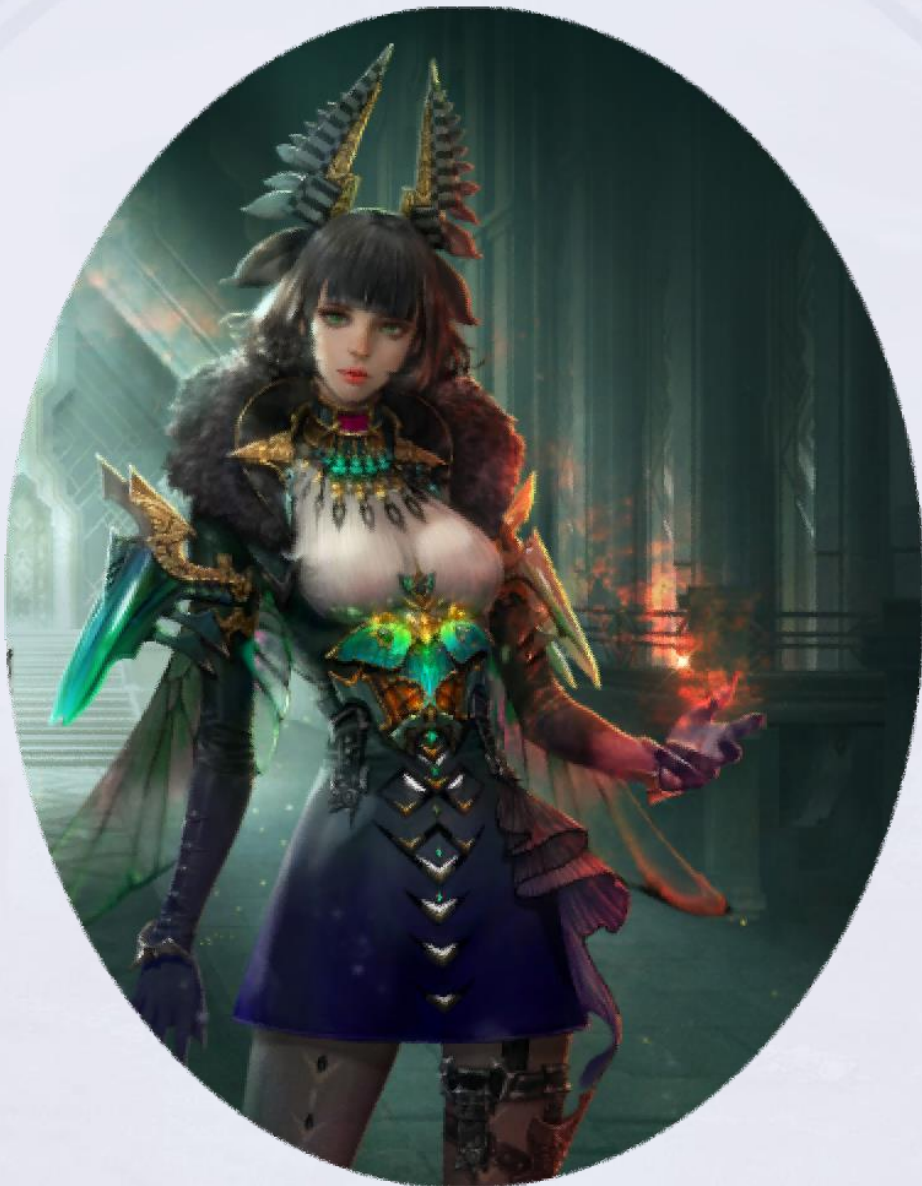


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Update 8.2



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Aphsaranta

1. The corps of the factions Elyos, Asmodians and Neutral in Aphsaranta have been changed.

Faction	Corps	Broker	Corps Designation
Elyos	Nezekan	Aigis	Aeon Shield
		Prydwen	Righteous Ones
Asmodian	Zikel	Misteltone	Swords of Shattering
		Caliburn	Tiger Fang
Neutral	Strigik	Steelbeak Owlak	Steelbeak Hunters
	Maconnut	Princess Keone	Ladi's Stars

- a. Added new corps quests.
 - b. Changed the corps for the posting quest.
 - c. Changed the teleport assistant to a teleporter.
 - d. Changed the glory required to use the teleporter to the glory of the newly selected corps.
 - e. Changed the requirement to have some items in order to use the teleporter.
2. Changed the agent taking part in the Agent Battle in Aphsaranta.
 3. Reduced the respawn time of brutal/aggro monsters.
 4. The respawn time of items that have to be destroyed or collected has also been reduced in some corps quests.
 5. Increased the attributes of the Guardian NPCs in the garrison.
 6. Some terrain errors have been corrected.
 7. The attributes of the 'Supplier' and 'Looter' NPCs in '[Event] Goods Transport' have been adjusted.
 8. Fixed an error which means player characters in some regions were not teleported to their faction's garrison when a raid monster appeared in Aphsaranta.
 9. Increased the health of soldiers in the mission 'Remove the Flag'.
 10. Added 'Story Book' in the respective faction's garrisons.

Inggison/Gelkmaros

1. Mystery Rift is no longer executed.

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Tempus Celat

1. Adjusted the damage for all monsters.
2. Adjusted the level for all monsters.
3. Adjusted the XP for all monsters.

Tempus Fugit

1. Changed the fact that 2 'Souls' had 100% chance of appearing and increased the amount of 'Vase Spirit' players can get from the 'Soul'.

Instances

1. Added 'Heart of Apsaranta (normal)'.
 - a. 'Heart of Apsaranta (normal)' and 'Heart of Apsaranta (easy)' now have a different number of entries.

Entrance	Max. players	Level	Entries	Reset
Apsaranta	2-6	From 81	Gold Pack: 2 times per week F2P: 1 time per week	Wednesday at 9 AM

- b. If 'Namtar of Judgment' and 'Namtar of Conviction' leave the specified area in 'Heart of Apsaranta (normal)', they will be reset.
2. Adjusted Namtar's skill damage in the instance Heart of Apsaranta (easy).
 3. Fixed an issue whereby characters within the instance Heart of Apsaranta were sporadically teleported incorrectly.
 4. The following changes have been made to the Tower of Challenge (upper level):
 - a. An effect has been added to the Challenge Pearl that displays the next level.
 - b. Changed the time at which the Challenge Pearl appears between levels 21 and 30 in the Tower of Challenge (upper level).
 - i. Before: It appears 3 sec. after the Challenge Pearl disappears for levels 1 to 10.

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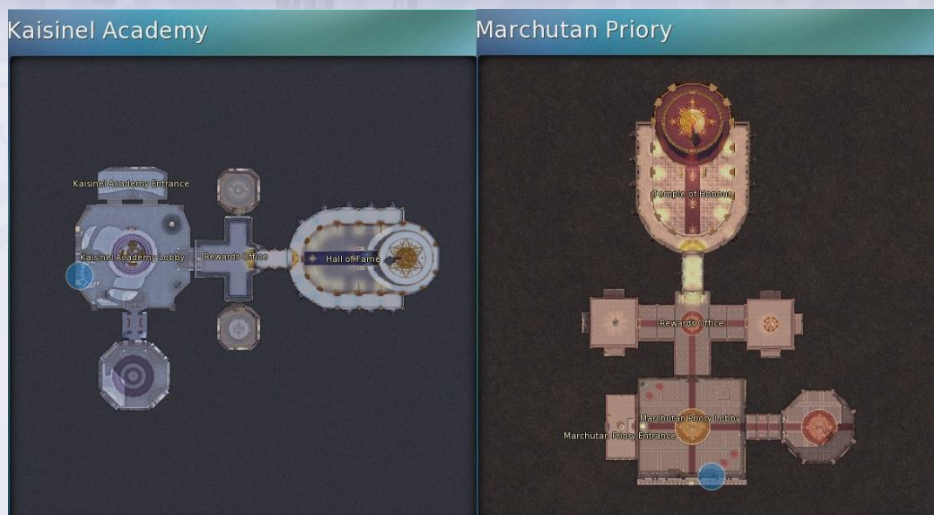
- ii. After: It appears 60 sec. after the Challenge Pearl disappears for levels 1 to 10.
5. Changed the flight altitude possible in the 'Damaged Wind Room' in the 'Arena of Discipline' and the 'Training Arena of Discipline'.
6. Fixed an issue which caused the player to be teleported to Griffioen/Habrok when leaving the Training Arena of Discipline.
7. Changed the number of entries for 'Makarna of Bitterness (normal)' to 10 (Gold Pack) and 5 (F2P).
8. Increased the probability of receiving Jorgoth items in Makarna of Bitterness (normal).
9. Increased the probability of obtaining a 'Vellum' by extracting the 'Ultimate Weapon/Armour' that players can get in 'Makarna of Bitterness (normal)'.
10. There is a 100% chance of obtaining 'Light Fragment Equipment Chest' when defeating named monsters in instances with the difficulty 'hard'.
11. When the Ara Infernalía (normal) boss is defeated, an additional 'Locked Treasure Chest' will appear.
 - a. 6 people must click together in order to open it and get a reward.
 - b. All party members can acquire the 'Ultimate Burning Altar Accessory Reward Chest' or 'Ultimate Burning Altar Feathers Reward Chest' and 'Ancient/Legendary/Ultimate Magic Crystals'.
12. Adjusted the AP in the Hererim Mine.
13. Changed the fact that players have 100% probability of receiving the 'Hidden Warehouse Bomb Fragment' in the 'Hidden Minion Warehouse'.
14. The HP and damage of named monsters in instances of the difficulty 'hard' were decreased.

Arena of Discipline

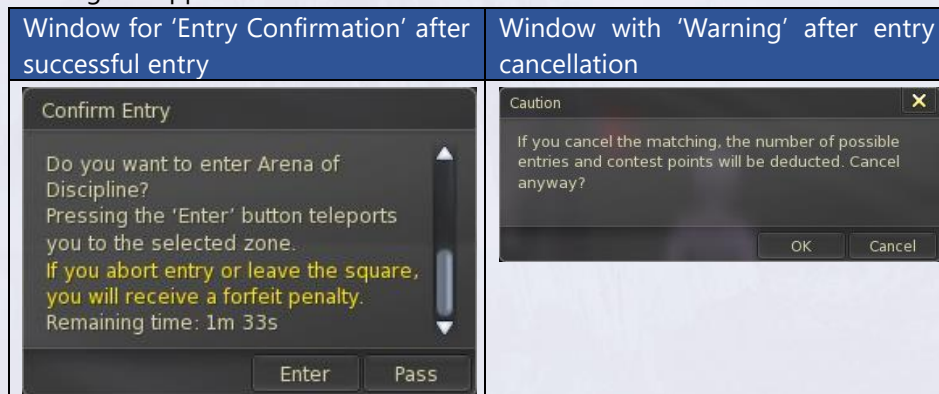
1. Changed the entry request for the Arena of Discipline.
 - a. The entry request can be submitted in 'Empyrean Crucible Square'.
※ Players can reach the 'Empyrean Crucible Square' using the current entrances for the Arena of Discipline in the respective faction.

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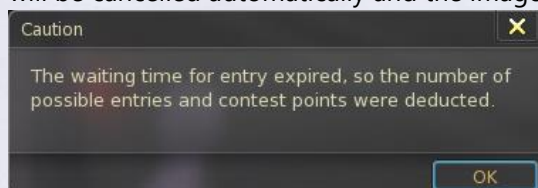
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- b. Players can submit an entry request to the NPC (Elyos: Junos, Asmodians: Shinin) at 'Empyrean Crucible Square'.
- 2. A sanction is imposed if an entry request for the Arena of Discipline is cancelled.
 - a. If entry to the Arena of Discipline is successfully granted and the player cancels, 20 contest points will be deducted and 1 entry will be consumed.
 - b. If an entry request for the Arena of Discipline is successful, a window will appear displaying confirmation of entry. If the entry is cancelled in this window, a warning will appear.



- c. If the player doesn't enter the arena within 2 min. of successful entry, the entry will be cancelled automatically and the image below will be displayed.



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- d. If the player doesn't enter the arena after successful entry and leaves the 'Empyrean Crucible Square', this will count as cancellation.
※ Contest points are also deducted in the event that the entry is considered to be cancelled.
3. Reset the number of entries for the Arena of Discipline where this was not reset for some characters.

Agent Battle

1. The time of the Agent Battle in Inggison/Gelkmaros has been changed as follows:

Current	Changed
Respawn happens 72 hours after killing the agent.	At 1 PM and 10 PM on Tuesday, Friday and Saturday

- a. The raging version appears on Saturday and players can receive better rewards by killing them.
 - b. The Agent Battle is held for one of the factions (Elyos or Asmodians) at 1 PM. The battle is then held for the other faction at 10 PM.
 - c. When the Agent Battle in Inggison/Gelkmaros begins, rifts will appear in the respective fortresses that you can use to infiltrate the opposing faction. These rifts stay open for 1 hour.
 - d. 5 minutes after the Agent Battle in Inggison/Gelkmaros begins, the agent will appear at the event position. If the agent is not killed within 25 min. of appearing, they will retreat and the agent's faction wins the battle.
 - e. Once the Agent Battle in Inggison/Gelkmaros ends, a trader NPC will appear on the winning faction's side for 30 min.
2. The event position of the Agent Battle in Inggison/Gelkmaros has been changed as follows:

Agent	Current	Changed
Veille	Inggison Illusion Fortress	Inggison Outpost
Mastarius	Gelkmaros Fortress	Gelkmaros Defence Base

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3. Changed the reward items received as drops in the Agent Battle in Inggison/Gelkmaros.

Lord's Relic

1. The change to the corps means the lords of the 'Lord's Relics' have been changed.

Elyos	Asmodians
 Nezekan's Relic	 Zikel's Relic

2. The rewards for reaching different levels have been overhauled.
 - a. When the relic level reaches 100, 200 and 300, the player will receive a reward item.

Relic Level	Reward Item	Quantity
100	Ultimate Fighting Spirit Weapon Box	1
200	Pledge Tablet	20
300	Apsu's Illusion Armour Chest	1

3. Added a new Lord's Sacred Water.
 - a. Players can go to the respective faction's Base Communicator to exchange the Sacred Water for Corps Insignias.
 - b. This item can also be crafted via magical crafting.
4. The Lord's Sacred Water from the 1st season for the Lord's Relics from Kaisinel/Marchutan has been removed from the game.

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Wardrobe

1. Added function: item appearance can now be saved.



- a. The Wardrobe is bound to the character.
 - b. Only items for which an appearance extraction is possible can be registered in the Wardrobe.
 - c. The appearance registered in the Wardrobe can be used to change the appearance of equipment.
 - d. The appearance registered in the Wardrobe can be dyed.
 - e. The slots in the Wardrobe can be expanded using Luna or items.
 - f. Oath skills and appearance skills are removed during registration. These are not applied during Modify Appearance in the Wardrobe.
 - g. When removing appearances from the Wardrobe, the appearance skill conferred also disappears.
2. The new Wardrobe function means Dodonerk's Dressing Room will no longer be accessible from the Luna Cube.
 - a. Items registered here previously will be transferred to the new Wardrobe.
 - b. Items that have been modified cannot be deleted from the new Wardrobe. They can still be used to modify appearance as before, however.

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Kerub's Short Tutorial

1. Added a new season of Kerub's Short Tutorial.



- a. In the 2nd season of Kerub's Short Tutorial, the next level of the tutorial will only be opened once all Instant Growth I missions have been completed.
 - b. You can obtain various items from the missions in Kerub's Short Tutorial.
2. Kerub's Short Tutorial can be completed from level 76 onwards.
 3. The chest '[Helper] Bundle with +9 Stigma Set' can no longer be destroyed.
 4. The mission to complete the quest in Instant Growth I: '[Weekly] Secure the 1st Wisplight Garrison' for Elyos and '[Weekly] Protect the 1st Fatebound Garrison' for Asmodians has been improved.
 5. Missions can still be completed even if the faction fails to conquer the fortress in the Fortress Battle.
 6. Fixed an issue where missions were not correctly completed if players joined a legion in offline mode.

Lugbug's Missions

1. Fixed an issue where the number of rewards for Asmodians from Lugbug's mission 'Challenge for Daeva' was calculated incorrectly.
2. Changed the fact that players can receive part of the final event rewards.
 - a. When receiving multiple time-limited items, these are no longer awarded as stacks but individually.

Quests

1. The posting quest has been overhauled.
 - a. Once a certain glory level is reached, the number of possible posting quests increases.

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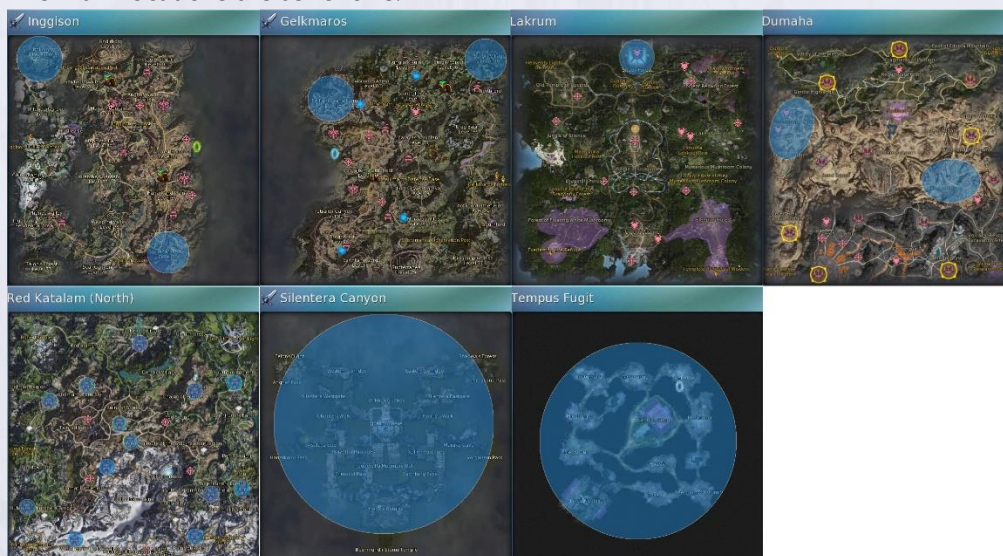
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- b. Different rewards are awarded depending on the quest round.
 - c. Players can see more details here in the tip for the posting quest.
2. Added repeatable quests that can be carried out in Heart of Apsaranta (normal).
3. The position of some field objects for the Asmodian corps quests has been changed.
4. 'Guardian of Justice' and 'Guardian of Destruction' have been classified as quests.
5. Fixed an issue where the NPC for 'Guardian of Justice' and 'Guardian of Destruction' was not displayed on the map.
6. Changed the reward for the campaign 'Proof of Faith' for Elyos and 'Token of Trust' for Asmodians so that the new item Lord's Sacred Water is received as a reward.
7. In line with the overhauled Agent Battle in Inggison/Gelkmaros, some quests have been changed.

Glory

1. Switching corps resets the glory of the previous corps.
2. Changed the number of possible purchases, some sale items and the price in the Glory Shop.
3. Changed the amount of glory that can be deducted weekly.
4. The NPC 'Silentera Canyon Prize Giver' has been relocated to Inggison/Gelkmaros.
5. Adjusted the Glory XP that can be received from some quest rewards.
6. Increased the Glory XP that can be received as a reward from some monsters.

The main locations are as follows:



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Daevanion Trait

1. Fixed an issue where the passive effects of Daevanion Trait were accumulated after switching the gear equipped.

Minions

1. Transformation potions can be registered in the minion function 'Buff Master – Scroll'.
2. The rule for the automatic use of goods was changed.
 - a. If a character has a transformation buff, all transformation items registered in 'Minion Function - Buff Master' have been changed so that they are not used.

Item Collection

1. In the event collections, the validity period for registration and for rewards from Kerub's Strongbox for Increased Defence and Kerub's Strongbox for Increased Attack Power has been extended to 28th September.

Items

1. Added a crafting method that allows players to craft an 'Ultimate Fighting Spirit Armour Chest'.
 - a. The materials used for this are 'lo Gel', which can be obtained from the new collectable item 'Outlet', and 'Fighting Spirit Armour Fragment', which can be obtained by extracting ultimate Fighting Spirit armour.
2. Additional crafting methods for equipment items have been added.
 - a. The materials used for this are 'Insignias of Experience' and 'Ancient/Legendary/Ultimate Magic Crystals'.
 - b. These crafting methods are learned automatically and can be viewed under Magical Crafting – Miscellaneous.

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Distribution	Received Items	Type
Esoterrace Legionary	Legionary's Ancient Esoterrace Equipment Chest Legionary's Ancient Esoterrace Accessories Chest Legionary's Ancient Esoterrace Feather Chest	Select
Ambush	Ultimate Ambush Equipment Chest Ultimate Ambush Accessories Chest Ultimate Ambush Feather Chest Legendary Ambush Equipment Chest Legendary Ambush Accessories Chest Legendary Ambush Feather Chest	
Black Feather	Ultimate Black Feather Equipment Chest Ultimate Black Feather Accessories Chest Ultimate Black Feather Feather Chest	
Flaming Altar	Ultimate Flaming Altar Accessories Chest Ultimate Flaming Altar Feather Chest	
Burning Altar	Ultimate Burning Altar Accessories Chest Ultimate Burning Altar Feather Chest	

3. Added the items 'Ancient/Legendary/Ultimate Magic Crystal'.
 - a. These can each be received for all group members from the final boss in the following instances:

Instances	Amount (pieces)
Makarna of Bitterness (normal)	2
Prometun's Workshop (normal)	3
Stella Development Laboratory (normal)	
Beninerk's Manor (normal)	
Ara Infernalía (normal)	4
Beshmundir Storm Temple (normal)	
Heart of Apsaranta (normal)	

- b. The level is linked to a specific probability and players have 100% chance of receiving the crystal according to the amount.
4. Added the item 'Fighting Spirit Armour Fragment'.
 - a. There's a chance you'll receive the fragment when you extract 'Ultimate Fighting Spirit Armour'.
5. Summonable monsters have been added to the 'Summoning Scroll for Southern Creatures'.
6. Changed the sound while flying when one of the 4 types of 'Full Moon Wings' is equipped.
7. Fixed an issue where the item '[Rune] Heavy Glyph Box' could not be stored in the account warehouse.
8. Changed the symbol for the item 'Oz's Witch's Hat'.
9. Altered the appearance of 'Beach Hero Costume' and 'Hipster Dragon Robe'.
10. Unified and changed the descriptions of some items.

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11. Fixed an issue which caused the movement speed of Transformation Candy: Desert Fox and Transformation Candy: Panda to be applied incorrectly.
12. Fixed an issue that caused the physical attack of 'Apsu's Illusion Leather Epaulettes' to be increased if the item was enchanted.
13. Fixed an issue where the symbol for items in some corps quests in Aphasaranta was not displayed correctly.
14. 'Item/Transformation Group Flag (Collection)' has been changed and can now be registered at the Trading Agency.

Skills

1. Fixed an issue where the Painter skill 'Into the Black' disappeared if the skill 'Target Locked' was used on the target.

Gold Sand Shop

1. PvP Enchantment Stones are no longer available in the Gold Sand Shop.

NPCs

1. Changed the appearance of some NPCs that appear in the Tower of Challenge (upper level).
2. Added the new collectable item 'Outlet'.
 - a. This item can be collected using the Alchemist's Glass Bottle.
 - b. When the raid monster 'Adad' appears, a certain amount of 'Outlet' also appears.
3. Increased the XP of some monsters.
4. Increased the glory points of some monsters.
5. Fixed an issue where movements following the death of Agent Mastarius and Veille appeared unnatural.

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Environment

1. Some terrain errors have been corrected.
2. Fixed an issue where the barrier in 'Empyrean Crucible Square' was not displayed correctly on standard graphic settings.

UI

1. Changed the display of Boost Stats in the item collection menu so this looks more natural.
2. Added an option to view the probability info.

GF Features

1. The Honour Points have been reset. Existing Honour Points have been compensated at a ratio of 50 Honour Points to 1 Medal of Honour.
 - a. Visit the NPCs Ares and Faldi in Inggison/Gelkmaros to exchange the Medals of Honour for other items. The NPCs will disappear on 15th June 2022.