spirit's Blessing

Clan Changes

- Clan Contribution Points have been added.
 - The amount of Clan XP obtained by clan members is now displayed as Clan Contribution Points in the list of clan members.
 - The Weekly Contribution Points reset every Wednesday. The Accrued Contribution Points reset when a player leaves the clan.
- Donation to a clan has been added.
 - Players can select Normal, Greater, or Highest Contribution by using their Adena or L2 Coin.
 - Players who donated to a clan can obtain Clan XP and Honor Coin (with L2 Coin donations).
 - Players who donated with Greater or Highest Contributions can have a certain chance of obtaining more Honor Coin and might experience a critical where their Honor Coin can be sent to other clan members via mail.
 - Players can donate up to 3 times a day, which resets 6:30 am every day
 - Players who created or joined a clan can donate to the clan after the reset time the next day.
- A clan-exclusive shop has been added.
 - More items will be available in the list depending on the clan level, and the items can be purchased for Honor Coin.

Item Name	Clan Level Requirement	Drop Location (if available)	Honor Coin Price
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Item Name	Clan Level Requirements	Purchase Limit (per character)	Honor Coin Required
Enhanced Sayha's Blessing	3	15/day	8
Special HP Potion	4	200/day	3
Clan Cloak	5	4/day	200
Scroll: Enchant Clan Equipment	5	10/day	2
Clan Circlet	6	4/day	200

- The Clan Cloak and Clan Circlet can be enchanted using a Scroll: Enchant Clan Equipment.
- The enchanted Clan Cloak and Clan Circlet will have the following effects:

Clan Cloak			
Enchant level	Max HP/MP	P. Def./M. Def.	Additional Adena obtained
0	2%		
1	3%		
2	4%	20%	

2	4%	2%	
3	5%	3%	
4	6%	4%	
5	7%	5%	
6	8%	6%	
7	9%	7%	
8	10%	8%	1%
9	10%	9%	2%
10	10%	10%	3%

Clan Circlet			
Enchant level	Max HP/MP	P. Def./M. Def.	EXP/SP obtained

0	50		
1	100		
2	150		
3	200	1%	
4	250	2%	
5	300	3%	
6	350	4%	5%
7	400	5%	10%
8	450	6%	15%
9	500	7%	20%
10	1000	8%	30%

- A clan ranking have been added to the ranking system.
 - The ranking is determined based on the amount of Clan XP.
 - Clans being disbanded are excluded from the ranking.
- Changes have been made so the clan skills acquired are displayed in the clan's basic information.
- The units for Clan XP have been changed.
- A function where players can invite other players to join a clan without targeting one using '/invite character name to a clan' has been added.
- Changes have been made so clans from level 1 can add a clan crest.
- With the units for Clan XP changed, the Clan XP distributed in missions have also been updated:

Mission Title	Clan XP
Attack Clan Raid	Clan XP 500
Hunt Spirits King Ignis	Clan XP 250
Hunt Spirits Queen Nebula	Clan XP 250
Hunt Spirits King Procella	Clan XP 250
Hunt Spirits King Petram	Clan XP 250

- Changed the minimum clan level for Clan Arena to level 3.

Subjugation System

- A ‘Subjugation system’ where players can get points by hunting monsters and obtaining rewards has been added.
 - The ‘Subjugation’ icon has been added to the right sidebar.
 - Players earn ‘Subjugation Points’ by hunting a monster and obtain x1 Key when the Subjugation gauge shows 100%.
 - The Subjugation gauge only increases when Sayha’s Grace is activated.
 - The Subjugation gauge also increases when a monster that gives players XP is defeated in designated hunting zones.
 - The following is a list of Subjugations where players can earn Subjugation Points:

Subjugation Name	Level Requirements	Max. # of Keys Obtained (Seasonal)	Hot Time
Hunt Varka Silenos Barracks	80~96	70	12:00~14:00 19:00~23:00
Hunt Ketra Orc Outpost	80~96	70	
Hunt Dragon Valley	82~99	70	
Hunt Imperial Tomb	83~99	70	
Hunt Anthus Valley	84~99	70	

Hunt Antharas Lair	84~99	70	
Hunt Tower of Insolence	86~99	70	

- 2x Subjugation Points can be earned during the hot time.
- Players can obtain Subjugation rewards using the Subjugation Key and Adena (the Subjugation rewards cannot be obtained during a battle).
- The items that can be registered to the Collection and consumables can be exchanged for the Subjugation rewards.
- The Subjugation rankings are decided based on the Subjugation Points earned in each Subjugation.
 - The Subjugation rankings are updated every 5 minutes, and the season at 0:00 am every Monday.
 - When the season is updated, the Subjugation ranks, points, the numbers of Subjugation Keys that have been earned and can be earned reset.
 - The 1st – 5th rankers will receive a ranking reward via mail after the season is updated.
- Players are rewarded with Subjugation weapons in each Subjugation:

Subjugation Title	Subjugation Weapons
Hunt Varka Silenos Barracks	Feudal Islet
	Feudal Duty
Hunt Ketra Orc Outpost	Silenos Priest's Staff

	Silenos Claw
Hunt Dragon Valley	Ketra Orc Battle Axe
	Orc Commander's Polearm
Hunt Imperial Tomb	Dragon Bone Blade
	Dragon Piercer
Hunt Antharas Lair	Maluk Berserker Blade
	Antharas Follower's Staff
Hunt Tower of Insolence	Guardian's Spear
	Greatsword of Judgment
	Rapier of Insolence

- In addition to the Subjugation system, Subjugation weapons can also be crafted using a Subjugation Equipment Design on Special Crafting.

Special Crafting

- Special Crafting has been added.
 - This function can be used by clicking on the Random Crafting UI on the sidebar or the shortcut button at the bottom right corner of the screen.
 - The items that can be crafted are Subjugation weapons, rare accessories, and Elixirs. More items will be added for future events and content updates.

Collection System

- A 'Collection' system has been added where players can obtain various effects by registering items and making a Collection.
 - This function can be used by clicking on the Collection icon at the bottom of the Inventory or the 'Collection' menu at the bottom right corner of the screen.
 - A Collection notification message pops up when an item that can be registered on the Collection is obtained.
 - An enchanted item can be registered only if it meets the enchant level requirements in the Collection.
 - Players can register an item only if they have more than the required amount.
 - Players can check which items can be registered on the Collection by going to [Collection] on the tooltip.
 - Items are no longer available after registration on the Collection, and the registered item cannot be extracted or restored.
 - The effects of a complete Collection are applied immediately.
 - Items being augmented, enhanced to a Soul Crystal, sealed, going through an appearance change, or being equipped cannot be registered on the Collection.

- The Collection status and effects are shared among all characters on the account and not among servers.
- The Main page of the Collection is adorned with the key items of the Collection that represent each category.
 - The signature Collection is placed on the top of each category and consists of the highest-tier options.
 - The item name pops up by hovering the mouse cursor over each adornment item on the Main page. Players will be taken to the category page by clicking on each item name.
 - Upon registering all signature Collection items including key items, an effect is applied to the adornment item on the Main page.
- The following options will be applied depending on the Collection type:

Attack	Defense	Combat support	Special	Stats	Convenience
P. Atk.	P. Def.	Max HP	Paralysis Resistance	CON	Weapon limit
M. Atk.	M. Def.	Max MP	Hold Resistance	MEN	Inventory slot
P. Skill Critical Damage	Decrease P. Skill Critical Received Damage	Max CP	Sleep Resistance	STR	Warehouse slot
M. Skill Critical Damage	Decrease M. Skill Received Critical Damage	HP recovery bonus	Pulling Resistance	INT	Private Store slot
All Skills Critical Damage	Decrease all skills' Received Critical Damage	MP recovery bonus	Mind Resistance	DEX	EXP/SP earned

Skill Power	Decrease Damage	CP recovery bonus	Stun Resistance	WIT	Charge Magic Lamp gauge
P. Skill Critical Rate	Decrease P. Skill Received Critical Rate	Casting Spd.			Decrease the chance of losing items
M. Skill Critical Rate	Decrease M. Skill Received Critical Rate	Atk. Spd.			Decrease Death EXP
Soulshot Damage	Decrease all skills' Received Critical Rate	Movement Spd.			Reduce the cost of restoring lost items
Spiritshot Damage	All weapons' Resistance	Increase Received Heal			Buff slot
		Decrease Cooldown			
		Decrease Skill MP Consumption			

- Players need to be cautious when opening the Collection UI during a battle since it will hide the entire screen.

Death Penalty and PK System Changes

PKP/DPK penalty system has been changed. When a player is killed by another player, the victim will receive a penalty of 10% of the total experience gained from the last battle.

- PVP/PK penalty rules have been reorganized and changed so that there is an item penalty when a character dies from another player's attack.
 - The maximum karma for a chaotic character has been changed to -36,000 Karma.
 - Item penalty is applied differently according to the Karma at the time of death for a character killed by another PC (deaths from monsters do not apply)

Penalty Stage	Karma	Penalty Probability and Count
1	0	1 item with an extremely low probability
2	-1 ~ -18000	Penalty chance increases and 1~2 items lost
3	-18001 ~ -36000	Penalty chance increases and 1~3 items lost

All characters' dispositions will be reset to 0 during the content update maintenance to prevent unintended damage due to the reorganization of the death penalty.

- Item penalty applies to equipment items such as weapons/armor/accessories that the character can wear, and some fixed items/event/special items are excluded from the penalty.
- If an item penalty occurs, it is stored in a separate inventory (Restore Item) and can be used again when restored by paying a fee.
 - If there is a lost item, you can check the list by clicking the 'Restore Item' notification icon exposed at the bottom right of the screen, or through 'Restore Item' in the Game Menu (Alt+X).
 - The maximum number of lost items that can be stored is 10. If a penalty arises when exceeding 10, the oldest penalty item will be permanently deleted.
 - Lost items can be recovered by using Adena or L2 Coin, the fee will increase by the number of stored items.

- To display the effect of the item penalty, an item with the same appearance as the "lost" item in the restoration inventory will be dropped on the floor. A unique pillar of light effect will be added depending on the item type.

- Dropped items cannot be acquired with the /pickup command and cannot be obtained by a pick up action. They will disappear after 10 seconds.

Item Type	Light Pillar Colors
Weapon	Gold
Armor	Green
Accessory	Purple

- When the character is killed by the player, it will be changed to an animation with a unique effect added.
- The 'Clan Death Fortune' skill will be changed to 'Clan Restore' skill.

	Existing	Changed
Skill Name	Clan Death Fortune	Clan Restore
Effect	Prevent item drop	HP/MP recovery +1%
Acquisition conditions and costs	No Change	

Revenge System Update

- A feature to request help after the Revenge occurs within 6 hours has been added.
 - You can request help from characters within the top 50 of the character rankings or from any of your clan members.
 - You may request help from your own character as well.
 - After you have asked for help, the remaining View Location count is preserved, but any remaining teleports cannot be used.
- Any of your characters that have received a help request, including from yourself, can teleport up to 5 times per request.
 - The teleport cost is 100 L2 Coins per use.
 - The Teleport function temporarily uses the "Hide" skill state when moving in order to provide the individual taking revenge with the means to move safely and a chance to launch a preemptive attack.
 - The Teleport function does not support movement to special areas such as peace zones, instanced zone dungeons, some hunting zones, siege battlegrounds, or castle interiors.
 - The View Location/Teleport functions can be used up to 5 times per Revenge and do not reset at 6:30AM.
- Changed the duration of Individual and Shared Revenge to 6 hours.
 - Individual Revenge lasts for 6 hours from the time Revenge occurs.
 - Shared Revenge lasts for 6 hours from the time Revenge is shared.
- Changes were made so that when Revenge is shared with the clan, the sharer will no longer be sent a notification.

Other Changes

- Monster name color has been sub-divided based on the level difference between the character and target monster:

Conditions	Monster Name Color
Monster 15 levels higher than character	Red
Monster 10-14 levels higher than character	Pink
Monster 5-9 levels higher than character	Yellow
Monster 15+ levels lower than character	Blue (same as before)

- Changed the range where characters perform an auto/manual pickup action from 200 to 300 grid.
- Made changes to auto-hunt so it searches for the next target if the selected target is being hidden.
- Increased the speed of enchanting items.
- Changed the transformation appearance for Elf rankers.
- Fixed an issue with auto-hunt when the target is being hidden.
- Deleted the [Grocery Exchange] link in the Crafting UI on the sidebar.
- Changed the mission reward for reaching Lv. 90.

Previous	Revision
Gold Buff 100%	Gold Buff 100%

Sayha's Buff Scroll x90 Battle Scroll x90 XP Boost Scroll x90 Spellbook: Glory Ability x1 Emerald Weapon Appearance Stone x1	Sayha's Buff Scroll x90 Battle Scroll x90 XP Boost Scroll x90 Lv. 90 Achievement Reward Box x1
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- The Lv. 90 Achievement Reward Box contains the following:
 - Spellbook: Glory Ability x1
 - Emerald Weapon Appearance Stone x1
 - Glorious Half Face Mask x1
 - Stylish Color Title x2
- A Special Teleport list has been added to the teleport list.
 - The Special Teleport list is only visible to Lv. 88 or higher characters.
 - Areas that can be moved to via Special Teleport and the cost of teleportation are as follows:

Special Teleport List	Teleport Cost
Tower of Insolence 10th Floor	100 L2 Coins
Tower of Insolence 11th Floor	100 L2 Coins
Tower of Insolence 12th Floor	100 L2 Coins
Tower of Insolence 13th Floor	200 L2 Coins

- A "Private Monitoring System" for registering characters of interest has been added.
 - A "Monitor" tab has been added to the Networking menu.
 - You can add/remove targets of interest from the "Monitor" tab and view the login status of registered targets.
 - Up to 10 characters can be registered as privately monitored targets on the server.
 - Privately monitored targets have a mark displayed above the character's name.
 - A Monitoring icon will be shown in the Target UI when you target someone you are monitoring privately.
 - A notification system message will be shown in the Chat window when a privately monitored target logs in or out.
- The following changes have been made to the entry/exit method for special hunting zones:
 - Entry is now available from areas that are not peace zones.
 - Special hunting zones cannot be entered during battle.
 - Entry is not available from areas other than normal fields (Olympiad, instanced zones, special hunting zones).
 - After exiting a special hunting zone, you will be moved to a random area in the village.
- Changed the moving location of the 'Dragon valley' hunting zone teleport to 'center of Dragon valley.'
- When targeting an opponent who is against your clan, the enemy icon will now be displayed in the Target UI.
- Reduced the combat state cancellation time from 15 seconds to 10 seconds.
- Changed so that the outline of the target is displayed when you mouseover or target the target.
- Changed the 'Teleport' skill cast time from 3 seconds to 4 seconds.
- Certain internal geography of Lair of Antharas has been changed.

- Parts of the Blazing Swamp hunting zone terrain has been changed.

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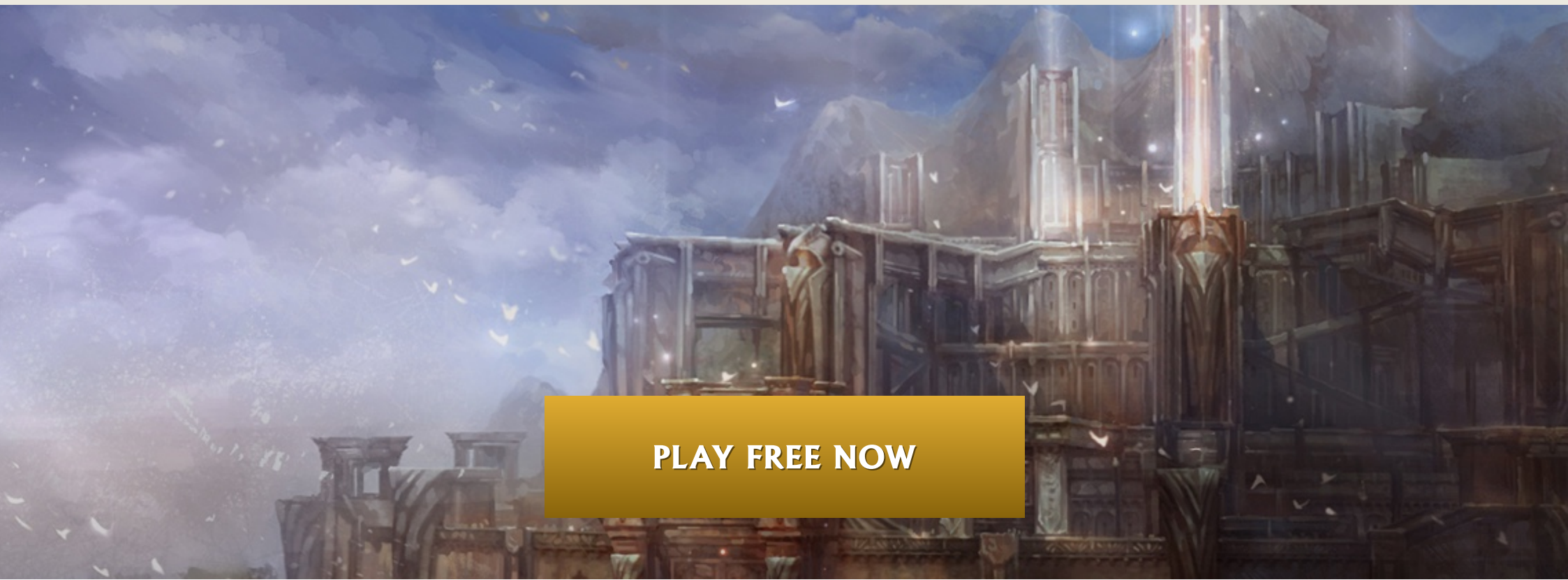
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