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Table of content

Instances..... 2

Abyss..... 2

Honour Points..... 2

Item 3

Skills 7

Character 8

NPC 9

Quest 9

Environment 9

 Hall of Fame..... 9

UI 10

Instances

- Change: the exit for the “Chantra Dredgion” special quest for Aethertechs is now in front of the Dredgion entry NPC.
- Some monster locations at the “Steel Wall Bastion Battlefield” have been changed.
- Some monsters have been deleted at the “Sauro War Depot”, so that the level of difficulty has been reduced.
- The Abyss points reward for victories/defeats in the “Steel Wall Bastion Battlefield” and the “Kamar Battlefield” have been increased.
- The Abyss point values that can be received from the “Box Containing Ancient Relics” at the “Krotan Fortress”, “Krotan Legion Fortress”, “Kysis War Fortress”, “Kysis Legion War Fortress”, “Miren War Fortress” and “Miren Legion War Frotress” have been increased.
- The error that occurred when the Cleric was revived with a revival skill at the “Battlefield of Kamar” and the booster effect for “Fighting Spirit Charge” was used instead, has been corrected.
- It is not possible for collecting materials that can be gathered in the “Steel Wall Bastion” at the Stone of Chaos, Branch of Chaos, Root of Chaos, Rock of Chaos etc. to be transferred as a special skill for Assassins anymore.
- The duration of invincibility when entering or reviving in the “Kamar Battlefield”, the “Jormungand Marching Route” and the “Steel Wall Bastion Battlefield” has been changed.

Abyss

- The number of Abyss points that can be received in Reshanta (Krotan, Miren, Kysis Fortress) and in Katalam (Sillus, Bassen, Prades Fortress) during a fortress battle has been increased.
- Because you receive increased Abyss points from creatures in the fortress battle, the contribution bonus when a character attacks a monster first has been removed.

Honour Points

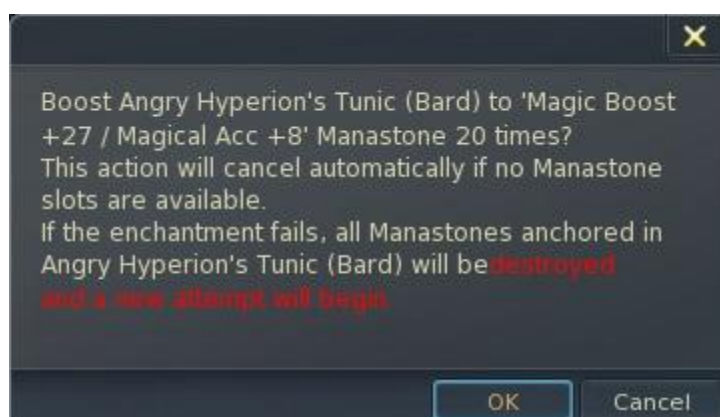
- The amount of honour points that the Legion Brigade General and Deputy Legion Brigade General can receive in the Upper Abyss and in Katalam after a successful fortress battle (defence) has been increased.
- Some changes have been carried out: if defending the fortress in the fortress battle in Katalam or the Upper Abyss has been successful, the Legion Brigade General and the Deputy Legion Brigade General receive honour points. They will be restricted from now on.

Item

- A function has been added, with which Manastones can be automatically enchanted.



- At the bottom of the Manastone enchantment screen, the number of attempts is set. The number displays the amount of Manastone enchantments that will be carried out.
- The number of Manastone enchantments can be set by clicking on the arrows ◀ and ▶ at the bottom of the screen.

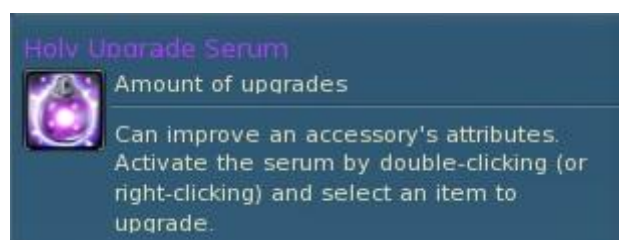


- If the Manastone enchantment fails, all Manastones will be destroyed like during a normal enchantment.

- Depending on the socketing aid selected, automatic enchantment will be carried out and depending on the Manastone level, the corresponding socketing aids will be used up.
- If Manastone enchantment on an item is successful and the maximum possible number of Manastones on an equipment item is achieved, all remaining attempts will be terminated.
- Special Jormugand chains/chain crafting series designs receive a production selection system.
 - To receive a result from the production, a production combination must be selected. This makes production possible.
 - If a design pattern is received, the production combination is added to the production list and when a production combination is deleted, all of the design's production combinations are deleted as well.
 - The received production designs are added to the list with the applied production combination.



- There were quests in which some design materials were set incorrectly. This error has been fixed.
- An upgrade system has been added.
 - The upgrade can be activated through the 'Holy Upgrade Serum' item.



- If the upgrade is successful, the character receives increased PvP values. If the upgrade fails, the upgrade level is reset to 0 and the increased PvP values disappear.
- The upgrade system is applied to fabled and better accessory items from level 50. But some event items and time restricted items are excluded.



- The upgrade status can be checked in the item tooltip and will be displayed through 'Current Level/Highest Level'. The increased PvP values are displayed separately in brackets and in purple.
- If an upgrade is successful, the upgrade is displayed in front of the name in purple.



- There's a certain chance that boss monsters of some instances will drop Upgrade Serum Boxes. These can be received by every group member (1 unit each).

Instance	Boss Monster	Instance	Boss Monster
Theobomos Lab	Unstable Triroan	Adma Stronghold	Lord Lannok
Draupnir Cave	Commander Bakarma	Beshmundir's Temple (hard)	Isbariya the Resolute
Dark Poeta	Tahabata Pyrelord	Sauro War Depot	Treacherous Uterunerik
	Calindi Flame Lord		Paramedic Officer Surkihan
Rentus Base	Brigade General Vasharti		Head Researcher Jardaraka
Tiamat's Fortress	Tahabata's Treasure Chest		Guard Leader Achradim

- The number of required socketing aids for Manastone enchantments has been changed:
 - For Crit. Strike/Attack Manastones in normal Manastones and combined Manastones, the same number of required socketing aids are needed as the other Manastones.
 - The number of required socketing aids for combined Manastones has been reduced.
 - The number of required socketing aids for Ancient Manastones has been adjusted to the corresponding level.
- The attribute 'Wrapping Possible' has been added to the battle items (weapon/armour/accessories) that can be bought with the Battle Medallion.
 - Only items with the rank unique/hero can be wrapped, which can be wrapped up to 3 times.
- The problem that the 'Id Shield' stigma skill could not be used from the Large Stigma Bundle by the Aethertech, has been fixed.
 - The 'Large Stigma Bundle' can be received as a reward in the instance when the fortress siege starts.
- The problem that the 'Unique Dynatum Wings' and 'Dynatum Wings' that can be received in the Rune Shield Tower were temporarily not tradeable, has been fixed.
- In the alchemy production categories, the name of the 'Enchantment Stone' has been changed to 'Modification Item'.
- The problem that occurred when another character summoned the 'Siamese Cat' - that part of the creature wasn't recognisable for other characters, has been fixed.
- Some of the spelling mistakes in the item tooltips have been corrected.
- The problem that some item values were applied incorrectly after equipping them, has been fixed.

- Some Spiritmaster skill books, which could previously only be received by monster drops, are now also sold by the mentor NPC in the corresponding capital city.
 - Summoning: Wind Spirit I-Wind Spirit IV, Summoning: Water Spirit I-Water Spirit IV
- The problem that some items were displayed incorrectly has been fixed
- The previews for some items were displayed strangely. This problem has been fixed.
- The error that occurred, in which the number of platinum coins required for the 'Suntouched Gloves' were displayed incorrectly in the Lepharist Research Centre in Heiron, has been corrected.
- The error that Asmodians needed Elyos ingredients for the Flame Oil for Cannon Shells recipe, has been fixed.

Skills

- When a companion is summoned and the character is teleported, the companion now stays with the character after the teleportation.
- There was a problem that the order skills of the Spiritmaster weren't applied correctly in special situations. This problem has been fixed.
- The magical accuracy of the Sorcerer is now just as high for the 'Sleep: Scarecrow I' skill as for 'Sleep I'.
- The skill content of the Gladiator's 'First Blade I-II (Elyos)' and 'Force Cleave I-II (Asmodian)' has been changed:
 - The target application range is dependent on the weapon range.
 - Value of mag. accuracy has been increased.
- The Templar skill 'Judgment I-III' can only be additionally used with the Greatsword as well as all other close combat weapons.
- The content of the Assassin's 'Blinding Burst I' skill has been changed:
 - Number of opponents skill is used on has been increased from 6 to 8.
 - The priority of the 'Blinding Burst I' effect has been increased.
- The content of the Ranger's 'Arrow Deluge I-VIII' skill has been changed:
 - Number of opponents skill is used on has been increased from 3 to 6.
 - Radius has been increased from 5m to 7m.
- The content of the Sorcerers's 'Ice Sheet' skill has been changed:
 - Number of opponents skill is used on has been increased from 6 to 8.
 - The damage has been increased.
- The content of the Spiritmasters's 'Spirit Wrath Position' skill has been changed.
 - Skill effect of the Earth Spirit has been changed from protective shield to max. HP increase.
- The range of the Chanter's mantra has been increased from 20 to 25m.
- The wrath reduction value of the Cleric's 'Shatter Memory VII' has been increased.
- The wrath reduction value of the Gunner's 'Mind Manipulation IV' has been increased.
- Part of the Aethertech's skills have been changed:
 - The HP recovery effect has been added to 'Rapid Recharge I-V'.

Skill	Description
Rapid Recharge I	Your MP is regenerated by 4,000 and your HP is regenerated by 3,000.
Rapid Recharge II	Your MP is regenerated by 4,500 and your HP is regenerated by 3,250.

Rapid Recharge III	Your MP is regenerated by 5,000 and your HP is regenerated by 3,500.
Rapid Recharge IV	Your MP is regenerated by 5,500 and your HP is regenerated by 3750.
Rapid Recharge V	Your MP is regenerated by 6,000 and your HP is regenerated by 4,000.

- The recovery time of 'Id Shield I-IV' has been shortened from 10 mins to 5 mins.
- The effect range of 'Cooling Wave I-V', 'Wave of Destruction I-VI', 'Vampiric Wave I-II', 'Idium Whip I-VII', 'Idium Ray I', 'Divine Dragon Cannon I-III' and 'Rage Wave I-II' has been increased.
- The HP regeneration of 75% of the magic damage that was inflicted on opponents in the vicinity has been increased to 100% for 'Vampiric Wave I-II'.
- Number of opponents 'Vampiric Wave I-II' and 'Divine Dragon Cannon I-III' skills are used on has been restricted.
- Damage of 'Divine Dragon Cannon I-III' has been increased.
- The effect duration of 'Mystic Tank I-V' has been increased from 1 min to 1 min and 30 secs.
- Range of 'Electric Binding I-VI' has been increased from 15m to 20m.
- If another skill effect overlaps with 'Electric Binding I-VI', Electric Binding is now prioritised.
- Magical Accuracy 100 effect has been added to the Bard's 'Magic Boost Mode I' skill.
- Booster effects have been revised that were displayed strangely at certain locations.
- The problem in which a booster effect icon was displayed on a selected target even though this effect could not be used on it, has been fixed.
- If the Bard skills 'Piercing Grating Sound IV' and 'Piercing Grating Sound V' overlapped, the effect of 'Piercing Grating Sound IV' was prioritised. This problem has been fixed.
- The priority of the Cleric's 'Blinding Light I' effect has been increased.
- The problem that shield skills could be used in special situations even if the character didn't have a shield equipped, has been fixed.

Character

- In specific situations, Spiritmasters' flying was stopped; the character arrived on the ground, but the flying time continued running. This problem has been fixed.
- The problem that distance was displayed incorrectly for group members, whose distance could not be measured, has been fixed.
- When an emote was used while a personal shop was being opened, the personal shop was sometimes opened defectively. This problem has been fixed.
- When a spirit was summoned and "Windstream" was used, the summoned object was retained.
- The speed of the switch from flight to combat/normal status after mounting the Aethertech, has been changed.

The Abyss points that the player can receive from PvP, have been increased.

- The number of Abyss points received after a PvP victory has been adjusted according to the character's rank.
- The number of Abyss point to be deducted after a PvP defeat has been adjusted according to the character's rank.

- The max. number of Abyss points that can be received within a particular time has been adjusted according to rank.
- If a summoning object is summoned and a flight object is used to fly via a flight transporter, the summoning object is retained.

NPC

- The dialogue text for Master NPC in the Elyos/Asmodian capital city has been changed corresponding to class.
- If a teleportation is carried out from Teminon/ Primum Landing to the Krotan Fortress, the character is now teleported to the vicinity of the < Fortress Teleporter >.

Quest

- Spelling mistakes have been corrected in some quests.
- The problem that occurred when the region number of completed quests exceeded 50 - that they weren't displayed correctly in the mission/quest window, has been fixed.
- The number of Battle Medallions, which amongst other places, can be received as a reward in the North/South Katalam PvP daily quest, has been increased.

Before the change	After the change
Battle Medallion 3 units	Battle Medallion 4 units

- In the Elyos mission 'Refreshing the Springs', the string instrument level and shop prices were displayed incorrectly in the rewards section. This error has been fixed.

Environment

- Part of the topography of the Katalam Underground has been changed.
- Part of the topography of the Bassen Fortress in North Katalam has been changed.
- Part of the topography of the Sillus Fortress in North Katalam has been changed.
- Part of the book titles in Pandaemonium have been changed.
- Part of the topography of the 'Steel Wall Bastion' has been changed.
- Part of the topography of the 'Hall of Knowledge' has been changed.
- Part of the topography of the 'Jormungand Marching Route' has been changed.
- The door to the Arena of Cooperation graphic is now displayed correctly as a 3v3.

Hall of Fame

The Hall of Fame has been added to Kaisinel's Academy and the Temple of Honour has been added to the Marchutan Priory.

Elysea has a Hall of Fame and Asmodae has a Temple of Honour. These locations have been placed in the lobby of Kaisinel's Academy and in the Marchutan Priory by the military headquarters to honour the Elyos/Asmodians and to make a space to give the Daeva, who passionately fight for their faction, the recognition they deserve. Right in the centre is the Shrine of Glory(El)/Refuge of Glory(As) -

which only Daevas who have the rank of a General or above can enter. These high-ranking Daevas are treated differently here. The Abyss Aid Officer Distributors can be found here, who have been sent there to support high-ranking Daevas and to prepare rewards for them. The Generals also use this area for entertainment and to form friendships.



- The Hall of Fame/Temple of Honour can be found inside the Fire Trial.
- In the Hall of Fame/Temple of Honour, the Shrine of Glory/Refuge of Glory can be found, which only characters that have a minimum rank of a General can enter.
- The General/Officer Items Distributor NPCs, who were originally positioned in Kaisinel's Academy/Marchutan Priory, have been deleted and replaced with new distributor NPCs in the Hall of Fame/Temple of Honour.

UI

- The font colour cannot be changed by inserting special tags in the chat window anymore.
- There were spelling mistakes in some system notifications, which have been fixed.
- In the Trade Broker window, the Upgrade Serum has been newly added in the category [Consumable Item – Modify].