

Patchnote Update 3.1

Content

Changes for Instances.....	2
NPC.....	3
Abyss.....	3
Items.....	4
Quests.....	4
UI & Environment.....	5

Changes for Instances

- The entrance requirements and the levels of difficulty of some of the instances have been adjusted.

Instance	Changes
Alquimia Research Centre	Changed monster skills to 3-player levels
Aetherogenetics Lab	
Steel Rake	Lowered XP receipt to the 3-player level
Theobomos Lab	Modified the placement of monsters
Adma Stronghold	Changed the difficulty of the boss monster battles

- Changed the entrance requirement for the Alquimia Research Centre from level 40 to 35.
- Some traps in the Adma Stronghold have been removed.
- Modified the number and abilities of monsters and boss monsters in Raksang.
- Modified the number and abilities of monsters in the Satra Treasure Hoard.
- Added a 'Giant Dimensional Rift' in Theobomos Observatory Village that allows entrance to the Adma Stronghold for Elyos characters.
- Added a 'Distorted Dimensional Rift' in Baltasar Hill Village in Brusthonin that allows entrance to the Theobomos Lab for Asmodian characters.
- The cooldown time for the Alquimia Research Centre and the Aetherogenetics Lab have been increased from 30 minutes to 120 minutes.
- Due to the monster adjustments made in the Alquimia Research Centre and the Aetherogenetics Lab, the XP gained from them has increased.
- Removed the level cap for Raksang and Taloc's Hollow.
- Fixed the problem where the boss monster would not notice the character attacking Surkana in the Terath Dredgion.
- Fixed the problem where spirit transformation would not occur with the Stone Skin effect active in the Alchemy Lab of Argent Manor.

NPC

- In the Upper Abyss in the middle fortress, a level 60 raid boss called Moltenus has been added.
- Changed the stats for Omega in Inggison and Ragnarok in Gelkmaros.
- Decreased the detection range of Omega and Ragnarok.
- Levels of Omega and Ragnarok have been set to 60.
- Decreased the strength of the abilities of Omega and Ragnarok.
- Moved some monsters near the entrances to the 'Aetherogenetics Lab', 'Alquimia Stronghold' and the 'Azoturan Fortress' to make it easier to get into these instances.
- The spelling mistakes (errors) in some of the NPC texts have been corrected.

Abyss

Increased the medal rewards for successfully conquering or defending fortresses in the abyss.

Fortress		1st Grade	2nd Grade	3rd Grade	4th Grade	Total
Abyss Core - Divine Fortress	Before	3 Gold	3 Gold	2 Gold	2 Gold	460 Gold
	After	3 Platinum	3 Platinum	3 Gold	3 Gold	180 Platinum, 420 Gold
Upper Abyss - Inner - Krotan Refuge - Miren Fortress - Kysis Fortress	Before	3 Gold	2 Gold	1 Gold	2 Silver	150 Gold, 120 Silver
	After	2 Platinum	3 Gold	2 Gold	3 Silver	30 Platinum, 180 Gold/Silver
Upper Abyss – Outer, Upper Levels - Asteria Fortress - Roah Fortress	Before	2 Gold	1 Gold	1 Gold	2 Silver	105 Gold 120 Silver
	After	3 Gold	2 Gold	2 Gold	3 Silver	195 Gold 180 Silver
Lower Abyss, Lower Levels - Sulphur Fortress - Siel's Western Fortress - Siel's Eastern Fortress	Before	1 Gold	1 Gold	2 Silver	1 Silver	30 Gold 100 Silver
	After	2 Gold	2 Gold	3 Silver	2 Silver	60 Gold 170 Silver

Items

- In some regions and instances the chance of boss monsters dropping pieces of armour has been increased.
 - Regions: Sarpan, Tiamaranta
 - Instances: Aturam Sky Fortress, Raksang, Elementis Forest, Argent Manor, Rentus Base
- Increased the drop rate for medals from Treasure Boxes in Upper/Lower Abyss instance dungeons.
 Added Treasure Boxes with abyss armour and accessories to some instances in the abyss.
 - The treasure boxes may give random abyss armour or accessories.
 - They can be found in all fortresses in the lower abyss as well as fortresses in the outer areas of the upper abyss (Chamber of Roah, Asteria Chamber).
- Boss monsters in Alquimia Research Centre and Aetherogenetics Lab now drop Fabled and Heroic equipment.
- Omega in Inggison and Ragnarok in Gelkmaros now drop enchantment stones.
- Lowered the purchase price of Squad Leader and Centurion abyss equipment.

Quests

New quests have been added with which the opposing race can enter the instances of the other race.

Race	Quest Name	Required Level	Offering NPC
Elyos	Fissure Problems	46	Atropos
	[Group] Unfortunate Lady		Rovilance
	[Coin/Group] Lord of Adma Stronghold		
	[Group] Valuable Research Material		
	[Group] A Rare Kill		
Asmodian	Unidentifiable Fissure	46	Hort
	[Group] All About Theobomos' Research Laboratory		Parqusha
	[Coin/Group] The Monster in Theobomos' Research Laboratory		
	[Group] Valuable Essence		
	[Group] Investigation Interrupter		

Added new PvP Quests

Race	Quest Name	Lvl	Requirement	Prerequisite Quest	NPC
Elyos	[Weekly/Group] Endless Battle with the Officer	40	Rank 1 or higher	[Group] Confront Asmodian Officers	Michalis
	[Weekly/Group] Endless Battle with the Officer		Officer or higher	[Group] Confront Asmodian Generals	
Asmodian	[Weekly/Group] Endless Battle with the Officer	40	Rank 1 or higher	[Group] Confront Asmodian Officers	Votan
	[Weekly/Group] Endless Battle with the Officer		Officer or higher	[Group] Confront Asmodian Generals	

- Changed the required levels for some regular quests and campaign quests.
- Changed the XP available in accordance with the level change.
- Changed the coin rewards for some quests.
- Errors have been corrected in some quests.

UI & Environment

[UI]

- An error with the progress bar at the Gelkmaros Fortress has been fixed.

[Environment]

- The problem of not being able to see the small Astriclox Seed that you are travelling on after you have destroyed the Giant Astriclox in the Sarpan Wildflower Field has been fixed.