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PATCH NOTES

Update 7.7



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Silentera: Tempus Fugit



<Silentera: Tempus Fugit>

1. You can get to the new region of 'Silentera: Tempus Fugit' through the Underground Rift or Underground Fissure in the Silentera Canyon.
2. Access to the Underground Rift or Underground Fissure is unlocked from level 80.
3. Tempus Fugit is composed of 1 landing site ('Nephilia Regna'), 10 zones and 3 Holy Towers.
4. In Nephilia Regna you'll find Arokkan's Furnace as well as merchants and quartermasters who offer ultimate spiked armour and other items.
 - a. The Tempus Fugit prize giver can be found in Gelkmaros and Inggison.
5. To buy items in Tempus Fugit you will need Sillentium, Sillentium Flux and Vase Spirits. You can get these as follows:
 - a. Sillentium: Dropped by monsters.
 - b. Sillentium Flux: Available from prize givers for Insignias of Experience.
 - c. Vase Spirits: Nephilim Vases can be used for capturing 'Souls', which have a certain probability of appearing after you defeat Jotun monsters. You get 1-5 Vase Spirits with each capture. The vases are available to buy from merchants.

※ Warning: Vase Spirits disappear as soon as you leave Tempus Fugit.

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6. Monsters killed in Tempus Fugit don't usually appear again. All monsters only respawn under the following conditions:
 - a. If you've as good as defeated all monsters in a particular zone, the guardian of the zone, the Elementalist, will appear. This is displayed on the map along with a message.
 - b. If the Elementalists of all zones appear, or if you've defeated them all, time in Tempus Fugit will be turned back and all monsters will respawn. If this happens, the Elementalists will disappear.
7. If the monsters in all zones reappear, there's a chance that Arokkan's Secret Furnace will appear.
 - a. In Arokkan's Secret Furnace you can purchase ultimate spiked equipment chests.
 - b. The Secret Furnace only appears in one of the 10 zones and 3 Holy Towers. It can only be used by 1 person, which is the first person to find it and purchase an item.
8. In order to resurrect in Tempus Fugit you'll need a Kisk, Lunamon's Rescue or a resurrection skill.
9. If the game in Tempus Fugit ends unexpectedly, you can start directly in the Abyss Gap within 3 hours of logging in again. If more than 3 hours pass from login, you'll start in a region with an Obelisk.
 - a. If the game in Tempus Fugit ends normally, you'll start in a region with an Obelisk on your next login.
 - b. If the game in Tempus Fugit ends unexpectedly while your character is dead, you can start directly in the Abyss Gap within 3 hours of logging in again.
10. The Abyss Gap contains 2 Abyss Rifts through which you can get to Tempus Fugit or a region with an Obelisk.
 - a. If the game in the Abyss Gap ends, you will be teleported to a region with an Obelisk.
 - b. PvP duels, gliding, flight, riding mounts or use of Kisks are not possible in the Abyss Gap.
11. Silentera: Tempus Fugit is a cross-server region like Lakrum, Dumaha and Red Katalam, but no Dimension Hourglasses are consumed.
12. Field Glory has been added in Silentera: Tempus Fugit.
13. After killing the monsters in Tempus Fugit, at least one soul doesn't flee, if any appear.

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Instances

1. Added Beshmundir Storm Temple (easy, normal).



<Beshmundir Storm Temple>

Entrance	Max. players	Level	Entries (Starter)	Entries (Gold Pack)	Will be reset
Silentera Canyon	2-6	80	Easy: 2 times per week Normal: 2 times per week	Easy: 4 times per week Normal: 4 times per week	Wednesday at 9 AM

- a. Loot: Ultimate Borrasca Equipment, Ultimate Ciclonica Equipment, Legendary Manastones and Crafting Material.
- b. Ultimate Ciclonica Weapon and Armour can be obtained from the Major Stormwing Jewel Box if you have completed Beshmundir Storm Temple (normal) with an S grade.

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- c. When you attack Beshmundir Storm Temple (normal), you can get lots of different 'Eyes of the Storm' depending on the rank.
- d. If you combine 100 Eyes of the Storm and 1 Beshmundir's Vellum, you will receive an Ultimate Ciclonica Equipment Chest.
- e. You get the following equipment when you extract Beshmundir's Vellum:

Item	Success rate
Ultimate Ambush Weapon/Armour Ultimate Borrasca Weapon/Armour	Fixed probability
Ultimate Ciclonica Weapon/Armour	100%

- f. On Normal difficulty, the reward rank is based on the instance completion time.
2. Rewards are modified in the following instances:
 - a. Udas Temple, Esoterrace, Stella Development Laboratory (easy/normal), Beninerk's Manor (easy/normal), Prometun's Workshop, Makarna of Bitterness, Ara Infernalía (easy/normal), Hererim Mine.
 3. Rewards have been adjusted for all battlefields.
 4. The 'Hand of Reincarnation' buff is now removed when you enter Makarna of Bitterness (difficult), Prometun's Workshop (difficult) and Beshmundir Storm Temple.
 5. Fixed an issue where the 'Hand of Reincarnation' effect was sporadically removed when entering Makarna of Bitterness (normal).
 6. Fixed an issue where the Guard Captain in the Raging Valley sometimes didn't appear.
 7. The damage of some skills has been increased and some battle schemes have been removed for 'Mortasha' in Ara Infernalía.
 8. Added 'Raging Beritra' as the third named monster in Makarna of Bitterness (difficult).

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Fortress Battle

1. Abyss Points for victory and defeat in the fortress battle have been modified.

Fortress	
Normal	Crimson Temple, Vorgaltem Citadel, Altar of Avarice, Temple of Scales
Cross-server	Bassen, Prades

2. The rewards for the altar battles in Dumaha have been modified.
3. Fixed an issue where the happy Lugbug sometimes didn't appear after the fortress battle in Inggison.
4. Fixed an issue where players were able to enter the fortress interior at the start of the fortress battle using invalid methods.
5. The damage of the shield in the Divine Fortress has been increases to prevent flight into the fortress.

Glyphs

1. Added new equipment: Glyphs.

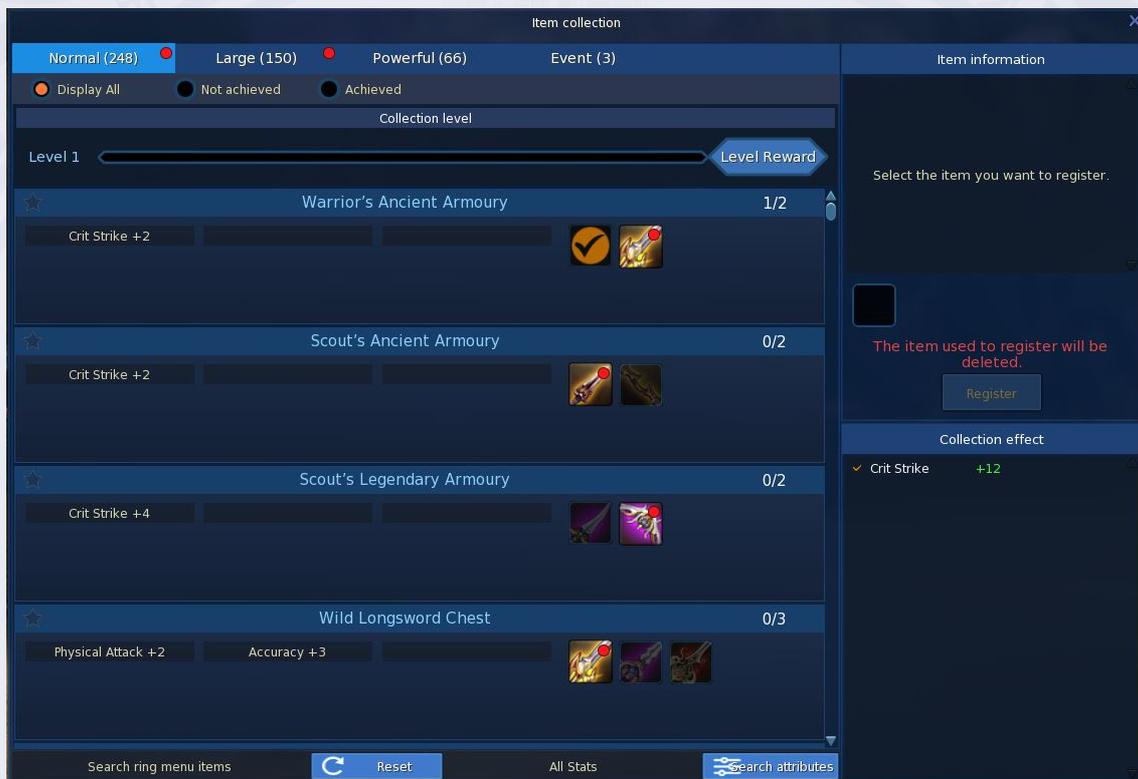


2. Glyphs are contained in Heavy Glyph Boxes.
3. You can get Heavy Glyph Boxes by combining Glyph Box Shards, which you can get from the field prize giver or from Lugbug's missions.
4. Glyphs can be enchanted up to +5 using Glyph Enchantment Scrolls with a 100% success rate. Attributes modified by enchantment are increased at random.
5. Changed the colour of the tooltip for stats that are increased by a Glyph Enchantment.
 - a. The colour changes depending on the stat increase.

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Item Collection



<Menu for Item Collection>

1. This is accessed by going to Start Menu > Item Collection. Players can also select it from the inventory by clicking on Item in the ring menu.
2. Registering an item for a collection consumes the item. In return, you will get additional attributes as well as further items.
3. If a collection is completed to a certain level, the collection's level increases. Depending on the level, you receive attributes for your character that are independent of the collection.
 - a. You can view the rewards for each collection level under Level Reward.
4. The collection level works differently depending on the collection rank.
5. Attributes bestowed by completing collection will be applied across servers within an account. If all of the characters on the account are located on the same server, the attributes will be applied equally to all characters.

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6. An improvement has been made so that a system message appears when trying to register a collection at the same time as actions such as flight, combat, mounting, gliding or dying.
7. A pop-up appears again when trying to register enhanced/modified items.
8. A notification appears if items intended for registration in the collection are otherwise in use.
9. If the number of items that can be registered is exceeded, the number of items is shown in red on the symbol.

Lumiel's Transmorph



<Menu for Lumiel's Transmorph>

1. This is accessed by going to Start Menu > Lumiel's Transmorph. Players can also select it from the inventory by clicking on Item in the ring menu.

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2. If you enter a morphable item, you will receive 'Morph Points'. If these max out, Transmorph will be unlocked.
3. When using Transmorph, 5 possible results will first be displayed, of which 1 will then be applied at the end.
4. Some Bronze, Silver and Gold Cubelets can now be added as Morph Material for 'Simple Morphing'.
5. If the result of 'Simple Morphing' is a cubelet, this will now always be a Platinum Cubelet.
6. Added the <Valuable Morphing> function for Lumiel's Transmorph.
7. The possible results of Transmorph will be retained, even if the window is closed.

Combat Support

1. The criteria for automatic use of the Auto XP Extractor have been changed.

Before	Changed
After addition to inventory	By amount in inventory (left > right, top > bottom)

2. Fixed an issue where the target of the attack was changed if a special state with a long duration was applied during Combat Support.
3. Fixed an issue where the Painter skill 'Colour Grenade' was not correctly executed during Combat Support in some instances.

Transformation

1. Fixed an issue where the transformation attributes were not applied correctly when weapon transformation skills were used.

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Odian

1. Fixed an issue where the skill effect from Odian Enchantment was applied in an odd way.

Items

1. Magical Crafting has been reorganised:
 - a. Added new recipes for Magical Crafting.
 - b. Some materials for Magical Crafting have been modified.
 - c. Some components of Magical Crafting have been removed.
2. The crafting material for some designs has been modified.
3. Stormwing's Cube has been added to cubes.
 - a. Available in Kubrinerk's Monster Cube Laboratory and Beshmundir Storm Temple (easy).
4. Added Raging Beritra as a new cube.
 - a. You can get the new cube in Kubrinerk's Monster Cube Laboratory or from Glory rewards.
5. The names of some Glory items have been changed.
6. If the rune effects Sleep Resistance/Resist Fear are penetrated, these will once again be displayed correctly.
7. Removed some unused items from the list in NPC shops.
8. The Lesser Pursuit Bomb and Greater Pursuit Bomb, which can be used in Inggison/Gelkmaros, can now also be used while moving around.
9. The list of items in the Glory shop has been modified.
10. The defence on the set option for Ultimate Starshine Feathers, Armband and Wings has been increased.
11. Fixed an issued where the effects of some weapons were applied incorrectly.
12. A change has been made so that cubelet items can be stored in the coin inventory.
13. Fixed an issue where broadcasting was not displayed when receiving some items.
14. The sales price has been reduced for some equipment.

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15. The following coin items are no longer obtainable: Titan Coin, Legendary Battle Insignia, Ultimate Battle Insignia, Katalam Insignia of Conflict, Genesis Crystal, Archon Fighter Insignia.
16. Fixed an issue where some collectable items contained unusable insignias.
17. Fixed an issue where the physical defence/magic defence stats of some ultimate items were not applied correctly.
18. Fixed an issue where the additional PvP attack/defence stats of some ultimate Scout Troop weapons were not applied.
19. Fixed an issue where attributes were removed if Extreme equipment was equipped and this was destroyed following a failed attempt at enchantment.
20. Some items used expired coins as upgrade material; this has now been changed.
21. The exchange fees for items sold by 'Insignia PvP Weapons Merchant/Armour Steward' in the Dumaha region have been changed.
22. Changed crafting materials required for the Morphing Book for Enchantment Stones in substance transformation.
23. Fixed an issue where the search for some items at the Trade Broker was not executed properly.

Character

1. Fixed an issue where some movements looked unnatural as soon as an orb was equipped.

Skills

1. Fixed an issue where the resistance stat when using the Ranger skills 'Breath of Nature' and 'Nature's Blessing' was not increased.
2. The tooltip has been changed for some Spiritmaster skills.
3. The tooltip for the 'Hide' skill has been changed.
4. The display effect has been changed for some appearance skills.

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5. Some Gunner skill effects have been changed.
6. Changed the skill effects of individual classes.
 - a. The accuracy of some ranged attacks has been improved
 - b. Some skill effects have been adjusted to allow greater diversity in combat
7. Changed the skill effect of 'Lunaris'.
8. Some skill names have been changed.

Monster

1. The Abyss Points have been changed for some monsters in the Hererim Mine.
2. The items dropped by some monsters in cross-server regions have been improved.
3. Increased the XP for monsters in Lakrum, Dumaha and Katalam.
4. Added additional monsters to Lakrum.
5. Monsters have been added in some regions of Inggison and Gelkmaros. Additionally, the respawn time of some monsters has also been modified.

Quest

1. New episodes and quests have been added to Silentera: Tempus Fugit.
2. Added new quests to Beshmundir Storm Temple.
3. Added a tutorial for item collection.
4. Added individual quest rewards.
5. Quests for Ara Infernalina and Raging Valley have been modified.
6. Hunting Wind quests have been removed.
 - a. Unused quest items will be automatically removed at login.
7. If you enter the 'Heliotropic Chamber' episode instance in 'Silentera: Tempus Fugit', a warning or 'Vase Spirit' is displayed.
8. Some quest contents have been corrected.
9. Monsters have been added to the target of the defence quest in the Fatebound Garrison that appear when the garrison is conquered.

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10. Fixed an issue where the Balaur language wasn't translated for some characters even though they had completed the corresponding quest.

Missions

1. Changed daily/weekly Lugbug missions.

Environment

1. Added individual neutral zones in Lakrum.
2. Fixed an issue where players were able to remove the barrier using invalid methods when entering the arena in Inggison and Gelkmaros.
3. Changed some areas at the 11th Altar in Dumaha.
4. Changed the point in time at which the Arena Reward Chest appears in Inggison and Gelkmaros.

NPC

1. Fixed an issue where the level of some NPCs at field landing sites was set incorrectly.
2. Fixed an issue where Lugbug occasionally appeared but could not be spoken to after conquering fortresses in Inggison, Gelkmaros or Red Katalam.
3. Changed the dialog for some NPCs.
4. Changed the positions of some NPCs inside the Gelkmaros Fortress.

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UI

1. The reset value of standard sound options has been changed from 35 to 80.
 - a. Clicking on System > Reset settings applies the changed reset values.
 - b. If the settings aren't actively reset, the current values will be retained.
2. Fixed an issue where the materials for Essencetapping were displayed incorrectly in the UI for the Trade Broker.
3. Fixed an issue where attempted enchantment of the PvP Feather showed increased HP stats instead of attack power/defence.
4. Fixed an issue where the loot obtained in the Hererim Mine was displayed incorrectly.
5. Fixed an issue where the item manual described equipment that was not available.
6. Some sources have been corrected in the Item manual.
7. Fixed an issue where the Kinah transfer window was shown in the mail.

GF Features

1. The prices for using items registered in Dodonerk's Dressing Room have been adjusted.
2. Adjustments have been made to the instance merchants
 - a. Added items to the Ducat Gold Trader Yinstanerk.
 - b. Players can now get Nickel Gold from the instances Ara Infernalía (easy) and Beshmundir Storm Temple (easy).
 - c. Players can now get Nickel Gold from the instances Ara Infernalía (normal) and Beshmundir Storm Temple (normal).
 - d. Players can now get Ducat Gold in Makarna of Bitterness (difficult) from the chest that appears after defeating Raging Oris.
3. Items in the Shugo Vending Machine have been modified.
4. UI adjustments have been implemented for the Warehouse, Legion Warehouse and Pet Inventory.