

Update Announcement: Land of Storms, Balaurea

External Announcements



A reworked Balaurea awaits characters level 76-80.

New game content is waiting to be discovered!

▶ 잉기스온/겔크마로스

1. Increased monster/NPC levels from 40-55 to 76-80.
2. Added monsters to all fields.
 - They appear at random and have lots of HP, but are easy to defeat with Greater and Lesser Pursuit Bombs.
 - Pursuit Bombs are available from the traders for magical crafting items in Inggison/Gelkmaros.
3. Added Inggison Arena and Gelkmaros Arena.

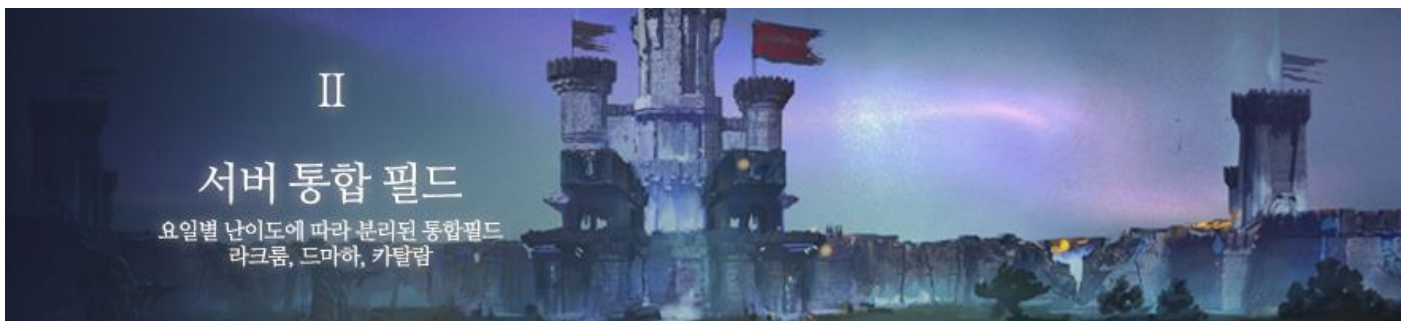


- Once a certain number of monsters has been defeated, Mystery Rifts appear in various places, through which the respective arena can be entered.
 - A total of 24 Mystery Rifts appear, each allowing entry to one player of any faction.
 - The arena remains open for 10 minutes. When the battle starts, a reward chest appears in the centre of the arena.
 - Important: When the time is up the arena will explode, killing all characters that are still inside it!
 - Return Scrolls can be used to return.
4. Devices have been hidden in some regions, which can be used to summon special monsters. There are special rewards available for defeating these monsters.
 5. Added new garrisons.
 - If a faction conquers a garrison in a certain region (Elyos: Inggison, Asmodians: Gelkmaros), a teleportal appears. This will summon monsters with a slightly higher chance of good rewards.
 - The faction that conquers the garrison can use all the functions of the garrison. The Dragonbound will automatically seize the garrison 2 hours after it has been conquered.
 6. Added an Artefact that is very useful in PvE.
 7. Added a rift.
 - The rift opens alternately in Inggison and Gelkmaros, and remains open for 1 hour. It can be used by 12 or 24 players.
 - Between 2 PM and 8 PM, there is a certain chance of a Space-Time Rift opening. It is open continually from 9 PM to 1 AM.
 8. All fields have a certain probability of a Dredgion Infiltration.
 - In Inggison/Gelkmaros there is a certain probability of Dredgions appearing on all fields.
 - When a Dredgion appears, Attack Drillers are set up.
 - If the Attack Drillers are destroyed, there is a certain probability of access to the interior of the Dredgion opening up.
 - There is a reward for defeating the Dredgion's captain.
 9. Omega appears as a raid monster in Inggison, and Ragnarok in Gelkmaros.

- If the raid monster is defeated, the player receives various items (e.g. Extreme weapons/armour).

▶ 실렌테라 회랑

1. All creatures in the Silentera Canyon are now level 80.
2. Additionally, the raid monsters Adjutant Anuhart and Debilkarim the Maker are lurking at various locations in the Silentera Canyon.
 - If a raid monster is defeated, the player receives various items (e.g. Extreme weapons/armour, Legendary Noble Floren Accessories/Legendary Noble Feathers).



There are different difficulty levels for each region so that all characters can enjoy the game regardless of their level!

▶ 라크룸

Lakrum is especially suitable for players who prefer PvP.

1. The field can be accessed from all servers.
2. Changed entry to Lakrum:
 - Lakrum can now be entered daily via a corridor from Inggison/Gelkmaros.
3. Changed monster/NPC levels to level 80.
4. Added Squad Order quests.
 - Order Tickets are required to accept them.
5. Added Garrison buffs.
6. Changed the rewards for defeating named and raid monsters.
 - Various rewards are available for defeating the raid monster 'Crazed Anomos' (e.g. Heavenly Vision Weapons).
7. The Genesis Crystals Merchants now also sell Legendary/Ultimate equipment.
8. The Dimension Hourglass must be charged in order to enter.

▶ 드마하

Dumaha is especially suitable for groups, legions etc.

1. The field can be accessed from all servers.
2. Changed entry to Dumaha:
 - Dumaha can now be entered on Monday, Wednesday and Friday from Inggison/Gelkmaros.
3. Added Legion Winding Towers.
 - Added a total of 48 Winding Towers.
 - Winding Tower Engraving Stones can be used to conquer quarries.
 - Winding Tower Engraving Stones can be purchased and used from Legion Level 8.
4. Changed the rewards for defeating named and raid monsters.
 - Various rewards are available for defeating the raid monsters 'Kadabra', 'Pupuru', 'Rachmaga' and 'Yanohas' (e.g. Paralysing Vision Weapons).
5. Changed some of the limited Altar Siege Battle items.
6. Changed the rewards for the Altar Siege Battle.
7. The Dimension Hourglass must be charged in order to enter.

➤ 붉은 카탈람 (북부)

Red Katalam (North/South) is especially suitable for players who prefer PvP.

1. Changed entry to Red Katalam:
 - Red Katalam can now be entered on Monday, Wednesday and Friday via a corridor from Inggison/Gelkmaros.
2. Added the single-player instance 'Unstable Hall of Knowledge'.

Entrance	Max. players	Level	Entries	Reset
Red Katalam (North)	1	80	1x daily	Daily at 9 AM

- Can be accessed via the entrance at the Lake of Solitude in Red Katalam (North).
 - The corridor appears again 1 hour 50 mins to 2 hours 10 mins after it disappears.
 - The corridor remains for a maximum of 30 minutes, or disappears once 20 characters have entered it.
3. Deleted 12 of 25 garrisons and changed 13 locations.
 4. Changed the structure of the depots.

Depot	Garrison structure
1st Depot	Garrisons 1, 2 and 3
2nd Depot	Garrisons 4 and 5
3rd Depot	Garrisons 6 and 7
4th Depot	Garrisons 8, 9 and 10
5th Depot	Garrisons 11, 12 and 13

5. Changed the conditions for receiving a reward for conquering a depot.

Before	Changed
Conquering level 3	Conquering garrisons of level

garrisons	1 or above
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6. Changed the rewards for conquering a depot.

Before	Changed
Raid monster appears	Treasure chest NPC appears in the garrison

7. Changed the method for

obtaining treasure chests.

- A Crystal Key, which can be obtained via Garrison Battles, is required to open a treasure chest.
- There is a certain probability of a fake chest appearing.

8. Raid Beasts no longer appear.

▶ 붉은 카탈람 (남부)

1. Added the Pandarung Battle (single player), in which each character can put their strength to the test.



Entrance	Max. players	Level	Entries	Reset
Red Katalam (North) Location depends on the faction	Max. 200 players	80	Until the max. number of entries per faction is reached	Every Tue, Thu, Sat and Sun at 9 PM

- If the Magus and Assassin Commander of the Red Katalam Garrison (North) is defeated, there is a certain probability of receiving a Secret Transformation Potion, which grants access to the Pandarung Entrance.
- At the start, Freight Boxes containing 'Teleport Scrolls: Pandarung Port' must be found.
- There is a total of 16 'Teleport Scrolls: Pandarung Port' that teleport players to the final battle at Pandarung Port.
- If the lever for the order in the processing centre for premium goods at Pandarung Port is activated,

the player will receive a 'Premium Freight Box' after 1 minute.

- The 'Premium Freight Box' can only be received by a character. If no one collects the box within 20 minutes, the Pandarung Battle will end.
2. Replaced the Prades Fortress Siege Battle with the Prades Fortress Battle.
 3. Removed the Windstream.

▶ 요새전/제단전

1. Added the Bassen/Prades Fortress Battle.

Entrance	Max. players	Level	Entries	Reset
Red Katalam (North) Location depends on the faction	192 characters per faction	80	Until the max. number of entries is reached	Every Tue, Thu, Sat and Sun at 10 PM

- Can be entered via the corridor to the Fortress Battle region.
 - The title 'Katalam Challenger' is required to take part.
 - Exchange Ultimate Battle Insignias can be exchanged with the trader for Katalam rewards in Red Katalam for the title 'Katalam Challenger'.
 - It corridor remains open from 9 PM until midnight. Once the corridor closes, characters are teleported back.
 - The faction that defeats the Balaar Guardian General first conquers the fortress. The winning faction receives a Grace buff in the post, while the losing faction gets an Encouragement buff.
2. Added the Inggison/Gelkmaros Fortress Battle.
 - It starts on Tuesday, Thursday and Sunday at 10 PM.
 - Shortly before the Fortress Battle starts, the Balaar capture the Elyos/Asmodian fortress.
 - The Balaar Guardian General appears once the Fortress Battle begins. The faction that defeats him first conquers the fortress.
 3. The fortresses in Lakrum and Dumaha are locked. Fortress Battles no longer occur in these regions.
 4. Increased the stats of creatures at the Dumaha Altar to raise the difficulty level.
 5. Battles for the Divine Fortress now take place on Tuesday, Thursday, Saturday and Sunday at 10 PM (instead of Friday and Sunday).
 6. Fortress Battles start at 10 PM on all servers and last 50 minutes.



New glory points are accumulated, depending on the activity in the glory region.

Exclusive items for sale and additional content are unlocked depending on the glory level.

1. Introduced the field glory system.

- It is used in the following regions:

Field glory region	
Inggison	Lakrum
Gelkmaros	Dumaha
Silentera Canyon	Red Katalam (North/South)

- The radar (see picture) shows your own glory level.
- Clicking on the icon opens the field glory menu.



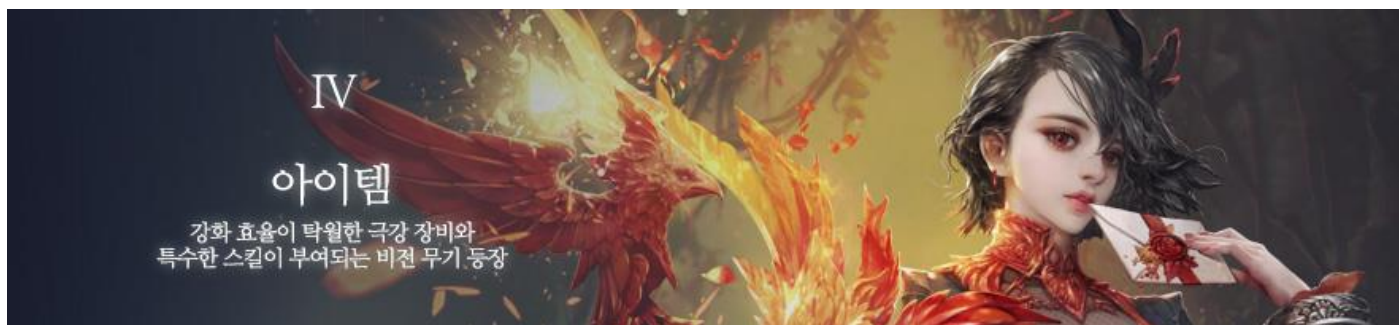
- Both the items offered by NPCs and the content change depending on the glory level.
- Glory Points are awarded for monster hunts, quests and the use of items. Glory items can be found in the specified glory regions.
- When defeated by monsters, Glory Points are lost. These can be regenerated by Soul Healers.
- Points are automatically deducted on Monday, depending on your level.

2. Added a new Glory Rift for all characters that have fulfilled the glory level conditions in Inggison/Gelkmaros.

Rift	Rift level	Max. players	Cooldown	Number of rifts
Glory Rift	9	4 alliances (96 people)	168 hrs (7 days)	1
Glory Rift	7	1 alliance (24 people)	72 hrs (3 days)	2
Glory Rift	5	1 alliance (24 people)	24 hrs (1 day)	3

- The rift opens with the use of special items for characters that have achieved the required number of Glory Points
- Glory Rifts remain open for 3 hours.

3. If the glory level in the Silentera Canyon reaches 4, an exit for changing fields will also be available to the opposing faction.



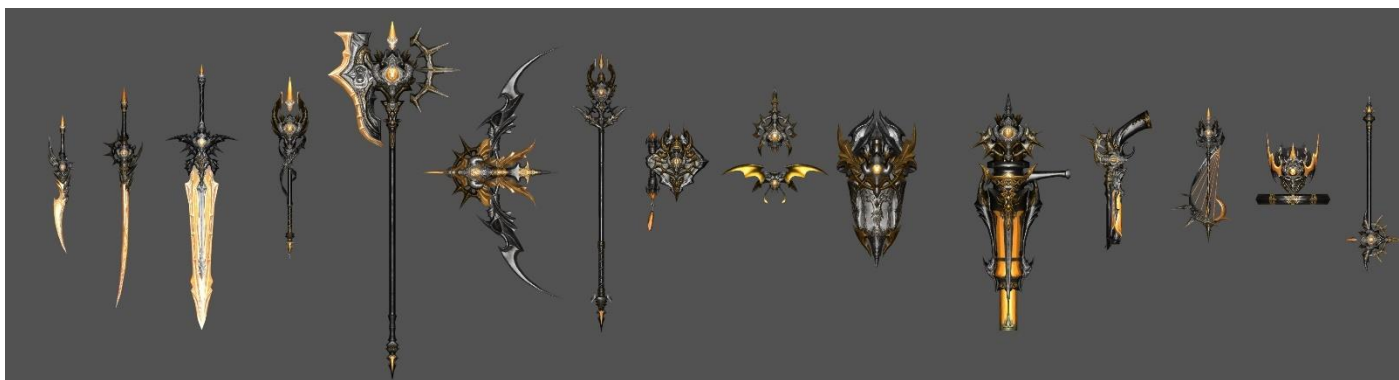
1. Added new Extreme equipment.

- Enchantments up to +15 are possible with the 'Ultimate Extreme Enchantment Stone'.
- Extreme equipment consists of a weapon and armour, which can be sold through trade brokers.
- Can be destroyed through enchanting.



2. New skills have added through 'Vision weapons'.

- Depending on the nature of the weapon, a certain Vision skill is granted (e.g. paralysis or silence).
- The skill effects of Vision weapons are enchanted by upgrading.



3. Added new accessories and feathers.

- There are no PvP/PvE limitations for new accessories and feathers. They cannot be enchanted.

4. Added new cubes.

Name	Source
Raging Magma/Heat Protector's Cube	Kubrinerk's Monster Cube Laboratory/Prize Giver
Mortasha Cube	

5. Changed the regions of some scrolls.

- Changed the regions of Integrated Scrolls.
- The 'Teleport Scroll: Neutral Lakrum Base' and 'Teleport Scroll: Neutral Dumaha Landing Site' can now only be used in Lakrum/Dumaha.

- Changed the instances that can be entered with the 'Premium Entry Scroll'.

6. Daevanion Skill Books are available in the following instances:

Instance	Splendid Shukiruk	Untrained Smuggler Shukiruk
Esoterrace		yes
[Internet Café] Esoterrace (bonus)		yes
Ara Infernalialia (easy)	yes	
Ara Infernalialia (normal)	yes	
[Internet Café] Ara Infernalialia (bonus)	yes	

7. Added Polishing Stones.

- Polishing Stones are used for polishing Odians and runes.

8. Added Cleaners.

- Cleaners are used for cleaning Odians and runes.

9. Added Extraction Materials.

- Extraction Materials allow Odians and runes to be extracted, in particular from accessories and feathers with Oodian and rune slots. When used, Cleaning or Polishing Powder is received.

10. Added 'Ultimate Starlight' equipment.

- Available when upgrading 'Light Fragment' equipment and 'Ultimate Blinding Starlight' equipment.

11. Added new Siel Statue Components with Blessed Slot Stones and consumables.

- Blesses Slot Stones are used for rune/Oodian slot expansions.

12. Changed the attributes of some accessories.

13. Discontinued the sale of Entry Scrolls for Narakkalli, Holy Tower, Makarna of Bitterness and Prometun's Workshop in the Gold Sand shop.

14. Replaced the following expired items with other items:

Expired	Replacement
Lakrum Return Scroll	Integrated Return Scroll
Lakrum Return Scroll	Integrated Return Scroll
Signia Return Scroll	Integrated Return Scroll
Vengar Return Scroll	Integrated Return Scroll
Dumaha Return Scroll	Integrated Return Scroll
Dumaha Return Scroll	Integrated Return Scroll
Entry Scroll for Makarna of Bitterness	Premium Entry Scroll
Entry Scroll for the Holy Tower	Premium Entry Scroll
Entry Scroll for the Holy Tower	Premium Entry Scroll
Entry Scroll for Narakkalli	Premium Entry Scroll
Entry Scroll for Makarna of Bitterness	Premium Entry Scroll
Entry Scroll for Prometun's Workshop	Premium Entry Scroll
[Lugbug] Entry Scroll for the Holy Tower	Premium Entry Scroll
[Lugbug] Entry Scroll for the Holy Tower	Premium Entry Scroll

[Lugbug] Entry Scroll for Makarna of Bitterness	Premium Entry Scroll
[Lugbug] Entry Scroll for Prometun's Workshop	Premium Entry Scroll
Lakrum Return Scroll	Integrated Return Scroll



New: Customised items for each enchantment or combination method.

Transformation enchantments and new skills are available for customising accessories and feathers.

▶ 오디안

1. Added Odian customising for accessories.



- Odians can be attached to equipment such as necklaces, earrings, rings and belts.
- Each class can attach and remove its own Odians.
- Odian slots must be expanded before Odians can be attached to accessories.
- When attached, a normal skill or an Odian skill becomes available for use, depending on the Odian.
The usage conditions of each skill differ depending on the Odian.

- Odian skills that require more than one Odian to be attached are enchanted by polishing the entire required Odian.
- Equipment with an Odian attached can be neither traded in the Auction House nor stored in the warehouse.

2. Added an Odian extraction system.

- A Slot Stone is obtained when extracting Odians, or Cleaning Powder when an Extraction Material is used.

3. Added an Odian Fusion.

- Odian Fusion creates a new Odian.
- If Odians of the same colour and quality are fused, an Odian of the same colour and quality is obtained, but with a different normal skill. The outcome is random, so an identical skill may result several times.
- If two Odians of different colours are fused, an Odian of a completely different colour is obtained. (For example, fusing a Crimson Odian with an Azure Odian results in a Jade Odian.)
- If two Odians of different quality are fused, an Odian of a random quality is obtained.
- If two Odians of different quality are fused, a glowing Odian will not be obtained.
- Odians of different classes cannot be fused.



1. Added rune customising for feathers.



- Runes can be attached to wing, feather and bracelet equipment. Attached runes can be removed again.
- Rune Feather Slots must be expanded before Runes can be attached.
- Attaching runes activates their own passive skills. Polish enchants these skills.
- Regardless of their form, attaching 3 runes of the description enables a transformation enchantment.

2. Added a rune extraction system.

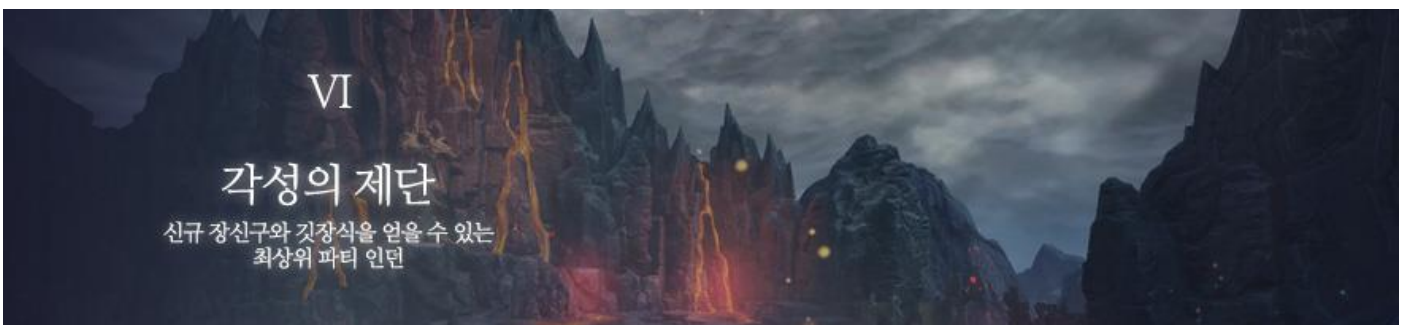
- A Slot Stone is obtained when extracting runes, or Cleaning Powder when an Extraction Material is used.

3. Added a rune fusion system.

- New runes are obtained via rune fusion.
- If runes of the same form are fused, another rune of this form is obtained.
- If two runes of different forms are fused, a rune of a completely different form is obtained.
(For example, fusing an Attack Rune with an Enhancement Rune results in a Support Rune.)

▶ 오염/정화

1. Added a new contamination/cleaning system for Odians and runes.
 - Odians/runes are enchanted by polishing in the Boost/Modify window.
 - Ancient Polishing Stones are required for the polishing of Odians/runes.
 - If the polishing of Odians/runes fails, there is a certain probability of the item becoming contaminated. This prevents it from being polished.
 - In order to polish a contaminated item, it needs to be treated with cleaner. Cleanings are cumulative: the higher the number of cleanings so far, the higher the required amount of cleaner.



Beninerk has made enemies amongst both the Elyos and the Asmodians. Now he's pursuing a colossal plan: the awakening of a new Dragon Lord.

Following Beninerk's departure, Daevas spot an ominous device on Apsu's altars, whose trail leads to the Stella Corporation.

Suddenly, there is no longer any doubt: the awakening of a new Dragon Lord has been successful; a new dragon is born. All Daevas are needed now.

Hear this, Daevas! To the altars! Raze all Drakan test subjects to the ground!

1. Added the new group instance 'Ara Infernalía'.



Entrance	Max. players	Level	Entries	Reset
Silentera Canyon: Unknown Lands	2-6	80	2 times per week	Wednesday at 9 AM

- The rewards depend on the difficulty level (easy, normal, Internet Café).
- New accessories and feathers are available.
- New 'Ara Infernalía' quests are available.

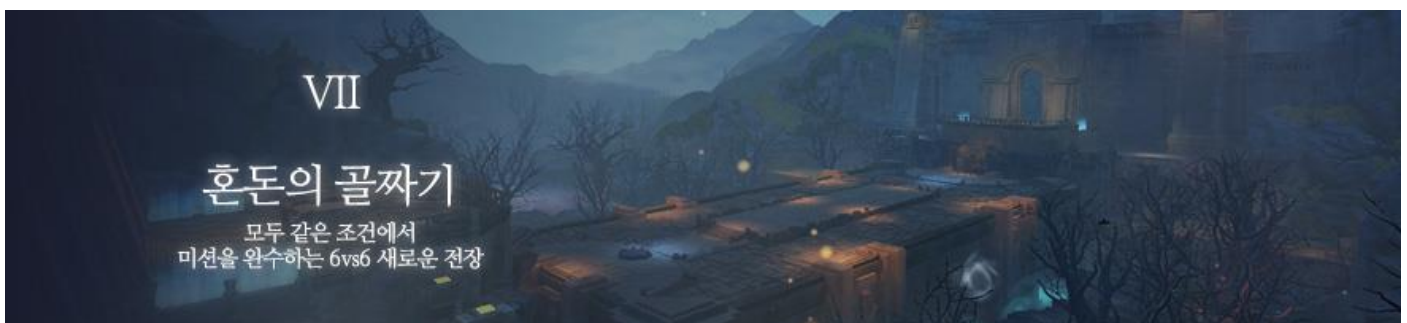
▶ 인스턴스 던전

- Removed the following instances:
 - Narakkalli, Holy Tower, Prometun's Workshop (normal), Makarna (normal), Beshmundir
- The prefix [Campaign] has been removed from development instances.
- Added the new instance 'Makarna of Bitterness (difficult)'.

Entrance	Max. players	Level	Entries	Reset
Silentera Canyon: Hope's Demise	2-6	80	4 times per week	Wednesday at 9 AM

- This instance shares the number of entries with 'Prometun's Workshop (difficult)'.
 - Added upgrade material for Ultimate Starlight equipment.
- Changed the points for the monster hunt and the monster appearance rate on the Dredgion.
 - The boxes in the Runatorium now appear at different times.
 - Teleport NPCs are now available in the Runatorium.
 - Girad of Illusion in the Tower of Challenge (middle level, 5th floor) no longer opens a 'Remove Shock' window when hit by his 'Ambush' skill.
 - Increased the range of rewards in the Tower of Challenge (middle level, 8th floor).
 - In the Tower of Challenge (middle level), rewards are only given up to rank 30.
 - The rank rewards are now structured differently.
 - Changed the times for the following battlefields and arena:

- Ashunatal Dredgion
 - Runatorium
 - Arena of Discipline
 - Arena of Cooperation
 - Illumiel
 - Kamar Battlefield
 - Golden Crucible (3 vs. 3)
11. When defeating the fourth boss monster in 'Prometun's Workshop (difficult)' or the boss monster in 'Makarna of Bitterness (difficult)', there is a certain probability of an additional reward chest appearing.
 - It contains Extreme equipment.
 12. Changed the resurrection point when dying in the boss sector of the 'Esoterrace' instance.
 13. The reward is now dropped immediately upon defeating the 'Esoterrace' boss.
 14. Added Esoterrace (bonus) as an exclusive Internet Café instance.
 15. The entrances to some instances are now located elsewhere.
 16. If the conquest is successful within the time attack time, an additional reward chest will appear in the following instances:
 - Ara Infernalía (normal), Ara Infernalía (easy), [Internet Café] Ara Infernalía (bonus)
 17. Changed the number of entries to and the location of 'Kubrinerk's Monster Cube Laboratory':
 - 3 times per week (reset on Wednesday at 9 AM)
 - The Gatekeeper of the Cube Laboratory appears at random every 2 hours at 2 random locations in Inggison/Gelkmaros.



A race against time, quick thinking is needed: who will find the real Inanna first?

Each team has 10 minutes to outwit their opponents.

1. Added the new group battlefield 'Raging Valley'.



Entrance	Max. players	Level	Entries	Reset
Can be entered via the 'Entry request' button	2-6	80	1x daily	Daily at 9 AM

- For the battle in the Raging Valley, all participants receive the same stats.
- The team that scores the most points within 10 minutes or that is the first to reach 2,000 points wins.
- Points are scored for defeating the enemy faction, Stella Guardians and the chief guardian, or for finding the real Inanna.
- There are 5 points for normal guardians, 50 points for the enemy faction, 100 points for the chief guardian and 200 points for locating the real Inanna. If you are behind on points, 100 points (instead of 50) are awarded for defeating the enemy faction.
- Item boxes contain Restraint, Aether's Hold and Scarecrow Transformation items. The boxes appear at regular intervals.



Improved problematic game settings and introduced a manageable system.

▶캐릭터

1. Up to 8 equipment sets can now be configured.

2. Removed the level limitations for level 55.
 - If you are collecting XP at level 55, you can level up to level 56 without limitations.
3. The number of uses of 'Lunamon's Rescue' now determines the waiting time until resurrection.
 - The number of uses of 'Soul Healing' can now be reset.
4. The 'Cube Expansion Key' now opens more cube slots.
5. Characters that have logged out in certain areas or anchored in a landing site are relocated as follows:
 - Heiron, Beluslan, Inggison, Gelkmaros --> Elyos: Heiron/Asmodians: Beluslan
 - Signia, Vengar, Lakrum, Dumaha --> Elyos: Inggison/Asmodians: Gelkmaros

➤ 임무

1. Revamped Lugbug's mission.
 - Changed level 1-75 missions in the opening area. Added new missions for levels 76-80.
 - Improved Lugbug's mission reward and added new items.

➤ 퀘스트

1. Reworked some of the quests in Lakrum/Dumaha.
2. Added new quests in Lakrum.
3. Added new quests in Inggison/Gelkmaros.
4. Reworked some of the quests in Heiron/Beluslan and added new quests.
5. Removed some quests.
6. Added new quests on the new battlefield 'Raging Valley'.
7. Added new quests in the new area 'Pandarung Battle'.
8. Added new quests in the 'Legion Quarry'.
9. Added new quests in the 'Silentera Canyon'.
10. Added new quests in the 'Unstable Hall of Knowledge'.
11. Adapted the target objects and quick into in Legion Mission quests to the changed quest conditions.
12. Added new quests in 'Makarna of Bitterness (difficult)'.
13. Added new quests for 'Insignia of Experience' in Inggison/Gelkmaros.
14. Added Glory quests.
15. Added Fortress Battle quests with medal rewards.
16. Reworked Windstream quests.
17. Deleted the Pandora quest.

➤ 기타

1. 'Red Katalam (South)' and 'Red Katalam (North)' are now shown on all maps.
2. The resurrection menu is no longer shown in the training area when you die.

3. Reworked the general message display when an item is received.
 - A message is no longer shown when a Legendary equipment item is received.
 - Changed the general message display in the following areas:

Current	Changed
Lakrum Capital city of the respective faction	Inggison Gelkmaros Capital city of the respective faction



1. Reworked the opening areas Heiron/Beluslan.
 - Deleted superfluous NPCs and created new NPCs.
 - Created Oakle traders in Heiron/Beluslan.
 - Oakles can be traded with Oakle traders for equipment and consumables in the level 1-75 opening areas.
 - Increased the levels and stats of monsters and NPCs from 10-40 to 10-75.
 - Added more landing sites for teleporting.
2. Deleted the Signia/Vengar regions.
 - It is no longer possible to teleport to Signia/Vengar.
 - Deleted the Pandora Raids in Signia/Vengar.