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AION Classic Europe 5.0 – Soul Reaper – **Patch Notes**





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* All times in this document refer to server time.

** Information in this document may differ from the final game content.

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New Class

1. The new Soul Reaper class has been added.



- It is characterised by using physical and magic attacks simultaneously.
- It uses the new Soulblade weapon and can wear various armour types.
- The effects of skills vary depending on the level of physical attack and magic boost.

[Key Skills]

Skill	Description
Final Execution	Teleports to a target within 20m whose max. HP is below a certain threshold, and deals damage proportional to the target's max. HP. Has a chance to instantly kill the target. The higher the physical attack, the shorter the cooldown. The higher the magic boost, the greater the chance to instantly kill the target.
Soul Pact	If HP falls to 0 within a certain time, the Soul Rest state is activated. While in the Soul Rest state you recover HP; regeneration is proportional to your max HP. As a result, max HP continuously decreases. At the same time, all resistance values to status effects increase significantly. If your HP falls to 0 while in the Soul Rest state, you die. If you deal the final blow to a creature, the Soul Rest state is removed, and you return to your original state.



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	The higher the physical attack, the shorter the cooldown. The higher the magic boost, the longer the duration.
Ice Blood	Increases damage against the marked target and slows its movement speed. If you are attacked by a target other than the marked target, or if you attack a different target, the damage is reduced. The higher the physical attack, the shorter the cooldown.
Blade Avalanche	Deals physical damage to the target and slows it. (If the movement speed reduction effect stacks twice, the target becomes immobilised.) Multicast 3 times. Under certain conditions, targets in front of the user take additional magic damage. The greater the magic boost, the higher the chance of the additional magic damage being triggered and the larger the forward area.
Evading Shadow	Removes physical status ailments from the user and restores HP. For a short time, a single physical or magic attack can be blocked. At the same time, resistance to silence and bind is increased, and incoming damage is partially reduced. The higher the physical attack, the shorter the cooldown. The higher the magic boost, the longer the duration.

- With the addition of the Soul Reaper, rewards for major content have been changed and expanded.
 - Stigmas for the Soul Reaper have been added to the skill vendor's stigma sales list.

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- Soul Reaper skill books and stigmas have been added to the reward list for instances and raids.
- The Soulblade has been added to the equipment rewards.

Instances

1. The new Sunayaka's Treasure Chamber instance has been added.



Max. Players	Entry Level	Entries	Resets
6	From level 60	Once per day	Daily at 9 AM

- The entrance to Sunayaka's Treasure Chamber is located in Tiamaranta Mesa.
- As rewards, players can obtain Sunayaka's Mask, enchantment stones, flux, Balaurea Chronicle Bookmark Fragments, Abyss Relics, a Rare Manastone Bundle, as well as Eternal Tribunal weapons.
 - With the Balaurea Chronicle Bookmark Fragments you can try to craft the finished product at Siel's Anvil; the fragments are globally tradable.
 - An Eternal Tribunal weapon may yield a Holy Medal Fragment with a certain probability when dismantled using Siel's Hammer.
- When the boss monster summons illusion gate monsters, either a physical or a magical unit will appear.
- If the boss monster in Sunayaka's Treasure Chamber is weakened to below 50% HP, the Golden Vault reward can be obtained after 10 minutes.

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2. The new Arena of Fate instance has been added.



Max. Players	Entry Level	Entries	Resets
1	From level 60	Once per day	Daily at 9 AM

- Entry is available via the Entrance to the Arena of Fate Abyss Rift in Sanctum/Pandaemonium.
 - On entry there is a 1-minute waiting period; interacting with the inner door can start the fight immediately.
 - On entry the skills Remove Shock I, Remove Shock II and Remove Shock – Tornado are disabled.
- The instance ends immediately after 3 minutes or upon death.
- Points are calculated proportionally to the damage dealt to Inerneos and are weighted differently depending on class.
- Rewards are granted based on the score achieved, and the score will be recorded on the leaderboard.
 - Depending on the final rank, large amounts of XP and Forgotten Memory Fragments are awarded as rewards.

3. The new Secret of the Cube Trial instance has been added.



Max. Players	Entry Level	Entries	Resets
6	From level 65	Once per day	Daily at 9 AM



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- Access is via the portal Entry: Secret of the Cube Trial, which is located at the Unknown Rift in Tiamaranta Mesa (Somnium/Nornir).
- The instance begins upon entering the central circular area and lasts for 5 minutes.
 - When the Infinity Cube is attacked or reaches a certain HP threshold, cube fragments will appear. Interacting with these fragments may yield 1 Infinity Cube Fragment.
 - If Infinity Cube Fragments are handed in to Vindachinerk's Phantom and a certain number is accumulated, a reward cube will appear above the central circular area.
 - A reward cube also appears above the central circular area when the Infinity Cube is defeated.
 - When the Infinity Cube is defeated, or 5 minutes after the start, the central circular area becomes a flight zone. At this time, rewards from the reward cube can be claimed.
 - Depending on the reward cube, the following rewards are available.

Reward Cube	Standard Reward	Additional rewards (with a certain probability)
Border-Crossing Cube	Sacred Cube Fragments Chest Mysterious Cube Crystals Noble Infinity Cube Relic Chest	-
Time-Bending Cube	Eternal Tribunal weapon Mysterious Cube Crystals	Eternal Dusk weapon Iridescent Infinity Cube Relic Chest
Space-Twisting Cube	Eternal Tribunal weapon Mysterious Cube Crystals	Eternal Dusk weapon Common Infinity Cube Relic Chest

- When a certain number of Mysterious Cube Crystals are collected and assembled, a Mysterious Cube can be obtained. When opened, depending on

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the set probability, you may receive a Medal, a Holy Medal or Vindachinerk's Sparkling Earring.

4. The new Tiamat's Sanctuary instance has been added.



Max. Players	Entry Level	Entries	Resets
6	From level 65	Once per day	Daily at 9 AM

- Entry is through the dimensional rift in the centre of the Balic Treasury.
5. In Tiamat's Sanctuary players can obtain new equipment, skill books and other rewards.
 - The new Raging Dragon Lord's weapons as well as the extendable Rage-Twisted Dragon Lord's weapons can be obtained.
 - The new Tiamat's armour and Rampaging Tiamat's armour can be obtained.
 - The new Raging Dragon Lord's Earring can be obtained.
 - This earring specialises in offensive options.
 6. The new Perfect Skill Book Chest (Level 65) can be obtained.
 - Skill details for each class are further explained under [Skills](#).
 - In addition, various rewards can be obtained such as Commodore's accessories, Fortress Guardian accessories, enchantment stones, godstones, manastones, refinement stones, etc.
 7. In all areas, the XP awarded for defeating monsters has been set to a high level.
 8. From the treasure chests that appear when defeating named monsters in levels 1–4, you can, with a certain probability, obtain reward chests. From these chests, main equipment rewards can be obtained according to fixed probabilities.
 - Treasure chests can only be opened if a minimum number of people are present.
 - If a reward chest drops, all party members can receive it.
 9. Chests in Tiamat's Sanctuary associated with Shaborkan, Terath, Tahabata and Tiamat can be reopened.
 - You can attempt a retry with Kinah up to five times.

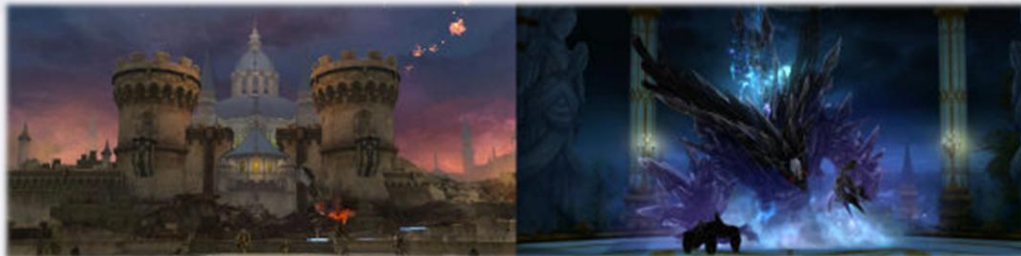


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- The more often a retry is attempted, the higher the cost becomes.
- 10. Each level has special missions assigned. An additional reward can be received upon completion.
- 11. In certain areas a Dragon Lord Secret Chest is hidden; when attacked it has a chance to be upgraded to a higher-grade secret chest. The higher the grade of the secret chest, the better the rewards.
- 12. The new Raging Dragon Lord's weapons can be obtained in various ways.
 - Reward chests in the Tiamat zone on level 4 have a small chance to contain a fully crafted weapon.
 - Using a special material obtained from the reward chests in the Tiamat zone on level 4, you can attempt a chance-based craft at Siel's Anvil.
 - If the attempt fails, the materials are consumed, but you will receive guarantee points.
 - If you have an existing +15 Derelict/Oblivion weapon or a +15 Battle-Seasoned weapon, you can attempt a likely upgrade using a special material as the main material together with enchantment stones.
 - If the attempt fails, only the enhancement materials are lost; the enchantment level as well as the manastones, godstones and the skill allocation of the original weapon are retained.
 - On success, you will receive a +15 Raging Dragon Lord's weapon. Enchantment level as well as manastones, godstones and skill allocation are retained.
 - By collecting materials that can be obtained with 100% chance from bosses on floors 1–3 and from the treasure chests in the Tiamat zone on floor 4, guaranteed crafting is also possible. However, large quantities are required, so this will take a long time.
- 13. The new enhanced Rage-Twisted Dragon Lord's weapon can be obtained with a small chance as a fully crafted weapon from the reward chests in the Tiamat zone on floor 4.
- 14. The new Tiamat's armour and Raging Tiamat's armour can be obtained randomly from the reward chests of all named bosses.
 - The Tiamat's armour has slightly higher stats in some areas compared with the previous Commodore's armour. The Raging Tiamat's armour has slightly higher stats in some areas compared with the previous Battle-Hardened armour.
 - However, it is notable for allowing PvE bonus-damage skills to be re-rolled.

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- The Raging Tiamat's armour can also be crafted via guaranteed crafting by collecting materials that are obtained 100% from the bosses on floors 1–3 and from the treasure chests in the Tiamat zone on the 4th floor.
However, large quantities are required, so this will take a long time.
15. The new Land of Shadows instance, in which a tutorial battle can be experienced during character creation, has been added.



16. Additional time-limited entry scrolls for instances can be purchased from the NPC Dungeoninerk using Kinah.

Items	Weekly purchase limit per character
[Event] Entry Scroll for Wall of Lament (7 days)	10
[Event] Entry Scroll for Phaestos' Disc (7 days)	3
[Event] Entry Scroll for Beast Rival War (7 days)	10
[Event] Entry Scroll for Labyrinth of Echoes (7 days)	10
[Event] Entry Scroll for Dokkaebi Realm (7 days)	10
[Event] Entry Scroll for Iron Citadel (7 days)	10
[Event] Entry Scroll for Sunayaka's Treasure Chamber (7 days)	10
[Event] Entry Scroll for Arena of Fate (7 days)	10
[Event] Entry Scroll for the Secret of the Cube Trial (7 days)	10
[Event] Dungeoninerk's Additional Dungeon Ticket Selection Box (7 days)	21

17. The minimum level required to register for Beast Rival War has been changed to level 60.
18. The Tahabata's Treasure Chest in Labyrinth of Echoes has had Eternal Tribunal weapons added.
19. Flux has been added as a loot reward in certain instances.



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- Affected instances: Iron Citadel, Phaestos' Disc, Wall of Lament, Tartarus, Dokkaebi Realm, Burning Blood Fortress, Sunayaka's Treasure Chamber, Labyrinth of Echoes, Secret of the Cube Trial.
20. Title rewards obtainable in Labyrinth of Echoes have been adjusted.
- The drop rate for the Title Badge Bundle has been adjusted and set so that all party members can receive it.
 - The Rare Title Bundle has been changed to a Title Card Chest (Normal–Rare) and its drop rate has been adjusted.
21. For Haettoda in the Dokkaebi Realm and Kromede's minions in the Labyrinth of Echoes, it has been changed so that their HP are not restored even if they absorb physical and magic damage.
22. Fixed: Players were being resurrected in the reward room of Beast Rival War upon death at the obelisk.

Titles

1. The title system has been revamped.
- The title list has been changed.
 - A new title list has been added.
 - Titles from the previous title list that are not retained will be converted into new Titles or into Title Badges and issued. (further explanations below)
 - A new Title Card item has been added to the revised title system.
 - Using the [Title Card] item grants the corresponding title.
 - Obtained titles can be selected from the available list and applied.
 - When applied, the colour and size are displayed differently depending on the title type and tier.
 - Titles in your possession can be converted back into a [Title Card] item via title return.
 - New [Title Card] items can be dismantled with Siel's Hammer to obtain Title Badges.
 - Title Badges can be used as fusion material at the Altar of Transcendence.



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2. Titles from the previous title list that are not retained will be converted into new titles or Title Badges and granted.
 - Titles that were previously owned and are removed will be converted into Title Badges and granted after the update.
 - If a time-limited title has 30 days or less remaining, a rare Title Badge will be issued every 2 days.
 - If a time-limited title has 30 days or more remaining, a corresponding [Title Card] will be issued and, for the remaining time (after the first 30 days), a rare Title Badge will be awarded every 2 days.
 - Title Card items will be disabled; dismantling them with Siel's Hammer will yield Title Badges.
3. Title-related rewards in the Labyrinth of Echoes have been changed.
 - The previously awarded Wandering Adventurer title fragments have been replaced by title badges.
4. Title-related rewards have been added to the quest rewards of the following quests.
 - Teva cleansing quests
 - Tiamaranta Mesa: Wise Golden Wind Life III
 - Drakan Protectorate: Eliminate/Defeat the Drakan Protectorate
5. The title-related rewards of the Guardian General in Apheta Beluslan have been changed.
 - The title awards given for the first hit and the last hit have been changed.
6. Title cards that were marked as unusable have been removed from existing NPC vendor lists.
7. Existing titles in equipment set settings will be reset. They can be used with the revised titles after being set again.
8. The tooltip of the title item has been updated to display the stat values of the respective title.
9. Combat talent values have been added to title descriptions.



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Daeva's Travels

1. Daeva's Journey missions have been added.
 - Weekly missions are missions that Daevas can regularly complete over the course of a week.
 - Achievement missions are missions that experienced Daevas can undertake over a specific period of time.
2. Daeva's Journey can be undertaken from level 60.

Enchantment System

1. The rules for enchanting equipment have been changed.
 - The success rate for enchanting equipment up to and including the fabled rank has been set to 100%.
 - For eternal equipment the previous condition (-1 enchantment level and reset on failure) has been removed, so on failure the enchantment level is retained.
2. When an attempt fails, part of the used success probability is stored; on a retry within the same enchantment range the stored probability is added to the chance of success.
 - The base success probability for each enchantment level has been changed.
 - The following new enchantment stones and Kinah are required for enchantments.
 - Arcamant items are subject to the same enchantment rules, and the Arcamant Enhancer remains a required item.
3. Enchantment stones have been unified into a single type.
 - Enchantments are now performed using a single type of enchantment stone instead of the previous level-dependent enchantment stones.
 - The number of enchantment stones required varies depending on rank and enchantment level.
 - The previous level-based enchantment stones can be dismantled with Siel's Hammer into the new Enchantment Stones and Enchantment Stone Fragments.
4. The higher the level of an enchantment stone, the more enchantment stones you obtain.



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5. Enchantment Stone Fragments can be processed at Siel's Anvil into Enchantment Stones.
 - Content that previously awarded level-based enchantment stones has been changed to award the new Enchantment Stones.
 - The rewards for Combat Talent, Book of Adventure, quests, rewards via Legion Arete Coins, Wall of Lament, Burning Blood Fortress, Dokkaebi Realm, etc. have been changed.
6. The bonus points for Combat Talent per enchantment level have been changed.
 - The bonus points for levels 7–14 have been increased.
7. The equipment extraction feature has been removed.
 - The sale of extraction tools by NPCs has been removed and these tools are no longer usable.
 - Extraction tools in possession have been changed so that they can be resold at the Kinah price originally paid.
 - Enchantment stones can be obtained from equipment by dismantling with Siel's Hammer.

Trading System

1. A Kinah Marketplace has been added to the Global Auction House.
 - The Global Auction House is divided into Quna and Kinah tabs.
 - The newly added Kinah Marketplace uses Kinah as its trading currency.
 - The minimum registration unit is set the same as for the existing Quna Marketplace.
 - 200,000 Kinah

※ The existing Quna Marketplace remains unchanged.
2. A Bill Details tab has been added to the Kinah Marketplace.
 - The settlement history for the last 28 days can be viewed.
3. The settled amounts for items sold in the Kinah Marketplace can now be viewed in the Bill Details tab.
4. Categories in the Global Auction House have been reorganised.



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- The categories have been changed to Equipment, Skill, Enchantment, Material, Appearance, Other.
- Up to two favourites (star icons) can be registered per subcategory.
- 5. The 10-second search restriction in the Global Auction House has been removed.
- 6. The selling service via the Trade Broker and some trade-related features have been discontinued.
 - Personal trading, personal shops, mail attachments, temporary trading and group billing have been discontinued.
- 7. Owners' private store animations will be changed to AFK animations.

Refining

1. The Refinement system has been added.
 - Accessories of eternal quality or higher can receive refinement attributes by using flux.
 - Depending on the probability, the refinement attribute, the magnitude of its value and the number of attributes is determined.
 - Flux can be obtained by crafting at Siel's Anvil, as instance rewards and by exchanging Arcanium in Teva.
2. Accessories of the Guardian/Archon Brigade General cannot be refined.

Upgrades

1. Refinement attributes are retained when accessories are upgraded.
2. It has been changed so that upgrading a +15 Admiral's Weapon or a +15 Burning Salvation Weapon now grants a Battle-Scarred weapon instead of a Battle-Scarred Weapon Chest.
3. Zikel's Noble Agent Belt can be obtained by upgrading Zikel's Agent Belt.



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Siel's Anvil

1. The crafting recipe for Flaming Transcendence has been added.
 - Flaming Transcendence can be crafted from five types of Transcendence Crystals: Transcendence Crystal of Light, Transcendence Crystal of Darkness, Transcendence Crystal of Fire, Transcendence Crystal of Frost and Transcendence Crystal of Lightning.
 - Each Transcendence Crystal can be obtained, regardless of level, with a certain probability in five field areas.

Region	Drop Item
Inggison	Transcendence Crystal of Light
Gelkmaros	Transcendence Crystal of Darkness
Tiamaranta Mesa	Transcendence Crystal of Fire
Balic Treasury	Transcendence Crystal of Frost
Teva	Transcendence Crystal of Lightning

2. The categorisation in the General tab has been improved.
3. Crafting recipes for the Holy Medal and the Holy Medal Fragment, as well as the Balaurea Chronicle Bookmark, have been added.
4. The crafting recipe for Ariel's Agent Ring has been added.
 - Ariel's Agent Ring and Ariel's Apostle Ring are globally tradable if not soulbound.
5. A new crafting recipe for (prismatic) flux has been added.
 - Can be crafted using Medals and Kinah, or Enchantment Stones and Kinah.
 - On a great success, a globally tradable flux may be obtained.
6. Crafting recipes for the Eternity Skill Book Chest and the Eternity Stigma Chest have been added.
 - Skill books and stigmas that were previously only obtainable as loot can now be selected in the chests.
 - Guaranteed crafting with Medals is possible. The required number varies depending on the chest.
7. Crafting recipes for the Raging Dragon Lord's Weapon Selection Box and the Rampaging Tiamat's Armour Selection Box have been added.



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- The Raging Dragon Lord's Weapon Selection Box can be crafted from 750 Balaur Lord's Red Crystal, and the Rampaging Tiamat's Armour Selection Box from 200 Balaur Lord's Red Crystal.
- 8. The globally tradeable Cradle of Doom Wing Fragments Chest and the Wandering Adventurer's Fragment III Chest were added. Crafting recipes for both items were added to Siel's Anvil.
- 9. The crafting recipe for the title Wandering Adventurer was added.
 - Rare title badges can be used to guarantee crafting of Wandering Adventurer, Wandering Adventurer II and Wandering Adventurer III.
- 10. Thousand separators have been added for quantity-based material items in Siel's Anvil.
- 11. The icons for the selection of the alternate crafting recipes were changed to text.
- 12. A tab for limited crafting was added.

Combat Talent

1. Ranking rewards were added to the Combat Talent leaderboard. Leaderboard rewards are updated daily at 9 AM; unclaimed rewards received that day will be removed.
 - Depending on rank, a special symbol representing the rank will be displayed before the character name in chat.
 - Rewards for ranks 1–300 can be obtained server-wide across all classes combined.
 - Rewards for ranks 1–20 are available per server and class.
2. On the integrated battlefield server, Combat Talent rankings and their rewards can now be received/claimed.
3. It has been changed so that item/Combat Talent rewards can be received based on the level and experience achieved.
 - When certain thresholds are reached, you can click the icon in the lower XP bar to receive the reward.
 - Available from level 69.
 - Unclaimed rewards from previous levels will be automatically granted.
4. Fixed an issue where Combat Talent ranking rewards could not be used.



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Moreth

1. A weighting of Record Points has been added for each level.
 - Lower levels receive more Record Points.
 - Levels 1–4 receive double the amount.
 - Levels 5–7 receive a factor of 1.5.

Altar of Transcendence

1. The expected results of item fusion at the Altar of Transcendence can now be previewed.
2. The Fabled Manastone Box obtainable from heroic and fabled Manastone fusion has been renamed to Fabled Manastone Repeat Box.
 - You can attempt a retry with Kinah up to five times.
 - The more often a retry is attempted, the higher the cost becomes.

Look Synergy

1. New conditions for the Look Synergy system have been added.

Raids

1. Raid rewards have been partially changed.
 - The Derelict, Solitude and Pacification weapons have been renamed to Eternal Tribunal weapons and Eternal Dusk weapons, respectively.
 - The Irukara weapons have been changed to Burning Subterranean weapons.
2. Bug fix: For some enemies in the Tiamat's Torment raid, the number of Fighting Spirit Agate rewards was incorrectly assigned.



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Arenas

1. In the Arena of Discipline, the point deduction for a defeat has been reduced from 100 to 50 points.
2. The Discipline Training Grounds, the Chaos Training Grounds and the Training Camp of Cooperation will no longer be shown in the instance info.
 - Instances can be used as before.

System

1. The way values are applied when equipping two one-handed weapons has been changed.
 - The physical attack and magic boost increased by enchanting the left weapon are applied to the right weapon at 100%.
 - The activation chance penalty for godstones on the left weapon has been removed.
 - When equipping two one-handed weapons (or a weapon and a shield), the lower combat talent value of the equipped piece is applied at 100%. (Both sides are each applied at 100%.)
 - For the left weapon, attack speed, casting speed, PvP attack and PvE attack are compared with those of the right weapon, and the higher value is applied. (This corresponds to the previous method.)
2. The application of values when equipping a two-handed weapon has been changed.
 - Physical attack and magic boost increased by enchanting the off-hand weapon are applied to the main weapon at 100%.
 - The godstone mounted on the off-hand weapon is now also activated.
 - The combat talent value of the secondary weapon is carried over at 100%.
 - For attack speed, casting speed, PvP attack and PvE attack of the secondary weapon, the higher value between the secondary weapon and the main weapon applies (as before).
3. The Ceremonial Emote system has been added.



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- It can be set in the Emote UI when the item is received and is activated when an enemy PC dies.
- 4. The AFK Emote system has been added.
 - If the hotkey for the private shop is set to Z, AFK is automatically set to Z; this can be changed in the hotkey settings.
 - When receiving an AFK item, the desired emote can be selected in the corresponding UI and then performed.

Characters

1. When mousing over Phoenix's Overcharged Shot UI, the tooltip for the highest learned rank of Overcharged Shot is now displayed.
2. The values for attack speed, casting speed and movement speed are now displayed to three decimal places.
3. Fixed: While the character was moving forward, a (–) was displayed for Increased Crit. Damage in the profile window.

Quests

1. The quest Knower of Dice has been added to the Book of Adventure.
 - Available for characters level 67 and above.
 - After completing the quests Cube Master Vindachinerk, The Hunt of Vindachinerk, Vindachinerk's Demand and Vindachinerk's Secret Method you can accept the quest from Vindachinerk at the Black Cloud Camp in Tiamaranta Mesa.
 - Upon completing the quest in the Book of Adventure you will receive 2 Special Cube Expansion Permits.
 - The Special Cube Expansion Permit can expand a cube by up to 2 rows.



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- If the cube was previously expanded with a Special Cube Expansion Permit, the item can be dismantled with Siel's Hammer to obtain a [Supply] Enchantment Stone (Level 120). (The [Supply] Enchantment Stone (Level 120) can in turn be broken down into 10 [Rune] Enchantment Stones.)
- 2. The rewards for the Golden Wind quests have been adjusted.

Quests	Rewards
[Golden Wind] [Daily] The Wise Golden Wind Life I	1x Tiamaranta Golden Wind Kinah Bundle
[Golden Wind] [Daily] The Wise Golden Wind Life I	1x Golden Wind Reward Chest (Level 1)
[Golden Wind] [Daily] The Wise Golden Wind Life II	1x Tiamaranta Golden Wind Noble Kinah Bundle
[Golden Wind] [Daily] The Wise Golden Wind Life II	1x Golden Wind Reward Chest (Level 2)
[Golden Wind] [Daily] The Wise Golden Wind Life III	1x Tiamaranta Golden Wind Shimmering Kinah Bundle
[Golden Wind] [Daily] The Wise Golden Wind Life III	1x Golden Wind Reward Chest (Level 3)
- 3. The rewards for the Golden Wind quests are now granted as bundle items.
- 4. 3 new guide quests for Tiamaranta Mesa orders have been added.
 - After the update they can be obtained upon entering Tiamaranta Mesa.
 - Characters who were already level 60 or above before the update cannot accept these quests.
- 5. Special quests have been added that are available from level 70.
 - The quests are automatically received upon entering Sanctum, Pandaemonium, Inggison and Gelkmaros.
 - Quest items can be obtained by defeating monsters in the regions Tiamaranta Mesa, Balic Treasury and Teva, as rewards from command quests in the Mesa region, and as rewards from named bosses in key instances.
 - These items can be obtained regardless of whether the quest has been accepted or not.
 - Important quest items are globally tradable and have a high Moreth point acquisition rate.
 - The quest-completion reward item can be used to craft Zikel's Noble Agent Belt.



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6. The items required for The Lady's Prophecy quest 'Destroyer of Chests', Relic Remains, now drop from sealed minor/normal treasure chests in Teva.
7. Title rewards that were granted for some quests have been removed.
8. Some navigation information for the quest Gather Metaphysical Materials! in the Book of Adventure has been improved.
9. Bug fixed: The quest Gather Metaphysical Materials! in the Book of Adventure could not be accepted.
10. Bug fixed: During the quest to exchange the Aeon Temple Guard's Coat, the Flame Leather equipment could not be exchanged.

Items

1. The following skill books were added to the Perfect Skill Chest and the High-Quality Skill Book Selection Box: Power Blow, Proficient Chainblade Training, Proficient Dragon Claw Training, Tenacious, Surprise Attack, Blinding Vortex, Summon Spirit King, Frigid Hand, Magic Recovery, Unwavering Eye, Flying Soulblade and Proficient Soulblade Training.
2. The Rare Skill Page Book Chest and the Perfect Skill Book Page Bundle have had the following pages added: Power Blow, Proficient Chainblade Training, Proficient Dragon Claw Training, Tenacious, Surprise Attack, Blinding Vortex, Summon Spirit King, Frigid Hand, Magic Recovery, Unwavering Eye, Flying Soulblade and Proficient Soulblade Training.
3. The following stigmas were added to the Perfect Skill Chest and the High-Quality Stigma Chest: Rage Stance, Ion Flux Overload, Executioner's Stance, Restoration Strike, Molto Forte, Strengthening Spirit: Improved Armour, Magic Salvo, Rapid Fire Readiness.
4. The following fragments were added to the Rare Stigma Fragment Chest and the High-Quality Stigma Fragment Bundle: Rage Stance, Ion Flux Overload, Executioner's Stance, Restoration Strike, Molto Forte, Strengthening Spirit: Improved Armour, Magic Salvo, Rapid Fire Readiness.
5. The new item Dragon Beryl has been added.
 - It can be obtained by using an Arcamant of Enchantment Level 7 or higher and the item Flaming Transcendence as upgrade materials.
 - The item Flaming Transcendence can be crafted at Siel's Anvil.



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- Upon ascension the enchantment level is retained, and the beryl can continue to be enchanted in the same way after ascension. However, any bonus chance accumulated from previous failures will be reset.
 - When equipped grants the trait skill Lotus Blossom Oath: when you are hit there is a 5% chance to restore 100 DP and increase fire resist by 10 for 1 minute (up to 10 stacks).
6. The icons of enchantment stones for levels 100 to 130 have been changed.
 7. The new divine item Daeva's Relic has been added.
 - Opening the item can yield various items such as mana stones, enchantment stones, equipment, skill books, stigmas, bookmarks and bindings.
 - Can be obtained with a certain probability from the sandstorm targets in Tiamaranta Mesa and from boss monsters in the regions Inggison and Gelkmaros.
 8. It has been changed so that when an equipment item is upgraded, attached enhanced mana stones are retained on the upgraded item.
 - Affected items: +13/+14 Elite Commodore Armour, +13/+14 Aeon Temple Guard's Armour
 9. Some equipment chests that can be crafted at Siel's Anvil have been changed to be globally tradable.
 - Forsaken Weapon Chest
 - Battle-Scarred Weapon Chest
 - Battle-Hardened Armour Chest
 10. The sale price of certain accessories at merchants, as well as their usability with Siel's Hammer, have been changed.
 - Affected items: Zitan's Noble Corundum/Turquoise Ring, Nashuma's Noble Corundum/Turquoise Necklace, Heka's Noble Corundum/Turquoise Earrings, Turatus's Noble Corundum/Turquoise Necklace
 11. The success rate for socketing normal/rare manastones has been set to 100% and changed so that they can be returned.
 12. The stigmas Destruction Incarnate and Abyssal Oath at level 5 and above have been changed so that they can be dismantled with Siel's Hammer.
 - When Destruction Incarnate is dismantled with Siel's Hammer, it yields an Abyssal Oath item of the same level.
 - When Abyssal Oath is dismantled with Siel's Hammer, it yields a Destruction Incarnate item of the same level.



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13. Fuel Mineral can now be purchased once per character per day.
14. Detailed reward descriptions have been added to the tooltips for Tiamaranta Mesa and Hexad orders.
15. When a +15 enchanted piece of armour is upgraded, its manastones will be retained.
16. The usable levels of some skill books and stigmas have been changed to 1.

Target Skill Book	Target Stigma
Concentrated Bombardment	Rage Stance
Clarity of Attack	Ion Flux Overload
Rapid Fire Eye	Executioner's Stance
Maiming Strike	
Divine Retribution	
Uncontrollable Power	
Surprise Ambush	
Breath of the Wind	
Double Smash	
Dominating Spell	
Power Blow	
Proficient Chainblade Training	
Proficient Dragon Claw Training	

17. Tooltips for godstone items have been updated to include usage hints.
18. It is now possible to upgrade a Forsaken weapon with enchantment level +15 to a Derelict weapon.
 - On success, you receive a +10 enchanted Derelict weapon; manastones and godstones are retained.
 - On failure, only the additionally used materials are lost; the enchantment level +15 as well as manastones, godstones, skills and the previous condition are preserved.
 - On failure, equipment set settings and applied appearance changes are not retained.
19. Battle-Scarred weapons and shields with enchantment level +15 can now be upgraded to Battle-Seasoned weapons and shields.
 - On success, you receive a +10 enchanted Battle-Seasoned weapon or a +10 enchanted Battle-Seasoned shield; manastones and godstone are retained.



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- On failure, only the additionally used materials are lost; the enchantment level +15 as well as manastones, godstones, skills and the previous condition are preserved.
 - On failure, equipment set settings and applied appearance changes are not retained.
20. The Balaurea Chronicle Bookmark and Medal can now be dismantled with Siel's Hammer.
21. The items in the Stigma Chest I bundle have been changed.
- Removed from the bundle: stigmas sold by the skill item merchant NPC.
22. Tooltips now show the minimum and maximum amount of Kinah that can be obtained from Kinah bundles among the main rewards.
23. The item level of some pieces of equipment has been changed.
- As a result, the item level of certain weapons, armours and accessories has been adjusted.
24. The tooltip for equipment items now displays the item level.
25. The size of objects summoned by Prism Cores has been reduced.
26. The hair accessory Sunayaka's Mask has been added.
27. When equipping a shield, the shield's reinforcement synergy and combat talent are now applied even if no weapon is equipped in the right hand.
28. Following the introduction of unified PvP/PvE stats, some unchanged items had their PvP Attack Power/PvE Attack Power values removed and merged into a single Additional Attack Power value.
- Affected items: Ariel's Agent Ring, Ariel's Apostle Ring
29. The Combat Talent points of equipment with item levels 50–54 have been equalised to the Combat Talent points of level 55 items.
30. Combat Talent values for level 55 and level 58 have been added to the items.
- Affected items: Master Carved Ferronite Longsword, Master Carved Ferronite Mace, Master Carved Ferronite Dagger, Master Carved Solarium Orb, Master Carved Solarium Magic Tome, Master Carved Ferronite Greatsword, Master Carved Ferronite Polearm, Master Carved Wingleaf Staff, Master Carved Wingleaf Bow, Master Carved Ferronite Chainblades, Master Carved Ferronite Dragon Claws, Master Carved Solarium Rapier, Master Carved Reinforced Corundum Earring, Master Carved Reinforced Turquoise Necklace, Master Carved Reinforced Corundum Ring, Master Carved Reinforced Turquoise Ring, Master Carved Euphorbia Leather Belt, Master Carved Euphorbia Sash



PATCH NOTES

31. The icons have been changed to match the type of movements learned when using a motion card.
32. The belt named Flame Gout Belt has been changed to Forgotten Agent's Belt.
33. The Common Sealed Prism Core and the Rare Sealed Tormented Prism Core can now be traded globally.
34. Zikel's Noble Agent Belt has been added.
35. The item Vindachinerk's Sparkling Earring has been added.
36. Higher-level stigmas that are not tradable globally can now be disassembled with Siel's Hammer.
 - When disassembling with Siel's Hammer, you can obtain an [Event] Perfect Skill Book/Stigma Selection Box.
37. In the contents of the Combat Talent Honour Chest, 3x [Supply] Masterwork Meal were changed to 2x [Supply] Raccoon Coffee.
38. Archon/Guardian Commodore's accessories can now be upgraded at the Altar of Transcendence in the Ascension tab.
 - The upgrade function of the vendor for Abyss equipment has been removed.
 - When ascending at the Altar of Transcendence, refinement values remain intact.
39. Item levels of some accessories and hair accessory items have been changed.
40. Accessories and headgear of the eternal tier from level 55 were changed to be globally tradable.
 - The Forgotten Agent's Belt and Zikel's Belt cannot be globally traded.
41. All PvP attack values applied to weapons have been converted to additional attack values.
42. Additional attack values were added to the Oblivion weapons, including the Derelict and Forsaken weapons.
43. Additional attack values were added to the Burning Salvation weapons.
44. The Veille and Mastarius Agents equipment is now available for appearance extraction.
45. Combat Talent points were added to the Assassin's Reboot stigma skill.
46. A quick menu for items has been added.
 - Left-clicking an item will display the menu available for that item.
47. A symbol has been added to accessories to indicate whether refinement values are present.
48. Removing or deactivating an [Event] Heroic Godstone will delete the godstone.
 - Affected items: [Event] Godstone: Traufnir's Bravery, [Event] Godstone: Freyr's Wisdom, [Event] Godstone: Deltras's Loyalty, [Event] Godstone: Oris' Blood,



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- [Event] Godstone: leo's Sadness, [Event] Godstone: Kasika's Shackles, [Event] Godstone: Mahisha's Wrath, [Event] Godstone: Helkes' Revenge
49. Existing skill animation skill books and skill animation stigmas can no longer be used.
- Dismantling a skill animation skill book yields a 'skill card' that can be used to unlock the skill animation for that skill.
 - Dismantling a skill animation stigma yields a 'skill card' to obtain the skill animation as well as the original stigma.
50. The contents of bundles that previously contained skill animation skill books and stigmas have been changed to 'skill cards'.
- The contents of the Animation Skills Chest, obtainable via the Adventurer's Badge, have been changed to 'skill cards'.
 - The contents of the Return/Herb Treatment/Mana Treatment Skill Animation Bundle available in the Emyrean Crucible have been changed to skill cards.
51. The icon of the item Purra's Dragon Claws has been changed.
52. The name and tooltip of the item Manastone: All Elemental Defences +5 have been changed.
53. The names and icons of some items have been changed.
- Seal of Eternity (Fragment) → Service Medal (Fragment)
 - Holy Seal of Eternity → Holy Service Medal (Fragment)
54. Some scrolls can now be used simultaneously.
- Awakening Scroll/Courage Scroll
 - Crit Spell/Crit Strike Scrolls
55. Use of class-specific items has been disabled.

Not usable class-specific items

Bandage
Lesser Odella Powder
Odella Powder
Greater Odella Powder
Fine Odella Powder
Odella Powder
Tripeed Seed
Tripeed Fruit
Scolopen Poison
Dimensional Fragment
Tripeed Branch



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Tripeed Sapling
Worg Soul Level 1
Worg Soul Level 2
Worg Soul Level 3
Karnif's Soul Level 1
Karnif's Soul Level 2
Karnif's Soul Level 3
Fine Ion Flux Potion

- NPC sales of class-specific items have been removed.
 - Existing class-specific items can be resold at the original Kinah purchase price.
56. The stigmas granted by the Stigma Equip Helper campaign have been marked as non-tradable.
57. When disassembling with Siel's Hammer, bonus rewards have been added based on the equipment's level and quality.
58. It has been changed so that the Fire Dragon King's and Dark Dragon King's look-synergy items can be obtained through certain game content.
- In the Hexad Raid, the object Hexad's Main Body has a certain probability to drop the items [Motion Card] Warrior Master and [Motion Card] Mage Master.
 - In the Labyrinth of Echoes, you can obtain from Tahabata's Treasure Chest, with a certain probability, the Shimmering Fire Dragon King's Dragon Knight Chest and the Shimmering Dark Dragon King's Dragon Knight Chest.
 - In the Labyrinth of Echoes, you can obtain from Bakarma's Treasure Chest, with a certain probability, the Shimmering Fire Dragon King's Wings Chest and the Shimmering Dark Dragon King's Wings Chest.
 - In the Tiamat's Torment raid, when defeating Corrupted Raksha, Corrupted Tiamat Phantom, Corrupted Stormwing, Corrupted Samae or Corrupted Lannok, the final blow may yield the Shimmering Fire Dragon King's Weapon Selection Box III or the Shimmering Dark Dragon King's Weapon Selection Box II.
59. A trade symbol is now shown on the icon for tradable items.
- It is not shown for items that can become soulbound.
60. Disassembling the appearance items of the Noble Fire Dragon King or the Noble Dark Dragon King now yields 5 Dragon King's Jewels.
61. Fixed: The equipment skill Heal Soul disappeared when the item Yasba's Grace was used and its duration expired while the skill was active.



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62. Fixed: The item description for Target Order: 2nd Medium Watching Eye IV was displayed incorrectly.
63. Fixed: The NPC of the Black Cloud Trading Company could not redeem the Mighty Dragon Lord's Challenge Chest Treasure Bundle.

Tiamaranta Mesa/Teva

1. Some stats and rewards for the sandstorm targets in Tiamaranta Mesa have been increased.
 - When defeating these monsters there is a chance to obtain manastones and Daeva's Relics.

Sandstorm Target
Budding Jejune
Danitur the Renegade
Dancing Dagger Serion
Taida the Enraged
Tempestuous Ardor
Reclusive Krata
Merciless Lamaz
Training Instructor Karan
Raving Kichikor
Colossal Geodenos
Crystaltusk Erubes
Ancient Elder Ermus
Deputy Brigade General Lucarn
Aide Kaimar
Combat Captain Danika
Deputy Brigade General Kutma
Deputy Brigade General Talaba
Bodyguard Captain Daira

2. The respawn time of the sandstorm targets has been adjusted.
3. The quantity of goods offered by the Merchant Captain has been changed.



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4. The stats, respawn time and positions of 'mutated' monsters in the Tiamaranta Mesa Skies have been changed, and Daeva's Relics and Manastone Bundles have been added as rewards.
5. Positions that could be used to reach some terrain within the map have been corrected.
6. On the battleships in Tiamaranta Mesa, you can buy special, limited goods from the Special Shugo Trader.

Items	Daily purchase limit per character
Shugo Merchant's Prismatic Flux Bundle	2
Shugo Merchant's Enchantment Chest	1
Shugo Merchant's Doomsayer's Wings Challenge Chest	2
Shugo Merchant's Mysterious Fine Forgotten Memory Fragment Chest	2
Shugo Merchant's Arcamant Enhancer Chest	2
Shugo Merchant's Title Badge Bundle (Normal – Rare)	2
Shugo Merchant's Chest with Additional Entry Scrolls for the Arena of Fate (7 days)	1
Shugo Merchant's Chest with Additional Entry Scrolls for Sunayaka's Treasure Chamber (7 days)	1
Shugo Merchant's Chest with Additional Entry Scrolls for Tiamat's Sanctuary (7 days)	1

- The items and their quantities offered by the Special Shugo Merchant may change with future updates.
 - A faction's superiority or inferiority is calculated based on weekly player counts, PvP participation, raid win/loss record and quest participation.
- 7. At the Golden Apple Trees in Teva, the number of Arcanium Trees has been increased and their respawn time reduced.
- 8. The recapture time for the Golden Apple Trees in Teva has been changed from 30 seconds to 60 seconds.
- 9. Prismatic Fluxes have been added to the Arcanium Trader's sales list in the Crest of Wrath region in Teva.
- 10. The rewards obtainable from defeating Teva enemies have been adjusted.
 - The drop rates of certain items have been adjusted, and tradeable fluxes have been added as possible drops.



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11. The types and probabilities of items that can be obtained from sealed treasure chests of low/medium/high tiers have been changed.
 - The drop rate of the Elite Commodore's Armour Selection Box has been adjusted.
 - The reward Pacification Armour Chest has been replaced by the Eternal Tribunal Weapon Chest.
 - The Fleet Commodore's Accessory Chest, fluxes and Arcamant Enhancers have been added as treasure chest rewards.
12. Bug fixed: No Tiamaranta Rancour Stones were obtained when defeating Tiamaranta mutants.
13. Bug fixed: When RvR started in the basement of the Tiamaranta Fortress, characters were not removed from the basement.
14. Fixed: Some Crest of Wrath objects in Teva did not spawn at their intended locations.
15. Fixed: Rare specimens of the Carmine Spinner occasionally did not disappear after a failed capture.
16. Fixed: Field mission quests in Teva were not automatically accepted.
17. Fixed: Occasionally rewards could not be obtained from the Golden Apple Tree.
18. Fixed: The Combat Talent values of monsters in Teva were applied incorrectly.

Balaurea

1. Boss monsters have been placed in Balaurea.
 - When defeating these monsters there is a chance to obtain manastones and Daeva's Relics.

Inggison Boss	Gelkmaros Boss	Level
Ironheart Neokin	Deathbringer Gryphu	10
Raging Crestlich	Hellmire Mamut	15
Archvillain Gnarl	Deathnight Airon	20
Gorehook Laupede	Dunehowler Barghest	25
Millennial Rotron	Naduka Bonebreaker	30
Killertoothed Alitaur	Jadeblood Caltrops	35
Queen Nultra	Cannibal Caryatid	40
Hellbreeze Wraithling	Poisongaze Scolopen	45



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Wasteland Drake	Riftslasher Sandshark	50
Torment Mudthorn	Cursed Drakan Researcher	55
Argos-Eyed Crettin	Queen Klawtiel	60

- The positions of some functional NPCs in Inggison/Gelkmaros have been changed.

Rankings

- Bug fixed: When a character died, AP were occasionally not deducted correctly.

Skills

- When using skills that are cast on a target while moving, the caster's animation direction was adjusted so they face the target more naturally.
- Added new skills.

Class	Skill	Effect
Gladiator	Power Blow	Deals physical damage to the target and reduces the cooldowns of Exhausting Wave, Revival Wave, Piercing Rupture and Shadow Rage (Rage Stance) by 10%. Cooldown: 2 sec. Body Combo (2x) – Power Blow (chain skill)
Gladiator	Rage Stance	Increases your attack power by 100%, your attack speed by 12%, and your physical defence is reduced by 50% for 30 seconds. Each attack has a 5% chance to increase your additional attack power by 5% for 20 seconds. Cooldown: 2 min.
Templar	Bloodsword Slash	Inflicts physical damage on the target. Additional damage is applied to monsters.



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		Cooldown: 3 sec.
Cleric	Restoration Strike	Restores the HP of you and all allies within 25m of the user. Cooldown: 30 sec. Stigma
Assassin	Surprise Attack	Moves behind a target within 25m, deals physical damage and stuns them for 4 sec. Deals additional damage to targets that are immune to stun. Multicast 2 times After use, another single-target skill can be used. Cooldown 20 sec.
Assassin	Tenacious	Has been changed from a usable skill into a trait skill.
Sorcerer	Frigid Hand	Deals water damage to a target within 25m. On each attack, the cooldown of Glacial Shard, Flame Spray, Fire of Magic Power, Inferno, Magic Assist (Magic Recovery) and Hurricane Strike is reduced by 2%. Additional damage against NPC targets is applied. Cooldown: 2 sec.
Sorcerer	Magic Recovery	For 1 min, magical cast time is reduced by 20%. Increases magic boost and magical accuracy by 400. Increases Crit Spell by 200 and PvE attack by 20%. Cooldown: 2 min.
Spiritmaster	Strengthening Spirit: Improved Armour	For 5 min, increases the spirit's physical and magic attack by 100%. Increases physical defence and all elemental defences by 50%. Increases magic boost by 800. Increases movement speed by 100%.



PATCH NOTES

		Increases magical accuracy and accuracy by 1500. Cooldown: 1 min. Stigma skill
Spiritmaster	Summon Spirit King	Summons the Spirit King.
Revenant	Ion Flux Overload	For 30 seconds no Ion Flux is consumed, and attack damage is increased by 70%, movement speed by 10%, and attack speed by 12%. Penetration against Knockback Resistance and Silence Resistance is increased by 300. Cooldown: 1 min. Stigma
Revenant	Ion Flux Overload (Forte)	For 35 seconds, attack power is increased by 80% and attack speed by 12%. Penetration against Knockback Resistance and Silence Resistance is increased by 300. Cooldown: 1 min. Stigma
Revenant	Proficient Chainblade Training	Certain skills can be used while moving. Skill Book Applicable skills: Split Thunder, Massive Thundertide, Massive Thunderstrike, Overcharge Explosion, Thunderblast, Lightning Strike, Thunder's Lament, Fate's Executioner, Chain of Hatred, Loaded Slash, Divine Strike, Blast Radius
Brawler	Executioner's Stance	All physical skills deal critical hits for 10 seconds. Stigma
Brawler	Proficient Dragon Claw Training	Attack range is increased by 3m and attack speed by 3%. Skill Book
Luminess	Blinding Vortex	Deals magic damage to the target and absorbs 30% of the damage as MP.



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		Reduces the cooldown of Cosmic Acceleration and Proof of Knowledge by 5% (total 25%). Multicast 5 times. Cooldown: 40 sec.
Luminess	Molto Forte	Increases group members' attack speed by 15% for 2 min. Reduces cast time by 15%. Boosts the effectiveness of your party members' skills once for 20 seconds. Separate cooldown from Astral Blessing. Cooldown: 3 min. Stigma skill
Phoenix	Unwavering Eye	Increases resistance to stun, knockback, stagger, spin and Aether's Hold by 500 for 13 seconds. Additionally increases all resistances to status effects by 500. Increases attack speed by 5% and movement speed by 5%. Reduces the enemy's aggression when attacking. Reduces damage taken from incoming attacks. Cooldown: 1 min.
Phoenix	Magic Salvo	Deals magical damage to up to 6 targets within 20m in front of the user. Restores 20% of the damage dealt as HP. Multicast 2 times Cooldown: 1 min. Stigma
Phoenix	Rapid Fire Readiness	Increases your attack speed by 10% and your attack range by 1m. Each attack has a 5% chance to increase Crit Spell by 100. Stigma Passive Skill



PATCH NOTES

- If the skill Ion Flux Overload is learned, Ion Flux Concentration will be removed from the list.
 - If the skill Proficient Chainblade Training is learned, Advanced Chainblades will be removed from the list.
 - If the skill Executioner's Stance is learned, Combat Stance will be removed from the list.
 - If the skill Proficient Dragon Claw Training is learned, Advanced Dragon Claws Training will be removed from the list.
 - If the skill Surprise Attack is learned, Dash Attack will be removed from the list.
 - If the skill Tenacious is learned, Devotion and [Reboot] Devotion will be removed from the list.
 - If the skill Blinding Vortex is learned, the skill Lightning Spiral will be removed from the list.
 - If the skill Magic Recovery is learned, the skill Magic Assist will be removed from the list.
 - If the skill Frigid Hand is learned, the skill Freezing Wind is removed from the list.
 - If the skill Unwavering Eye is learned, the skill Hunter's Eye is removed from the list.
 - If the skill Rapid Fire Readiness is learned, the skill Rapid Fire Posture is removed from the list.
 - The skill Surprise Attack shares its cooldown with Ambush and [Reboot] Ambush.
3. The effects of some skills have been changed.

Class	Skill	Change
Templar	Judgement	Deals physical damage and stuns the target for 3 seconds. Cooldown: 40 sec. Additional damage is applied to NPC targets. The restriction to greatswords has been removed.
Templar	Bloodsword Slash Shield Shock	Base damage increased. Additional damage against NPC targets has been increased.



PATCH NOTES

	Provoking Shield Counter Avenging Blow Shield Bash Swinging Shield Counter Face Smash	
Ranger	Bow of Blessing	PvE attack increase added.
Ranger	Bow of Blessing (Forte)	PvE attack increase added.
Ranger	Agonising Arrow Stunning Shot Rupture Arrow Swift Shot Repeated Shot Spiral Arrow Explosive Arrow Lethal Arrow Venomfinder Shot Shackle Arrow Shock Arrow Brightwing Arrow Darkwing Arrow Griffonix Arrow Arrow of Virago	Additional damage applied to NPCs
Ranger	Keen Cleverness	Restores own MP on each attack for 1 minute with a 100% chance. Stigma Skill Cooldown: 1 min. 30 sec. MP restoration increased
Cleric	Power Enhancement	Increases party members' HP for 30 seconds. Cast time removed. Can now be used while moving.
Cleric	Splendour of Purification	Cooldown changed to 7 seconds. Cast time removed. Can now be used while moving.
Cleric	Yustiel's Light Yustiel's Splendour	Healing amount increased. Cast time changed to 1.5 seconds.



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Cleric	Marchutan's Light Marchutan's Splendour	Shield strength increased. Cast time changed to 1.5 seconds.
Cleric	Blessed Shield	Shield strength increased.
Cleric	Immortal Shroud	Creates a protective shield for 12 seconds. Shield strength increased. Cooldown changed to 1 minute 30 seconds.
Cleric	Prayer of Destruction	Increases your magical accuracy and magic boost by 300, Crit Spell by 100 and PvE attack by 40% for 45 seconds. Also reduces the cast time of all magical skills by 10%. Cooldown: 1 min.
	Prayer of Destruction (Forte)	Increases your magical accuracy and magic boost by 400, Crit Spell by 100 and PvE attack by 45% for 45 seconds. Also reduces the cast time of all magical skills by 15%. Cooldown: 1 min.
Chanter	Concentrated Defence	Increases parry by 1,000 and magic suppression by 1,000 for 15 seconds.
Chanter	Hallowed Strike Booming Strike Booming Smash Booming Assault Split Strike Vehemence Strike Soul Strike Inescapable Judgment Lightning Strike	Additional damage against NPC targets is applied.
Sorcerer	Illusion	Removes a physical status effect from the caster. For 10 seconds, 2 physical attacks can be evaded and 2 magic attacks can be resisted. Cooldown: 1 min.



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Sorcerer	Frost Frostbite	Deals water damage to a target within 25m and reduces its movement speed for 12 seconds. Cooldown: 10 sec. Can be used as the Frost chain skill (Ice Chain) – Frozen Shock.
Sorcerer	Flame Cage Erosion	Cooldowns are now separate.
Sorcerer	Flame Fusion	Deals fire damage to a target within 25m and reduces fire resist for 20 seconds. Cooldown: 10 sec. Cast time: 0.8 seconds.
Sorcerer	Wind Cut Down	Deals wind damage to a target within 25m and reduces all elemental defences for 20 seconds. Cooldown: 16 sec. Cast time: 0.8 seconds.
Sorcerer	Glacial Shard Flame Spray Fire of Magic Power Inferno Freezing Wind Hurricane Strike Burn	Additional damage is applied to NPC targets.
Spiritmaster	Magic Implosion Ignite Aether Magic Explosion Infernal Pain Weaken Spirit Elemental Strike Vacuum Choke	Additional damage is applied to NPC targets.
Spiritmaster	Spirit Disturbance Spirit King Command: Detonation Claw Spirit King Command: Thunderclap Claw Spirit King	Additional damage is applied to NPC targets.



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	Command: Decaying Spirit King Command: Self-Destruction Spirit King Command: Ruinous Offensive Spirit King Command: Explosion Spirit King Command: Ash-Burning Spirit King Command: Sacrificing Spirit King	
Spiritmaster	Cinder Spirit Water Spirit Earth Spirit Wind Spirit Magma Spirit Tempest Spirit	Increase to base attack power
Spiritmaster	Command: Wall of Protection Spirit King	Restores 1,500 HP to allies within 15m of the Spirit King and increases attack power by 20% for 30 seconds, Increases accuracy by 100, evasion by 300, magical accuracy by 100 and resist magic by 250. Cooldown: 2 min.
Spiritmaster	Spirit Disturbance Spirit King	Deals earth damage to the target and absorbs 50% of the damage dealt as HP, reduces all elemental defences for 4 seconds, and stuns the target for 4 sec.
Spiritmaster	Command: Decaying Spirit King	Inflicts fire damage on the target every 6 seconds for 30 seconds, reduces all elemental defences by 300 and increases loot chance by 20%.
Spiritmaster	Command: Ruinous Offensive Spirit King	Deals fire damage to targets within a 15m radius and then inflicts additional damage every 3 seconds for 15 seconds.



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Spiritmaster	Spirit Wrath Position Spirit King	Increases physical and magic attack by 52% for 30 seconds, increases magic boost by 260, Crit Strike by 21% and attack speed by 37%.
Revenant	Capacitor	Parries all physical hits for 20 seconds.
Revenant	Arc Flash Plasma Cut Impulse Volt	Can now be used while moving.
Revenant	Fate's Executioner Electric Shock Lightning Blast Electroferno Law of Resistance Chain of Hatred Heavenly Judgement	Additional damage against monsters is applied. Base damage increased.
Revenant	Split Thunder Divine Touch Lightning Strike Arc Flash Plasma Cut Impulse Volt Charged Burst Counter Electric Resonance Rolling Thunder Massive Thunderstrike Massive Thundertide Thunder's Lament Primal Cadence Blast Radius Ion Storm Loaded Slash Primed Strike	Additional damage against monsters is applied.



PATCH NOTES

	Rev Up	
Brawler	Spiral Strike	Inflicts physical damage on the target. Pulls the caster forward. Removes the target's dodge and resistance effects (→ changed to all targets). Reduces healing effects by 40% for 12 seconds. Cannot be removed.
Brawler	Steel Parry	Changed to activate automatically.
Brawler	Great Bear Strike	Additional damage against monsters is applied. Base damage increased.
Brawler	Solar Plexus Fists of Lightning Hammerblow Elbow Strike Dragon Fists (Flying Dragon Fists) One-Inch Punch Bear Fists Qigong (Heavenly Qigong) Flying Kick (Intense Pain) Right Kick Left Kick Spinning Kick (Spinning High Kick) Fists of Fire Into Black Piercing Darkness Sweep Hellfall Break Defence Defensive Collapse Existence & Oblivion	Additional damage against monsters is applied.



PATCH NOTES

Luminess	Le La Fa Li Seal Stardust Whirlwind Curse of Song Lume's Gift Lumina Blade Holy Deluge Astral Wrath Combo Skill	Additional damage is applied to NPC targets.
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4. New level 65 skills have been added for each class.
 These skills can be learned by using a new level 65 skill book.

Class	Name	Effect	After
Gladiator	Aion's Strength II	Increases attack by 35% and magical accuracy by 400. Deals additional damage when attacking players. Active skill	Magical accuracy 300 → 400
Gladiator	Defence Preparation II	Increases parry by 350 and block by 350. Increases enemy aggro towards your attacks and reduces damage taken when attacked by players. Active skill	Parry, block 250 → 350
Templar	Iron Skin II	Removes all your debuffs and reduces damage taken by 60% for 20 seconds. Cooldown: 3 min.	Damage reduction 50% → 60%
Templar	Bloodsword Slash II	Deals physical damage to targets within 2m. If the target is an NPC, additional damage is	Damage increased



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		dealt. Multicast 3 times. The higher the total accumulated enchantment levels, the more physical hits are added. (Equipment unique or higher, from level 55) Cooldown: 3 sec.	
Assassin	Beast Fang III	Inflicts physical damage on the target and carves a level 5 seal carving on them. Cooldown: 30 sec.	Damage increased
Assassin	Evasive Boost II	After a successful evasion, increases your evasion by 500 for 7 seconds.	Evasion 300 → 500
Ranger	Stunning Shot VI	Shoots an arrow at a target within 20m and deals random physical damage. The target is briefly stunned. If the target is an NPC, additional damage is dealt. Chain Skill Level 1 The higher the total combined enchantment level, the more physical damage is added. (Equipment unique or higher, from level 55) Cooldown 12 sec.	Damage increased
Ranger	Focused Evasion II	For 10 seconds, 2 physical attacks can be	Duration 5 sec. → 10 sec.



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		evaded, and 2 magic attacks can be resisted.	Number of evasion and resistance events 1 → 2
Sorcerer	Stone Skin VII	For 5 minutes, there is a 100% chance to create a shield that can block damage when taking hits. Damage taken from attacks by players is further reduced. (The shield lasts until it has absorbed a total of 3,118 damage.) Cooldown: 2 min.	Shield strength increased
Sorcerer	Fire of Magic Power II	Deals fire damage to a target within 25m and puts it into the Counterattack state. If the target is an NPC, additional damage is dealt. Cooldown: 1 min.	Damage increased
Spiritmaster	Stone Skin VII	For 5 minutes, there is a 100% chance to create a shield that can block damage when taking hits. Damage taken from attacks by players is further reduced. (The shield lasts until it has absorbed a total of 3,118 damage.) Cooldown: 2 min.	Shield strength increased
Spiritmaster	Vacuum Choke V	Deals wind damage to targets within 25m.	Damage increased



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		If the target is an NPC, additional damage is dealt. Multicast 2 times The higher the total combined enchantment level, the more magical damage is added. (Equipment unique or higher, from level 55) Cooldown 3 seconds	
Chanter	Repeated Shatter II	Deals physical damage to the target and enemies within 5m. If the target is an NPC, additional damage is dealt. Multicast 3 times. The higher the total combined enchantment level, the more magical damage is added. (Equipment unique or higher, from level 55) Cooldown: 1 sec.	Damage increased
Chanter	Focused Parry II	Increases own parry and magic suppression by 1,500 for 15 seconds. Cooldown: 30 sec.	Parry, magic suppression 1,000 → 1,500
Cleric	Sage's Wisdom II	Reduces the cast time of all your magical skills by 50% for 15 seconds. Cooldown: 3 min.	Duration: 10 seconds → 15 seconds
Cleric	Divine Touch V	Deals wind damage to a target within 27m. Cooldown: 16 sec.	Damage increased



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Revenant	Evade Current II	Evades up to 2 physical attacks for 3 seconds. Cooldown: 30 sec.	Evade once → Evade twice
Revenant	Fate's Executioner V	Deals heavy wind damage to a target within 9m and up to 12 enemies in a 7m radius. If the target is an NPC, additional damage is dealt. Ion Flux consumption: 30 Cooldown: 1 min.	Damage increased
Brawler	Fists of Fire VI	Deals physical damage to 6 enemies in front of you and absorbs 35% of the damage dealt as HP. If the target is an NPC, additional damage is applied. Repeated knockback: 3 times Chain Skill Level 1 After use, a single other skill can be used. Cooldown: 30 sec.	Damage increased
Brawler	Steel Parry V	After a successful parry, your parry increases by 500, and physical defence by 2,000.	Physical defence 500 → 2,000
Luminess	Le VIII	Deals fire damage to targets within a 5m radius and reduces magical accuracy by 70 for 12 seconds. This debuff cannot be removed.	Damage increased



PATCH NOTES

		If the target is an NPC, additional damage is dealt. The higher the total combined enchantment level, the more magical damage is added. (Equipment unique or higher, from level 55) Cooldown 0.3 seconds	
Luminess	La VIII	Deals earth damage to targets within 5m and reduces evasion, resist magic, parry and block by 50 for 12 seconds. This debuff cannot be removed. If the target is an NPC, additional damage is applied. The higher the total combined enchantment level, the more magical damage is added. (Equipment unique or higher, from level 55) Cooldown 0.5 seconds	Damage increased
Phoenix	Judgement Day II	Deals fire damage to a target within 40m and to up to 10 enemies between you and the target and applies the Aether's Hold status to them. When applied to a target that is immune to the Aether's Hold status, the user gains one charge of Overcharge Energy.	Damage increased



PATCH NOTES

		The higher the total combined enchantment level, the more magical damage is added. (Equipment unique or higher, from level 55) Cooldown: 1 min.	
Phoenix	Flight Instinct II	Teleports 12m forward, removes the Immobilised and Reduced Movement Speed states, and increases movement speed by 30% for 12 seconds and raises resistance to movement-impairing states by 1,000. Multicast 2 times After use, another single-target skill can be used. Cooldown: 30 sec.	Movement distance: 10m → 12m

5. The skill animation system has been added.
 - Animations can be selected via Skill [K] > Skill Animation UI.
 - Previously acquired skill animations will be removed and added to the new system's list.
 - Skill animations can be obtained via the 'skill card' item.
6. Gladiator:
 - The skills [Reboot] Body Smash and [Reboot] Body Combo have been changed so that their effect deals additional damage against NPCs.
 - The skills [Reboot] Exhausting Wave and [Reboot] Revival Wave have been changed to deal additional damage when applied to targets that are immune to certain status effects.
7. Templar:
 - Using the skill Shield Shock now reduces the cooldowns of Divine Fury and Emphyrean Fury by 10%.



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- The cooldowns of Provoking Shield Counter and Avenging Blow have been set to 15 seconds, and their usage conditions have been removed.
 - The skills Provoking Shield Counter, Avenging Blow, Shield Bash, Swinging Shield Counter and Face Smash have been changed to deal additional damage against NPCs.
8. To improve friend/foe identification for the skill Gravity Bomb I, the colours of the skills for Elyos and Asmodians have been changed.
 9. When a stigma for Rapid Fire Posture is equipped, the skill icon is now displayed in the buff window.
 10. The Phoenix skill Gravity Bomb has been changed.
 - The pull frequency and the damage interval have been changed. Additionally, the strength and duration of the movement speed reduction effect have been adjusted.
 11. Item prerequisites for using the skill have been removed.

Class	Skill
Ranger	Sleep Trap I
	Blazing Trap I-II
	Trap of Slowing I-V
	Explosive Trap I-III
	Sandstorm Trap I-II
	Spike Bite Trap I-II
	Spike Trap I-V
	Snare Trap I-V
	Poisoning Trap I-V
Non-class-specific	Herb Treatment I-V
	Mana Treatment I-V
	Vital Instinct I

- Class items already in your possession have been adjusted so they can be resold at the original purchase price.
12. Several bugs in the Brawler's Spiral Strike skill have been fixed, and the skill has been changed as follows:
 - The duration of the healing-reduction debuff has been corrected to 12 seconds.
 - Bug fixed: Using Spiral Strike did not remove the Assassin's Aethertwisting effect.



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- Bug fixed: After activating Executioner's Stance, no critical hit was applied when using Spiral Strike.

13. The incorrect learn levels of certain skills, as well as the levels required to use the corresponding skill books/stigmas, have been adjusted.

Class	Skill	Changed Level
Templar	Maiming Strike	65 → 1
Templar	Divine Retribution	65 → 1
Assassin	Surprise Ambush	65 → 1
Ranger	Clarity of Attack	65 → 1
Ranger	Rapid Fire Eye	65 → 1
Ranger	Concentrated Bombardment	65 → 1
Sorcerer	Breath of the Wind	65 → 1
Cleric	Uncontrollable Power	65 → 1
Gladiator	Rage Stance	1 → 45
Spiritmaster	Strengthening Spirit: Spirit Armour	1 → 45
Revenant	Ion Flux Overload	1 → 45
Luminess	Molto Forte	1 → 45
Phoenix	Magic Salvo	1 → 45

14. The settings of some skills have been changed.

- The following skills have been changed so they can be used without selecting a target.
- The following skills can now be used automatically. (Sympathetic Heal excluded.)

Class	Skill	Additional Change
Templar	Unyielding Armour	
Cleric	Sympathetic Heal, Hand of Reincarnation	
Cleric	Shatter Memory, Stability	While active, attacks reduce the enemy's hostility.
Chanter	Raging Encouragement	
Ranger	Calming Whisper	While active, attacks reduce the enemy's hostility.



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Assassin	Calming Whisper	While active, attacks reduce the enemy's hostility.
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15. Bug fix: Dash skills used to close the distance to a target could not be used if there was an obstacle behind the character.
16. Bug fix: Female characters experienced a delay when using the Elemental Spirit Armour skill.
17. Bug fix: The skills Unbreakable Devotion (Forte) and Absolute Abyss (Forte) were triggered in the normal state instead of the Forte state.
18. Bug fix: The Assassin skill [Reboot] Attack Speed Boost I-III applied the attack speed increase incorrectly.
19. Bug fix: When the flame revolver was equipped in only one hand, some skill animations and cast-time indicators were not shown.
20. Bug fix: The skill Summon Whirlwind II dealt only 1 damage to some monsters.
21. Bug fix: After summoning Noble Energy and Holy Energy, HP were not reduced when skills were used.
22. Bug fix: When the Spiritmaster used Spirit Substitution, damage from automatically triggered skills was not transferred from the target to the Spiritmaster
23. Bug fix: The cooldowns of some skills were not being reset correctly.
24. Bug fix: Removing the debuffs of the skills Li and Seal from Luminess also removed the debuff of the skill Do.

UI

1. The default damage floater has been changed.
 - If the Party Combat Info option is enabled in settings, you can also see the Fire Dragon King's damage floater of party members who meet the Look synergy condition.
2. The colour tiers shown in the character attribute information have been changed.
 - Values are now shown in four tiers: white, yellow, orange and red.
3. The premium cube will be disabled while using the enhancement system.
4. When no ranking season is active, the Competition Rank button will be disabled.



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5. A UI has been added that shows progress in Secret of the Cube Trial, Beast Rival War and some raids.
6. Start/stop buttons and a progress bar for dismantling have been added to Siel's Hammer.
7. A status floater has been added that appears when status effects are applied.
8. Bug fix: When using area-of-effect skills, the critical-damage floating text was shown for targets that did not receive a critical hit.
9. Bug fix: In the profile window, the Natural Regeneration value was incorrectly displayed as a negative number.
10. Bug fix: The Combat Talent ranking icon was not displayed in the channel chat.
11. Bug fix: Information about high-level stigmas was intermittently displayed incorrectly.

Other

1. The Rapid Tornado buff, which increases movement speed, is now removed when changing zones.
2. Gatherable items in the Abyss, Elysea and Asmodae regions have been removed.
 - Gatherable items in the Balaurea fields and the Mesa region remain available.
3. The server selection window and the character selection window have been updated.
4. Shortcut icons for the Auction House and Siel's Anvil are now displayed on the main screen by default.
5. The Abyss and Combat Talent ranking season will be reset.
6. The size of titles has been reduced.
7. The tooltip for Blessing of Eternity has had descriptions of functions that are no longer available removed.
8. Bug fix: Whispers (private messages) that contained an item link were not received/delivered.
9. Bug fix: The sales list for weapon patterns sold on Tigraki Island was applied incorrectly.
10. Bug fix: The sales list for weapon patterns sold by NPC Chopirunerk was incorrect.
11. Bug fix: The general goods trader in Teva offered the Patterned Alliance Kisk Bag at the wrong price.
12. Bug fix: The connection was unstable in certain situations.



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13. Bug fix: In the profile window, detailed values were not shown when hovering over physical attack.

Classic Europe Specifics

1. The waiting time after entering Beast Rival War has been increased from 30 seconds to 90 seconds.
2. The number of players who can receive rank rewards in the Apheta Beluslan Fortress Battle, depending on their contribution, has been adjusted.
3. The HP of the following raid bosses have been adjusted: Arch Haettoda, Arch Tatar, Hexad, Hexad's Executioner and Hexad's Judge.
4. The HP of Corrupted Lannok in the Tiamat's Torment raid has been adjusted.
5. The event instance Tower of Illusion has been removed.
6. Adjustments to Kinah loot in instances:
 - Normal Diamonds can no longer be obtained as loot from Murmuring Gwisin, Gwangsang, Mirror Gwisin, the Bhulrasan treasure chest and Haettoda in the Dokkaebi Realm.
 - From the Ancient Lucky Chest in Sunayaka's Treasure Chamber, one of the following items can be obtained with a certain probability: Major Diamond, Fine Diamond, Magnificent Diamond.
 - From Tiamat's Chest in Tiamat's Sanctuary, Large Diamond and Major Diamond are guaranteed drops.
Additionally, one of the following items can be obtained with a certain probability: Major Diamond, Fine Diamond, Magnificent Diamond.
7. Loot from instance bosses has been adjusted. The following items can be obtained with a certain probability.

Instances	Boss/Object	Possible Loot
Phaestos' Disc	Phaestos	Monumental Manastone Bundle Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) Greater Balaurea Chronicle Chest [Event] Handy Design Chest



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Tartarus	Unstable Phaestos	Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) Greater Balaurea Chronicle Chest [Event] Handy Design Chest
Wall of Lament	Doomed Samael	[Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) Greater Balaurea Chronicle Chest [Event] Handy Design Chest
Dokkaebi Realm (Hard)	Enraged Gangcheol	Monumental Manastone Bundle [Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) [Event] Handy Design Chest Greater Balaurea Chronicle Chest Heroic Godstone Bundle Fabled Manastone Chest
Burning Blood Fortress	Major Lucky Chest	Monumental Manastone Bundle [Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) [Event] Handy Design Chest Greater Balaurea Chronicle Chest Heroic Godstone Bundle Fabled Manastone Chest
Iron Citadel	Zantaraz Tarotran Captain Xastra Kuhara's Treasure Box	Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath)
Iron Citadel	Greater Vasharti Treasure Chest Major Vasharti Treasure Chest	[Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath)



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Iron Citadel	Premium Vasharti Treasure Chest	[Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) Greater Balaurea Chronicle Chest Heroic Godstone Bundle
Iron Citadel	Brigade General Vasharti	[Event] Handy Design Chest
Labyrinth of Echoes	Tahabata's Treasure Chest	Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) [Event] Handy Design Chest
Labyrinth of Echoes	Bakarma's Treasure Chest	Monumental Manastone Bundle [Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) [Event] Handy Design Chest
Tiamat's Sanctuary	Tiamat's Chest	Monumental Manastone Bundle [Rune] Instance Dungeon Enchantment Stone Fragment Bundle I Special Large Fluxes (Normal – Fabled) Soul (Wrath/Violence/Fury/Wrath/Divine Wrath) [Event] Handy Design Chest Greater Balaurea Chronicle Chest Heroic Godstone Bundle Fabled Manastone Chest Prismatic Flux

8. From Tiamat's Chest in Tiamat's Sanctuary there is a chance to obtain an Enraged Agent's Armour Chest or an Enraged Agent's Weapon Chest.
9. Adjustments in the Arena of Chaos and Arena of Discipline:
 - Seasonal rank rewards have been adjusted.
 - Items exchangeable at vendor NPCs for Crucible Insignias have been adjusted.
10. The quest Tiamaranta's Weapons and Altars has been reset and can be accepted again.
11. Additional rank rewards have been added in the Arena of Fate: [Event] Fate Item Chest, Medal Fragment, Medal, Holy Medal Fragment, Holy Medal.



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- Items in the reward bundle [Event] Fate Item Chest, which is available as a rank reward, have been adjusted.
12. Raid reward bundles have had additional items added that can be obtained with a certain probability.
- Sunayaka's Hair Ornament → Sunayaka Reward Bundle (Rank 1–3)
 - Balaurea Chronicle Bookmark → Hexad Reward Chest (Rank 1–3), Corrupted Tiamat Phantom Reward Chest (Rank 1–3), Corrupted Raksha Reward Chest (Rank 1–3), Corrupted Stormwing Reward Chest (Rank 1–3), Corrupted Samael Reward Chest (Rank 1–3), Corrupted Lannok Reward Chest (Rank 1–3)
 - Ariel's Agent Ring → Hexad Reward Chest (Rank 1), Corrupted Tiamat Phantom Reward Chest (Rank 1), Corrupted Raksha Reward Chest (Rank 1), Corrupted Stormwing Reward Chest (Rank 1)
13. The reward item [Daeva's Journey] Weekly Reward Chest has had the [Event] 100,000 Kinah Bundle and [Event] Kinah Bundle (10,000,000) added. They can be obtained with a certain probability.
14. The level of boss monsters in the instances Phaestos' Disc, Tartarus, Wall of Lament and Dokkaebi Realm has been increased from 65 to 70.
15. The sell lists of some NPCs have been expanded to include certain items:
- Affected NPCs: Himusus, Nekai, Gwen, Zedan, Adventurer's Seal Shugo.
16. The prices for items on the sell lists of the following NPCs have been adjusted: Seona, Metera.
17. The weighting for entry/registration points in Moreth has been adjusted:
- For levels 8–9, a factor of 1.2 applies.