

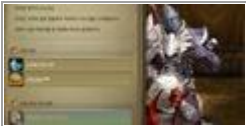







Patchnotes 4.0.3 – Katalam Attack

Update Contents

The **3rd 4.0 update announcements** are clearly listed according to category in the following list.

4.0.3 Update – Katalam Attack		
	Instance	5 different instances have been added. These are instances in which, as per usual, the level of difficulty can be selected and that are arranged like mini games!
	Item	New weapons, patterns etc. have been added.
	Quest	Various different official/hero quests have been added, through which hero rank equipment and special materials can be received as a reward.
	Siege Battle	Katalam Siege Battle reward has been increased.
	Character	Some skills that exhibited errors have been improved. Beginner server return method has been duplicated.
	Other	Within the game, screenshots can be viewed.

Instance



5 new instances have been added in South Katalam and the Katalam Underground!

In 4.0's 3rd update, 5 different new instances have been added.

- **Sauro War Depot** : standard instance in which the level of difficulty of the final boss can be selected
- **Steel Wall Bastion** : mini defence battle, which can be entered with an alliance group
- **Kamar's Battlefield** : Battlefield Dredgion enhancement, Kamar's Battlefield
- **Jormungand's Bridge** : instance in the form of a mini game, can be played very casually
- **Refuge of the Rune Tribe** : mini game type. In this instance a group is divided into three groups.

Sauro War Depot



Once it was the holy temple of the Rune tribe, which was hidden away in the mountain range. The Rune tribe used Nevilim to develop this area and gain refined Idgel. However, when they collected the desired energy, they were already facing elimination and hid in the temple out of desperation. They sealed it and weren't ever seen again.

This holy temple was abandoned for a very long time. It was discovered by Shita, the 40th commander of the Beritra Army's Reconnaissance Troop. Shita found out about the hidden existence of Idgel in the temple and planned to use this power to become a Balaur lord. Shita hid his plans from Beritra and convinced Beritra to use this area as a war depot.

Lastly this place was changed to the war depot and Shita used this place as his base. Without Beritra finding out about it, he found Idgel and is now drawing up a plan on how Idgel can be best implemented.

- Only the faction that conquers the **83rd Garrison** can enter the portal through the Sauro War Depot.
- The entry NPC for the Sauro War Depot is in the 83rd Garrison in South Katalam.

Instance	Entry requirement	Entry item	People	Entry Level	Entry time (mins)
Sauro War Depot	Conquer 83 rd garrison	Battle Medallion (3 units)	6	From level 65	Starter 4200 Gold Pack 1320

Steel Wall Bastion



The Steel Wall Bastion is a gate that the Rune tribe built between the Beritra territory of South Katalam. It was previously used as a passageway to Katalam, however, since the Elyos/Asmodians infiltrated Katalam, this place has been occupied by Elyos/Asmodians.

The Beritra army especially formed the Pashid unit to recapture this important post and together with the Dredgion they prepared for the Steel Wall attack. The leader of the Elyos/Asmodians, who found out that the Beritra army was advancing, began to seek support to prevent the Beritra army from further infiltrating Katalam. The Daevas that were up to this challenge, who were incredibly brave Daeva, made their way to the Steel Wall Bastion.

At the Steel Wall Bastion, there is equipment, such as cannons, that were set up by Elyos/Asmodians for the defence of the gate. Near to this region there are various devices that were set up by the Pashid unit. The Daeva that enter the Steel Wall Bastion, have to stop the Beritra army, destroy their devices and eliminate Pashid.

- When the **81st Garrison** in **South Katalam** is seized, the entry NPC appears in the garrison.
- Elyos entry NPC : Daidalos
- Asmodian entry NPC : Swanhilda
- The 'Steel Wall Bastion' source location has been changed into 'Rebuilt Tower of Light' for the Elyos and the 'Rune Temple' for Asmodians.

Instance	Entry requirement	Entry item	People	Entry level	Entry time (mins)
Steel Wall Bastion	Conquer 81 st garrison	Battle Medallion (3 units)	24	From level 65	Starter 10080 Gold Pack 4200

Kamar's Battlefield



The city of Kamar had overcome endless distress and encompassed a glorious history of the Reians, however the situation changed abruptly, when the Kahrn disappeared. Because Kahrn's law was eased through his disappearance, the Elyos and Asmodians each left a commander behind in Kamar, who used every opportunity to greedily eliminate others in an attempt to occupy Kamar. The Reians, in particular Garnon, tried to suppress the Elyos/Asmodians, but weren't strong enough to carry it through.

Beritra had long sussed out this situation in Kamar and ordered Tavrosh, the 43rd commander, to employ the Zorshiv Legion in Kamar. Zorshiv was the Dredgion commander who knew the most about Kamar. Because the Elyos and Asmodians were busy fighting each other while the Balaur were forging this plan and the Reians were trying to rein in this resistance, the Zorschiv Legion took them by surprise and ultimately the Balaur managed to infiltrate Kamar under Varga's leadership. Ever since then, Kamar began developing into a large colourless battlefield. The peace which had previously reigned at various places, is now beyond recognition.

- An instance where 12 vs. 12 is played. Within 30 minutes, the monsters and opposing faction have to be defeated.
- If several characters enter an instance as a group/alliance, but the levels don't correspond, entry isn't possible.
- Kamar's Battlefield can only be entered at particular times.
- If it is possible to enter an instance, the system notification appears and the entry button is activated at the bottom right side.
- Items that are received in 'Kamar's Battlefield' are tradeable for 60 minutes.

Instance	Cooldown	People	Entry level	Entry time
Kamar's Battlefield	Gold Pack – 120 Min. Starter – 2880 Min.	12 people per faction	Level 61-65	Daily 8-10 PM

1. The winning team of 'Kamar's Battlefield' also receives the following reward item:

Rank	Additional reward item
Victory	Kamar's Victory Chest

- The 'Shattered Ceranium' reward can be removed from the chest.
- With a certain probability, the chest may also contain an additional item.

Jormungand's Bridge



Jormungand's Bridge can be entered through a special entrance in the Katalam Underground. The Beritra army uses this area, which was built on a mountain range near Katalam, as a weapon arsenal. The cannon that was developed by the Beritra army is also stored there.

This siege cannon has a mighty power of destruction, which can reduce a whole Katalam region to rubble. When the Elyos/Asmodians found out, they quickly drummed up their soldiers and sent them to Jormungand's Bridge to destroy the cannon.

The Beritra army set up 4 sentries and protective shields and a built a bridge to impede infiltration and defend the cannon. The Daevas who step onto Jormungand's Bridge have to overcome all obstacles and destroy the cannon in the short time before the cannon starts firing.

- The entry NPC for Jormungand's Bridge is in the 'Second Garrison of the Lata Troop', in the Katalam Underground.

Instance	Entry requirement	People	Entry level	Entry time (mins)
Jormungand's Bridge	Not applicable	6	From level 65	Starter 7080 Gold Pack 2760

Refuge of the Rune Tribe



It was built as a cemetery for high-ranking members of the Rune tribe and is in the basement. At the time this place was symbolic of prestige. Complex labyrinths were built for protection, as valuable items had been buried there along with the Rune tribe members.

Not only gold, silver and other valuable items are situated here, but also fragments for Idgel use. The Beritra special research troop, Shugos and Chira Grave Robbers, consisting of Shugos and Shulacks, had quickly found out this information and were the first to enter the Refuge of the Rune Tribe. The special research troop had entered it to find Idgel's method of use and the Chira Grave Robbers wanted to loot the valuable treasures of the Rune tribe.

The Katalam patrol of the Elyos and Katalam Cleanup Squad of the Asmodians, only found out about it afterwards, and only after they had bribed a few Chira Grave Robbers. The Elyos and the Asmodians then made their way to the Refuge of the Rune Tribe to get hold of the ancient fragments concerning the use of Idgel.

- The entry NPC for the Refuge of the Rune Tribe is in the 'First Id Mine', in the Katalam Underground.
- The time runs out as soon as the key is received at the cemetery entrances in the 'Refuge of the Rune Tribe'.

Instance	Entry requirement	People	Entry level	Entry time (mins)
Refuge of the Rune Tribe	None	6	From level 65	Starter 7080 Gold Pack 2760

Other

1. At the Steel Rose loading area/cabin/deck there was the problem that some spirits were irregularly evoked. The problem has been fixed.
2. A change has been implemented, in which the buff effect is removed during entry into the Dredgion Battlefield.
3. The final reward item in the 'Runadium' treasure chest can now personally be received from 'Furious Grendal the Witch'.
4. In the 'Idgel Research Laboratory' and in the 'Idgel Research Laboratory (Legion)', more Beritra Supply Chests were added.
5. In the 'Void Room' and 'Void Room (Legion)', additional Beritra Supply Chests were added.
6. The treasure chest rewards in the 'Hall of Knowledge' have been changed.
7. Change: the monsters that are positioned in the 'Idgel Research Laboratory', 'Idgel Research Laboratory (Legion)' can recognise 'hide'.
8. The 'Beritra Army Supply Chests' which are in the 'Idgel Research Laboratory', 'Idgel Research Laboratory (Legion)' now also drop fortress crests.
9. In the 'Hall of Knowledge (Legion)' there was the problem that the map could not be seen anymore. This problem has been fixed.
10. It was possible that you could get hold of Beritra Supply Chests in an abnormal way in the 'Idgel Research Laboratory', 'Idgel Research Laboratory (Legion)', 'Void Room' and 'Void Room (Legion)'. This bug has been fixed.
11. There were some pots from which research laboratory keys could be received in the 'Idgel Research Laboratory' and 'Idgel Research Laboratory (Legion)' that looked different from one another. They have now been unified.

Items



New instance items and new designs have been added!

New production design

1. New production designs have been added.
 - New equipment from the Myth class and patterns has been added.
 - The new designs can be purchased in North Katalam in the 76th Garrison and in the underground of the Katalam Base.



Function enhancement of the item identification

1. The item identification function has been enhanced.

- Before the change: item option values can be identified
 - After the change: identification of option valued, number of Manastone slots and max. upgrade level
2. A re-identification function has been applied.
- Some equipment can be re-identified.
 - Items that still have re-identifications left can re-identify particular temporarily determined values by using the identification scroll.



Number of re-identifications is displayed



Comparison before/after re-identification

PvP option changes

1. The values that correspond with PvP are now displayed split into attack and magic attack.
- PvP attack: PvP attack strength, PvP magic attack

- PvP defence: PvP defence strength, PvP magic defence



Before the change



After the change

Other changes

1. Some values from the Chanter items that can be received in the instance in Katalamize, have been changed.
 - **Angry Hyperion's Chanter Set:** shield defence has been changed to weapon defence
 - **Enraged Hyperion's Chanter Set:** weapon defence has been changed to shield defence
2. New heroic and fabled hats have been added.
 - Some hat icons have been changed.
3. Sometimes items were not displayed in the inventory. This problem has been fixed.
4. A change has been made to the pet bag. Consumer items can now be entered in the automatic pet buff together with the meals and magic items.
5. Change: the upgrade effect of the highest level of weapon upgrade is now also applied to the fabled level above level 10.
6. The problem that the Gunner's skill **Soul Cannon** of the stigma item was not displayed, has been fixed.
7. There was a problem that the pet used wrong items for meals and magic items during an automatic buff. This problem has been fixed.
8. The problem that some designs were not tradeable, has been fixed.
9. The problem that some items could not have a Manastone enhancement, has been fixed.
10. For some items, incorrect values were applied. This has been fixed.
11. Some items had naming errors, which have been fixed.
12. The appearance of some items has been changed.
13. There were some errors in the item tooltips, which have been corrected.
14. Abyss Points can now be extracted from Abyss equipment items below level 60.
 - The affected items can receive part of their Abyss Points back by using an Enamel Armour Hammer.
15. Even if the maximum buff amount is exceeded, and a Transformation Candy is used, the effect does not disappear through the buff.
16. The problem that Golden Tatar didn't drop any weapon chest items for Gunners and Bards has been fixed.
17. For the extendable weapons that can be produced, part of the values of deformed Katalium have been changed.
18. The icon for the 'Grave Entrance Key Selection Chest' in the Refuge of the Rune Tribe has been changed from a bundle to a chest and the corresponding tooltip has been changed slightly.
19. During the 'Sweet Confession' event, the boss monster now drops another event item.
 - The boss monster now drops the '[Event] Bundle with Sweet Powder' for the '[Event] Sweet Powder'.
 - Every group member can receive one '[Event] Bundle with Sweet Powder'.
20. Some items had incorrect values, these have been changed.

21. In quests, depending on the profession, only some item rewards were extractable. The quests that could not be extracted have been fixed.
22. Some meal boost descriptions were incorrect. These errors have been fixed.
23. Some description of production materials were displayed piled up. This problem has been fixed.
24. Some items were displayed strangely, when they were equipped. This problem has been fixed.
25. The Templar stigma item 'Break Power VI' was not displayed properly. The problem has been fixed.
26. The NPC Brinhild, who is in the Asmodian capital city, now sells skill books for the Bard class.
27. The appearance change of the Tatar weapon series has been changed.
 - Before: appearance change not possible
 - Change: extracting appearance not possible repeatedly
28. The values of the 'Cloth Headband of the Rune Tribe' have been increased a little.
29. If the Abyss rank changed, the Abyss rank limited item information was not renewed with it. The problem has been fixed.
30. Some item settings contained errors. The problem has been worked on.
31. The problem that some items could be dyed, although it was not supposed to be possible, has been fixed.
32. Some items were displayed incorrectly. The problem has been fixed.
33. Some meal tooltips were faulty. The errors have been fixed.

Quest



Official/hero quests have been added and part of the Battle Medallion of the battle quest has been changed!

Official/hero quest

1. Official/hero quests have been added.

- Players that achieve the highest level in the Katalam Region receive the official quest. One accessory can be selected.
- In the hero quest, equipment and special materials can be received. It is not only important that the player shows skills and effort here, but luck also plays a large part. The difficulty level for this quest is quite high.



Various official/hero quests have been added



High quality items and various materials can be received as a reward

Battle Medallion quest change

- The [daily] quest that can be received in North and South Katalam has been changed.
 - The [daily] quest has been changed to a [weekly] quest.
 - The number of creatures that have to be hunted has increased from 2 to 5.
 - Some group quests have been changed to normal quests and the monster levels have been reduced accordingly.
 - Change: in the quest in which Elyos/Asmodians have to be eliminated, the player receives 12 Battle Medallions as a reward. In the quest, in which Balaur have to be eliminated, the player receives 8 Battle Medallions.
- [Urgent Order] quests which can be received in North and South Katalam have been changed.
 - The number of opposing factions that need to be eliminated have been changed from 2 to 1.
 - The quest reward is 3 Battle Medallions.

New instance quest

- A new quest was added, which can be carried out in the **Jormungand's Bridge** instance.

Faction	Quest Name	Level	Receiving NPC
Elyos	Jormungand's Researcher	65	Timarkus
Asmodians	Look for the Artillery	65	Ungand

2. A new quest has been added which can be carried out in the **Refuge of the Rune Tribe**.

Faction	Quest Name	Level	Receiving NPC
Elyos	Old Crypt	65	Liponia
Asmodians	Sleeping Relic	65	Nivella

3. A new quest has been added, in which the **Sauro War Depot** can be carried out.

Faction	Quest Name	Level	Receiving NPC
Elyos	War Depot Spying Operation	65	Amalde
Asmodians	Spy on the War Depot	65	Sibeldum

4. A new quest has been added, in which the **Steel Wall Bastion** can be carried out.

Faction	Quest Name	Level	Receiving NPC
Elyos	Battle at the Eremion South Gate	65	Demades
Asmodians	Fierce Battle	65	Latkel

Other

1. The problem that the **Song of Blessing** could not be carried out by Asmodian Gunners and Bards has been fixed.
2. A weapon has been added for Gunners and Bards in the Elyos quest **Veille's Gift** and in the Asmodian quest **Mastarius' Gift**.
3. During the Elyos **Calydon Ruins** mission, an info box is displayed for the **Calydon Candy**.
4. When North Katalam is entered for the first time, a video appears which can now be terminated.
5. Part of the contents of the Elyos quest '[Hero/Alliance] Hidden Rune Relic' and the Asmodian Quest '[Hero/Alliance] Relic that needs to be obtained' has been changed.
 - The quest items, which can be received from 'Furious Grendal the Witch', have been changed.

Standard Item (general)	Elyos	Asmodians
Old Ring Box	Witch's Ring of Strength	Witch's Ring of Rule

- There was the problem that the quest item could be received from the 'Furious Witch Grendal', even though the character didn't have the item. This problem has been fixed.
6. The problem that Asmodians, who had the mission 'Siel's Relic' and entered an instance from a general instance server, could not carry out of the quest, has been fixed.
 7. When 1/2 of the carrying out level was completed for the [Urgent Order/Daily] quest, the quest could not be carried out any further. This problem has been fixed.
 8. There was the problem that the weapon design was not sent out as a production quest reward for Gunners and Bards. This problem has been fixed.
 9. The quest item <Egant's Records> from the Asmodian quest 'The Truth about the Defeat' was displayed as an item for the Elyos. This problem has been worked on.
 10. In the reward level of the quest 'The extraction of Apsu's Dreadful Rancour' it wasn't possible to enter Garnon's office. This problem has been fixed.
 11. During the Siel's Power weapon creation quest it is now possible that every level can receive the <Vorpall Essence>.
 12. When the weekly quest is ended, the system notification appears at the right time.
 13. Content and spelling mistakes of some quests have been corrected.

Fortress Battle

Katalam fortress battle reward

- The number of winners and the item rewards of the Katalam fortress battle have been changed.
 - If it concerns hero and officer rewards, the player receives a quest item with which a hero quest can be completed.

	Hero		Officer		Elite		Soldier	
	People	Reward	People	Reward	People	Reward	People	Reward
Standard	10	Ce 4	20	Ce 2	30	Mi 2	90	Mi 1
Change	10	Ce 4	30	Ce 2	50	Ce 1	100	Mi 2
* Ce : Ceranium Medals Mi : Mithril Medal								

Fortress battle time change

- The times of the fortress battles in the Balaur region have been changed.

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
20:00 ~ 21:00	Ancient Vorgaltem	Greed Crimson	Ancient Altar of Greed Vorgaltem Crimson	Ancient Vorgaltem	Altar of Greed Crimson	Ancient Altar of Greed Vorgaltem Crimson	Ancient Altar of Greed Vorgaltem Crimson
21:00 ~ 22:00			Prades Fortress		Bassen Fortress	Sillus Fortress	Prades Fortress
22:00 ~ 23:00	Bassen-Fortress	Sillus Fortress	Bassen Fortress	Prades Fortress	Prades Fortress	Bassen Fortress	Sillus Fortress
23:00 ~ 24:00	Prades Fortress	Bassen Fortress	Sillus Fortress	Sillus Fortress	Sillus Fortress	Prades Fortress	Bassen Fortress

Katalam fortress battle buff

- A buff effect was added, which the faction that wins the Katalam Fortress Battle receives.
 - When the character is in North or South Katalam, they receive this effect.

- It can occur that a character, who receives this buff effect, loses it if they enter particular instances.
- If a character dies or logs out, they do not lose the buff effect.

Requirement	Buff effect	Contents
Siege successful	Sillus' Grace	The PVE attack strength increases by 2%.
	Bassen's Grace	
	Prades' Grace	
Defence failed	Sillus' Encouragement	The PVP attack strength and defence increases by 7%.
	Bassen's Encouragement	
	Prades' Encouragement	

Other changes

1. For the **Garrison Battle** daily quest in the North/South Katalam region, the values and locations of the liaison officers /messengers have been changed partially.
2. When the artefact is activated and the buff effect is used, the character loses this effect when they switch to another region.
3. Some of the locations of the messengers/ liaison officers that play a role for carrying out quests in the fortress battle in North/ South Katalam have been changed.

Character

Character

1. The movement that the Gunner made when collection Hearthbloom/Guestblooms looked strange. This has been improved.
2. It is now possible to return from the normal server to the beginner server, in which, along with the teleporter, the return skill is used and the Return Scroll.
3. It is now not possible anymore to apply a buff effect for a comrade from the neutral zone to the battle zone.
4. During 'Hide', no personal shop can be opened.
5. Sometimes for the secondary weapon (left hand), an incorrect weapon value was applied. The problem has been fixed.

Skills

1. The Ranger's skill Shock Trap I was carried out strangely. The movement has been changed.
2. For the skill Dash Attack II ~ V of the Assassin, the chain skill tooltip was not displayed. The problem has been fixed.
3. The tooltip description of the Wintry Armour III ~ IV skill of the Sorcerer was not displayed properly. The problem has been fixed.
4. The tooltip of the Asmodian Cleric's Holy Servant V skill, was not displayed properly. This problem has been fixed.
5. For the Gunner's skill Fissure Cannonball I ~ VII, the movement was shown abnormally. This problem has been fixed.
6. The buff effect of the Gunner skills Remove Shock I and Survival Instinct I was not repeated. The problem has been fixed.
7. Strong Impulse I of the Bard is fired more quickly.
8. The number of protective shields for the Bard's skill Shield Melody V was displayed as lower than the level before. The problem has been fixed.
9. From some regions, after using Return, you can return into the battle from the apartment.
10. The cooldown time of the Cleric skill 'Healing Light I ~ IV' was not displayed correctly.
11. Some skill effects were not displayed correctly. The problem has been fixed.
12. There was a problem with the Templar, that the buff effect of the 'Air Change I' could not be removed. The problem has been fixed.
13. When the assassin used the skill 'Shadow Illusion I' and attacked the opponent, 'Hide' was not removed. The problem has been fixed.
14. The problem that the Bard would be knocked backwards when using the skill 'Shock Blast I' but that the 'Remove Shock I' skill was not activated, has been fixed.

Other

View screenshot

1. A function has been added in which screenshots can be viewed within the game.
 - Through the view screenshot function, any screenshots taken can be viewed within the game.
 - The function can be checked under [Start menu – Community – View Screenshot].
 - Shortcut keys can be set under [Settings – Key Settings – Open/Close Window].
 - The screenshots taken with <Print Screen> can be checked in the 'Basic Settings'.
 - The screenshots that can be taken with <Shift + Print Screen>, can be checked under the 'Appearance information' tab.



NPC

1. There was the problem that the monster Penemon the Executor, who appears in the Second Id Mine, the Katalam Underground, did not drop any weapons or equipment items. This problem has been fixed.
2. Sometimes it occurred that the detection sound was not carried out if a monster recognised the character. The problem has been fixed.
3. The battle movements of some NPCs that were in the North/South Katalam garrison battlefield, looked strange. This has been changed.
4. The locations of some of the guards of the Phon garrison in South Katalam were changed.
5. Some monster locations in the Katalam Underground were changed.
6. Some guard locations in the developing area of the Katalam Underground have been changed.
7. The battle pattern of some monsters, who were in the Freezing Plateau in South Katalam, has been changed.
8. If the Blackened Grave was eliminated in the Second Id Mine in the Katalam Underground, Penemon the Executor was not spawned. The problem has been fixed.

9. Some NPC functions that were set up in North and South Katalam, have been changed.
10. The problem that some monsters dropped Vorpai Aether Revolvers and String Instruments has been fixed.
11. In North and South Katalam additional monsters have been added.

UI

1. When the group list window overlaps with another UI window, the screen is displayed abnormally. This problem has been fixed.
2. In [Settings – Game settings], the tab [Pet/Sidekick] has been added.
 - Pet alarm can now be activated/deactivated by a new option that was added.
3. An error was fixed, in which the Trade Broker window had incorrect values for the entered equipment.
4. On the map, part of the entry requirements for the Indratu Fortress in Heiron was displayed incorrectly. The problem has been fixed.
5. The corners of the legion flag in the legion window are now displayed.

Environment change

1. A new windstream was added in South Katalam.
2. Part of the environment of South Katalam has been changed.
3. Part of the environment of the Katalam Underground has been changed.
4. Part of the environment of the Hall of Knowledge has been changed.
5. Part of the environment of the Tiamaranta Fortress has been changed.
6. Part of the environment of Elia has been changed.
7. Part of the environment of the 73rd Garrison in North Katalam has been changed.
8. Part of the environment of Ladis Forest has been changed.
9. Part of the North Katalam buildings was displayed incorrectly.

Other changes

1. Behind the quest display, the quickbar can now be selected and used.
2. If a “show battle buffs” effect was removed under [Settings – Game Settings – Battle Information], the bonus value of a character was not displayed anymore. The problem has been fixed.
3. In the lower area of the settings, there was the menu items ‘Reset all’ and ‘Reset current window’. The names have been changed to ‘Reset settings’ and ‘Reset detailed settings’.
4. Behind the quest displayed, the quick bar can now be selected and used.

5. On the map the word 'Garrison' was displayed with another term. The error has been corrected.