

GamezBD Patchnotes v.3428

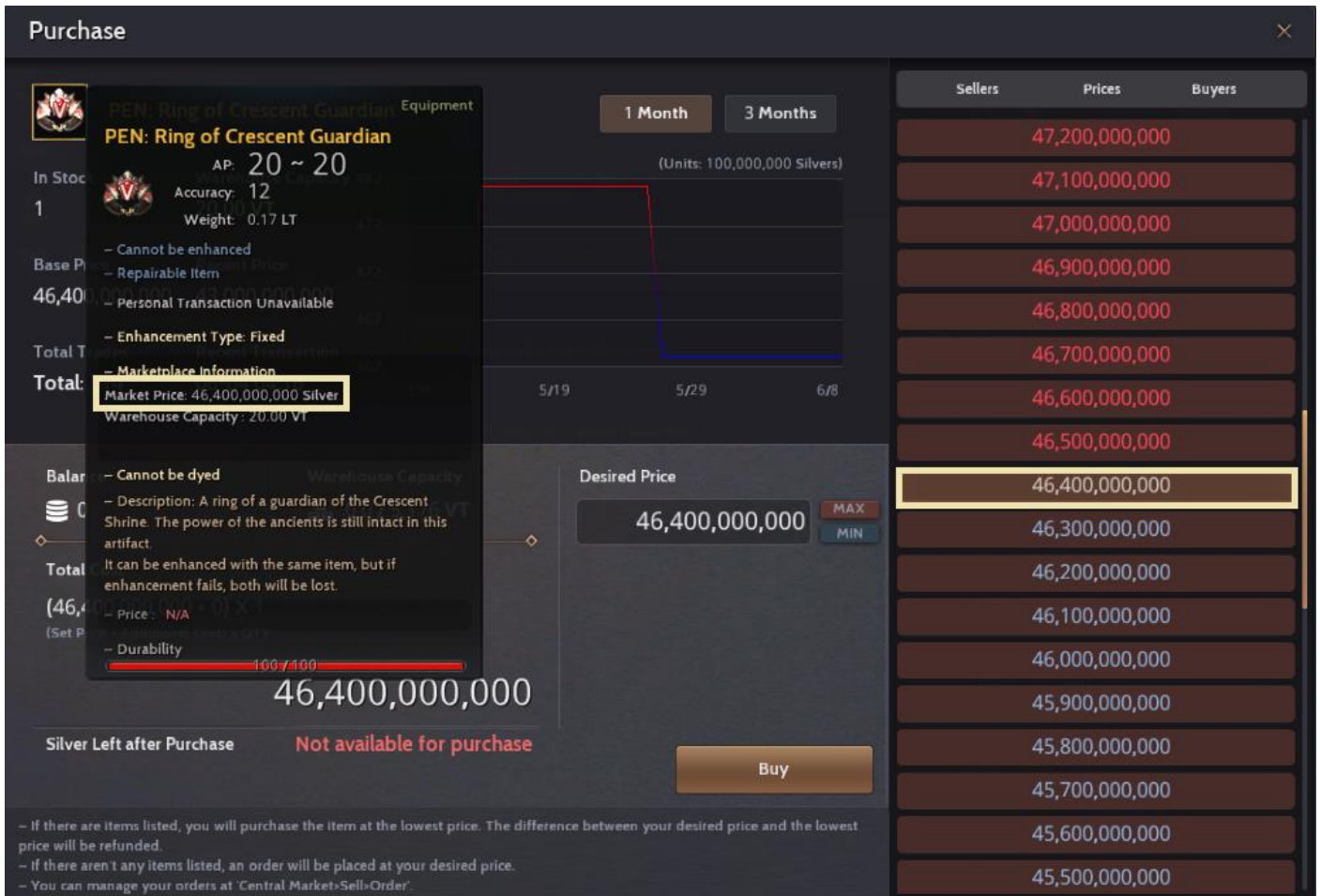
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◆ Event & System

- Improved in-game coupon use mechanisms.
- Optimized performance for unstable chat group connections.
- Fixed issue where you could run multiple clients under certain circumstances.
- Changed the Beauty Album and Photo Gallery default display settings from 7 days to 100 days.
- Changed Beauty Album search conditions.
- Removed searching by Title
- Changed searching by Family Name/Character Name to only produce results that completely match your search"
- Changed the combination of letters and numbers in the new Adventurers' Family Names from 4 to 5 characters.
- Improved how settings are saved when uploading settings through the Settings Archive.
- Improved the Family Name creation process for new Adventurers.
- Fixed the issue where frame rates would improperly drop for certain PC configurations.
- Changed the standard for how prices change for weapons of the same group in the Central Market as follows: ※ For weapons that share the same group, if there is a pre-order of a weapon of the same group listed at a higher price, then you cannot sell a weapon of the same group at a price lower than this pre-order price.

Before	After
Adjusted to the weapon with the highest deviation between its Market Price and Set Price	Adjusted to the Average Price trends of the same weapon type

- Added a delay of approximately 15 minutes when listing certain items and items with a Set Price of 20 billion Silver or higher on the Central Market before they become available for purchase.



- Once certain items including those with a Set Price of 20 billion Silver or higher are queued to be listed, all Adventurers will be alerted by a notification displayed on the upper middle part of the screen.
- To ensure a safer exchange, orders for certain items (including those with a Set Price of 20 billion Silver or higher) placed by (Waiting) Adventurers at the same price, but not necessarily at Max Price, will be carried out not by a first-come basis but in random order.
- If the item failed to be listed, the item itself will be returned to your Central Market Warehouse.
- You will need to wait approximately 1 minute before you are able to relist an item that failed to register after the 15-minute wait time.
- If an item you placed a pre-order for is placed in the queue, you will see a UI displayed on the bottom right-hand part of your screen displaying the relevant item name and listed time.
- Once the queued time is over, the item's transaction will be carried out just as before.
- You can only register 1 item with the same name and enhancement level at a time.
- The aforementioned rules will also apply to the following items even if their Set Price is not at 20 billion Silver or higher:

PEN (V) Enhanced Gear	
Giath's Helmet Red Nose's Armor Bheg's Gloves Dim Tree Spirit's Armor Griffon's Helmet	Manos Earring Manos Ring Manos Belt Manos Gatherer's Clothes Manos Craftsman's Clothes

<p> Leebur's Gloves Urugon's Shoes Blackstar Helmet Blackstar Armor Blackstar Gloves Blackstar Shoes Ogre Ring Tungrad Necklace Laytenn's Power Stone Awakened River Necklace Tungrad Earring Narc Ear Accessory Dawn Earring Ring of Crescent Guardian Eye of the Ruins Ring Tungrad Ring Ominous Ring Centaurus Belt Basilisk's Belt Valtarra Eclipsed Belt Tungrad Belt Orkinrad's Belt Manos Golden Coral Belt Manos Hoe Manos Lumbering Axe Manos Fluid Collector Manos Tanning Knife Manos Butcher Knife Manos Pickaxe Manos Trainer's Clothes Manos Hunter's Clothes Manos Sailor's Clothes Manos Cook's Clothes Manos Alchemist's Clothes Manos Fisher's Clothes Manos Necklace </p>	<p> Blackstar Battle Axe Blackstar Shamshir Blackstar Longsword Blackstar Longbow Blackstar Amulet Blackstar Axe Blackstar Shortsword Blackstar Blade Blackstar Staff Blackstar Kriegsmesser Blackstar Gauntlet Blackstar Crescent Pendulum Blackstar Crossbow Blackstar Florang Blackstar Morning Star Blackstar Kyve Blackstar Great Sword Blackstar Scythe Blackstar Iron Buster Blackstar Kamasylven Sword Blackstar Celestial Bo Staff Blackstar Lancia Blackstar Crescent Blade Blackstar Kerispear Blackstar Sura Katana Blackstar Sah Chakram Blackstar Aad Sphera Blackstar Godr Sphera Blackstar Vediant Blackstar Gardbrace Blackstar Cestus Blackstar Greatbow Blackstar Crimson Glaives Blackstar Jordun Blackstar Dual Glaives Blackstar Sting </p>
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TET (IV), PEN (V) Enhanced Accessories	
Deboreka Necklace	Ethereal Earring
Revived Lunar Necklace	Turo's Belt
Black Distortion Earring	-

All Enhancement Levels

Fallen God's Armor

- Fixed the issue where Voice-over, Sound Effect, and other in-game sounds could not be heard.
- Optimized the data saved on the server for the Setting Archive.
- Fixed the issue where you could obtain more than the maximum amount of Guild Points allowed.
 - Guilds who had obtained more than the maximum limit of Guild Points have had their points re-adjusted to 2002 points, and won't be able to obtain 2003 or more points again.
- * You do not need to reach the maximum limit of Guild Points to learn all the Guild Skills.
- Changed the outfit preview in the Pearl Shop (F3) to display the visor closed when switching between normal/combat stance.
 - Increased the number of max character slots to 24.
- Changed all Big Ships to now require characters Lv. 50 or higher to be able to use Cannon Fire.
 - Even though characters below Lv. 50 can fire cannons prior to this update, no damage was being applied.
- Added to the requirement for New Adventurers to create a Family Name.
 - Once you enter a Safety Zone with a character who is Lv. 15 or higher, the window to create a Family Name will appear.
- Removed any unnecessary logs from the game log.
- Added a warning message to display when registering certain items onto the Central Market with less than 1 hour remaining on your Value Pack.
- Fixed the issue where enemy ships were not highlighted red during Siege War in Calpheon, Mediah, and Valencia.
- Improved memory usage when a video is being played while the game is running.
- Fixed the issue where an attacker could sink the ship of a protected guild member through forced PvP during Guild War and not lose Naval Fame.
- Changed the amount of Karma and Naval Fame lost when attacking other Adventurers or the Monsterbane Cannon by activating forced PvP on ships to the values listed below.
 - Changed the amount of Naval Fame lost when force attacking other Adventurers with a character on big ships to the values listed below.
- * However, the amount of Karma lost will keep the previous system of adjusting the amount depending on the difference in AP & DP between the attacker and the Adventurer hit.

Before	After
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<p>Karma</p> <p>Drops by 3,000 on first attack</p> <p>Drops by 50,000 when defeating a character</p>	<p>Karma</p> <p>Drops by 3,000 on first attack</p> <p>Drops by 50,000 when defeating a character</p>
<p>Naval Fame</p> <p>No change on first attack</p> <p>No change when defeating a character</p>	<p>Naval Fame</p> <p>Drops by 50,000 on first attack</p> <p>Drops by 200,000 when defeating a character</p>

- Changed the amount of Karma and Naval Fame lost when force attacking Monsterbane Cannons with a character on big ships to the values listed below.

Before	After
<p>Karma</p> <p>Drops by 3,000 on first attack</p> <p>No change when defeating a Monsterbane Cannon</p>	<p>Karma</p> <p>No change on first attack</p> <p>No change when defeating a Monsterbane Cannon</p>
<p>Naval Fame</p> <p>No change on first attack</p> <p>No change when defeating a Monsterbane Cannon</p>	<p>Naval Fame</p> <p>Drops by 3,000 on first attack</p> <p>Drops by 30,000 when defeating a Monsterbane Cannon</p>

- Changed the amount of Karma lost when force attacking Monsterbane Cannons with a character to the values listed below.

Before	After
<p>Karma</p> <p>Drops by 3,000 on first attack</p> <p>No change when defeating a Monsterbane Cannon</p>	<p>Karma</p> <p>Drops by 3,000 on first attack</p> <p>Drops by 30,000 when defeating a Monsterbane Cannon</p>
<p>Naval Fame</p> <p>No change on first attack</p> <p>No change when defeating a Monsterbane Cannon</p>	<p>Naval Fame</p> <p>No change on first attack</p> <p>No change when defeating a Monsterbane Cannon</p>

● Changed ship items to have a chance to drop an enhancement level when the ship is destroyed while the character is a Pirate with 0 or less Naval Fame.

- Changed ships to only be able to equip/unequip items in safe zones if the character is a Pirate with 0 or less Naval Fame.
- Fixed the issue where the tag EVENT, UPDATE, HOT, NEW would disappear quicker than intended in the new Menu.
- Fixed the issue where unnecessary error logs occurred for Ranking.
- Improved optimization to start when fences, residence furniture, Node/Conquest War fortresses and annexes, and other installed objects to be optimized when placed.
- Fixed the issue where the screen display would lag when the character would level up, due to UI display and effects.
- Fixed the issue where storage items would not be processed properly when having 255 or more slots with items in storage while retrieving residential furniture or through other means.
- Removed the unnecessary logs from the game log.
- Fixed the issue where the Passive effect of some Guild Skills and the Equipped Item set effect would be saved in the Skill Preset.

Guild Skill Passive Effect		Equipped Item Set Effect	
Furious Roar	Keen Insight	Sahazad's Ring of Monarch/ Barhan's Ring of Conquest	[Honor] Set 4-Set Effect Attack Speed +2
Battle Roar	Aegis	2-Set Effect	Casting Speed +2
Flame of Life	Nimble Fingers	Extra AP Against Monsters	El Pento / Coco Summer Set
Flame of Protection	Art of Fishing	+7	Effect
	Skilled Rider	Saya's Ring of Eternity / Manmehan's Ring of Gold	Swimming Speed Increase +42%
		2-Set Effect	
		Damage from Monsters -5%	

- Fixed the issue where you could earn more than the maximum limit Guild Score.
 - Adjusted some of the guilds' Guild Scores to 2002 if they surpassed the maximum limit of 2002 Guild Scores.
 - * You can obtain all of the guild skills even if you don't reach the maximum Guild Score.
- Changed to block items that require the 15-minute delays to be listed on the Central Market 20 minutes before certain times like maintenance.

Content

- The light of Hadum's Black Sun, which tainted the Dark Rifts for two weeks, has been extinguished.
 - The Dark Rifts will return to appearing at the time they did before being tainted by the Black Sun.

- Specter's Energy can no longer be found in the Dark Rift.

● Released the new class, Sage.

- Meet Sage, the Last Ancient, now!



● Sage, the Last Ancient, can enter the following ancient regions without restrictions by learning "Eye of Ator" at Lv. 60

- Aakman

- Hystria

- Kratuga

- Sycraia (Abyssal Zone)

● Treasure hunters have hidden treasure chests throughout the world of Black Desert once more.

- Over the passing of time, the treasure hunters have stored even more precious and rare items in the treasure chests.

- Rumor has it that the treasure hunters have packed their treasure chests with even more precious items and hidden them away. However, you will need special keys to unlock and obtain their valuable contents.

- You can obtain these special keys from goblins and grave robbers who are also looking to loot these chests.

- Goblins and grave robbers will linger around treasure chests, and you won't know which you will encounter at a chest.

- When you open the treasure chest, an opportunity-seeking goblin or grave robber will appear. You will need to chase after them and make them drop the special key.
- The goblin's key will unlock more valuable and rare items than will a grave robber's key.
- Only special keys can unlock these treasure chests hidden throughout Balenos, Serendia, and Calpheon, and they say you can obtain rare treasures from the past.

Territory	Obtainable Item
Balenos	Fallen Royal Family's Treasure
Serendia	Timeworn Golden Pendant
Calpheon	Chalice of Faded Bloodstains

- Once you've used the special keys to unlock the chests and obtained the precious treasures within, go to certain NPCs in town to accept and complete the quests. The conditions to complete said quests and their rewards are as follows:

Quest NPC	Condition	Reward(s)
Igor Bartali in Velia	Hand over the Fallen Royal Family's Treasure	Gold Bar 100G x2 300 Contribution EXP
Charlotte Penwood in Heidel	Hand over the Timeworn Golden Pendant	
Theophil Batian in Calpheon	Hand over the Chalice of Faded Bloodstains	

- After you complete the quest and receive the quest rewards for the first time, you can exchange additional treasures for Gold Bar 10G x2.
- Reset the number of Total Successful Rounds Finished for Black Spirit's Adventure.
- Moved the Black Spirit piece back to the START square of the first board.
- Added the Black Spirit's Adventure Bundle I, the reward for successfully finishing 75 rounds in Black Spirit's Adventure.
- Right-click the Black Spirit's Adventure Bundle I to obtain Arcana of Fate Box x1 and Black Spirit Special Dice Box x1.



- Lowered the challenge conditions to obtain Capotia accessories.

Item	Before	Now
Capotia Ring	Reach Lv. 61	Reach Lv. 58
Capotia Earring	Reach Lv. 62	Reach Lv. 59
Capotia Belt	Reach Lv. 63	Reach Lv. 60
Capotia Necklace	Reach Lv. 64	Reach Lv. 61

- Added leveling challenges to obtain enhanced Capotia accessories.

- You can complete these challenges once per family.

Item	Reach Level
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TRI: Capotia Ring	62
TRI: Capotia Earring	63
TRI: Capotia Belt	64
TRI: Capotia Necklace	65

- Changed the minimum level requirement of the Manufacture formula for crafting Capotia accessories to Lv. 61.

-The minimum level requirement for crafting a Capotia ring has not been changed and remains at Lv. 61

Item Name	Before Update	After Update
Capotia Earring	Lv. 62	Lv. 61
Capotia Belt	Lv. 63	Lv. 61
Capotia Necklace	Lv. 64	Lv. 61

- Added [Special Aid] Fughar's Letter, a special quest that provides you with Narchillan gear.

- You can accept this quest from the Black Spirit if you are over Lv. 50, have completed the Calpheon main quest, or are playing with a character over Lv. 56.

- The quest is set to navigate you to Fughar in Mediah, but you can complete this quest with Fughar located in any town. So remember that you can carry out this quest with the closest Fughar near you.

- You may only exchange up to 1 per gear type, and the quest list is as follows:

[Special Aid] Narchillan's Sturdy Helmet

[Special Aid] Narchillan's Strong Armor

[Special Aid] Narchillan's Quick Shoes

[Special Aid] Narchillan's Fine Gloves

[Special Aid] Narchillan's Sharp Main Weapon

[Special Aid] Narchillan's Delicate Sub-weapon

[Special Aid] Narchillan's Powerful Awakening Weapon

* You can exchange PEN (V) Naru gear with Narchillan gear through this quest.

* You can accept this quest through the Black Spirit (,) once per family. So please complete this quest with the character you wish to equip Narchillan gear on.

- Added Narchillan gear.

- You can exchange Narchillan gear for the corresponding PEN (V) Naru gear and Canon awakening weapons, which you can obtain by completing each class's awakening questline, available once per family.

- The stats for each piece of gear are as follows.

- ※ Each piece of Narchillan defense gear will activate the set effects of boss and/or Blackstar defense gear when they're equipped together.

For example, if you equip the Blackstar Helmet + Blackstar Armor + Narchillan Gloves + Narchillan Shoes, you will gain the "Blackstar Armor 4-set effect".

- Narchillan Gear cannot be enhanced, including Caphras Enhancement.

- Season characters cannot equip Narchillan gear.

- The effects of Narchillan gear do not apply when your character's Karma is below 0.

- You cannot sell Narchillan gear to vendors nor register them onto the Central Market.

- Added Combatant's Stone (Weapon) and Combatant's Stone (Armor), which you can use to reform Tuvala gear.

- Use Heating on 1 piece of Narchillan gear (regardless of type) to obtain a Spirit's First Breath, which you can bring to Maery at Atanis Pond to exchange for 1 Combatant's Stone (Weapon) and Combatant's Stone (Armor) each.

- This quest is available once per family.

- You can reform only 1 Tuvala weapon with the Combatant's Stone (Weapon) and only 1 Tuvala defense gear with the Combatant's Stone (Armor).


- You can heat a Narchillan Sol, Shai's Talent weapon, into a Spirit's First Breath. However, you cannot reform it into a Combatant's Tuvala Sol.

- You can purchase Combatant's Restoration Stones from blacksmiths and armor vendors in town and use them to extract Combatant's Stones from reformed gear.

Type	Effect
Main, Awakening Weapons	Extra Damage to Monsters +7
Sub-weapon	Extra Damage to Monsters +3, Monster Damage Reduction +3

Helmet, Armor, Gloves, Shoes	Monster Damage Reduction +7
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- Added 6 types of Demihar Life Tools.
 - Demihar Life Tools all have the Gathering EXP +50% effect
 - You can equip Demihar Life Tools from Gathering Apprentice Lv. 1.
 - Season characters can also equip Demihar Life Tools.
 - Upon obtaining, Demihar Life Tools will last for 14 days, and you won't be able to use them after they expire.
 - Demihar Life Tools all have 300 durability, and cannot be repaired.
- Removed the step of choosing your Family Name when you log into Black Desert for the first time. Instead, you can now choose your Family Name after entering the game.
 - These New Adventurers will have their Family Name displayed as "Rookie Adventurer" upon entering the game for the first time.
 - Your Family Name will initially be randomly-generated as the word Adventurer combined with four random lowercase letters & numbers. ex) Adventurer8aw2
 - You can choose your Family Name in-game by entering the chat window (press Enter).
 - ※ You cannot join a guild if you do not change your randomly-generated Family Name.
- Added the new armor, Blackstar Shoes.

Icon	Item Name
	Blackstar Shoes

- Added "Max HP +100" to the Blackstar Armor 4-Set Effect.
 - ※ Changes in Min & Max prices of Blackstar Shoes registered in the Central Market will be reflected faster than other gear for a 2-week period after April 14 (Wed) maintenance.
- Added the Blackstar Shoes crafting questline.
 - You can complete the Blackstar Shoes crafting questline once per character.
 - To start the Blackstar Shoes crafting questline, you will need the "Remnants of the Rift," which has a low chance to drop from Dark Rifts, and "The Three Legendary Blacksmiths of Mediah" knowledge. In addition, you will also need the

"Specter's Energy," a special ingredient which also has a low chance to drop from monsters all over the world of Black Desert. "Specter's Energy" has a slightly higher chance to drop from monsters in Thornwood Forest.

- "Remnants of the Rift" has a low chance to drop from Dark Rift bosses.

- To learn "The Three Legendary Blacksmiths of Mediah" knowledge, you will require a Lv. 56 or higher character who has already completed the revamped Mediah main questline, then accept and complete the "The Three Blacksmiths" quest from Tulem. Adventurers who've previously completed the quest can interact with Tulem to gain the knowledge.

- This questline has a crossroads quest in the middle. Veteran adventurers can choose to face the powerful boss immediately, while other adventurers can opt to fight a weaker boss to complete the quest.



● Islin Bartali, the owner of the Lunar Halo Inn, seeks Adventurers who can help her cook huge portions to feed the diligent sailors of Velia.

- Added the quest "[Bonus] Cooking for Velian Sailors I."

- This quest has 3 random variations, and you can complete it by talking to Islin Bartali. You can get either High-Quality Hot Pepper x500 or High-Quality Garlic x500 by completing it.

- You can get the quest by chance once you reach a certain cooking level for the dishes specified in the chart below. You can re-accept the quest immediately after completing it.

- However, you cannot accept the following bonus cooking quests if you already have a bonus cooking quest.

* [Bonus] Cooking for Heidelian Soldiers 1 (Reward: High-Quality Pepper x500 or High-Quality Onion x500)

* [Bonus] Cooking for the Calpheon Slums 1 (Reward: Milk x1000 or Egg x1000)

Dish Name	Cooking Lv.	Dish Name	Cooking Lv.
Delotia Tart	Artisan 5	Delotia Pudding	Master 5
Delotia Juice	Artisan 5	Delotia Milk Tea	Artisan 5
Stir-Fried Bird	Artisan 5	Stir-Fried Bracken and Meat	Master 5
Chicken Breast Salad	Artisan 5	Frank Sandwich	Master 5
O'dyllita Meal	Master 11	-	-

- Some seasoned miners are talking about rumors of a special vein of ore you can discover while mining. You can get Rough Lustrous Gems by mining a special vein called "Starlight Vein." It was named as such for its beautiful sparkle.

- Starlight Veins can be discovered at a low chance while mining across all regions.

- The message "Your sharp miner's eyes have discovered a Starlight Vein!" will appear when you find it, and the vein will glow yellow around you.

- You can discover 3 - 5 Starlight Veins at a time, but the veins will disappear if you don't start mining them quickly.

- You can find additional Starlight Veins depending on your Gathering Mastery.

- You can hand over the Rough Lustrous Gem you obtained to a jeweler in each village for appraisal.

- However, you must have 200 amity with the jeweler NPCs to get an appraisal.

Village	NPC
Velia	Marsella

Olvia	Corin
Heidel	Dora Fonti
Calpheon	Bianstim
Florin	Ardan
Keplan	Greco Gorda
Altinova	Belgar
Tarif	Thyshelle Arms
Valencia City	Yara
Sand Grain Bazaar	Binbane
Shakatu	Gagaru
O'draxxia	Hiznella

- You can find the NPCs above by searching for "crystal" or "jewel" in the Find NPC function left of the minimap.

- Added the chance to obtain the following items if you exchange Rough Lustrous Gem with the NPCs listed above.

Items Obtainable by Exchange	
Manos Processing Stone - Lake	Black Magic Crystal - Carmae
Manos Processing Stone - Vitality	Black Magic Crystal - Addis
Manos Processing Stone - Energy	Scorched Fragment x1-2
Manos Processing Stone - Sun	Rough Topaz x2-4
Manos Processing Stone - Wind	Rough Sapphire x2-4

Manos Processing Stone - Lava	Rough Emerald x2-4
Black Magic Crystal - Harphia	Rough Ruby x2-4
Black Magic Crystal - Cobelinus	Rough Diamond x2-4
Black Magic Crystal - Viper	Rough Stone x7-13
Black Magic Crystal - Hystria	Black Stone Powder x7-13

- Added a feature that allows you to check the route that requires the least amount of Contribution Points to connect two nodes.
- Use this feature by pressing the Connect Node Directly button in the bottom right corner of the World Map window.
- Search for the two nodes you want to connect, and you will be able to see the required Contribution points, energy, and other details.
- You can invest Contribution Points immediately in the nodes on your searched route if your Value Pack (Distant Node Investment) is in effect.
- Released the awakening of Sage, the one who returned.



- Adventurers can now awaken Sage. Their Sage will need to be Lv.56 or higher and complete the questline "[Sage Awakening] Hurried Footsteps." This questline is available from Black Spirit - Suggested.

- In the case of Adventurers who have not yet completed "[Sage Succession] Meeting of Destinies," the questline "[Sage Awakening] Hurried Footsteps" will become available after you complete the questline "[Sage Succession] Meeting of Destinies" and complete Sage Succession.

- Reports of rare animal sightings from all over are reaching some seasoned hunters. Many hunters living in quiet seclusion in Behr have gathered to put together a Rare Hunting Guide. You might be able to get special information about these rare animals by becoming friendly with the hunters.

- Added [Knowledge - Ecology - Rare Hunting Guide] Category

- Added the following rare monsters for hunting.



Poison Net Desert Scorpion



Rainbow Fox



Breoro



Crystal Alligator



Stone Cobra

- You may be able to obtain knowledge by hunting rare animals, and obtain the following titles.

Monster Name	Title
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[Parched] Poison Net Desert Scorpion	<ul style="list-style-type: none"> - Fierce - Desert Eagle - Savior of Ibellab
[Enchanting] Rainbow Fox	<ul style="list-style-type: none"> - Nothing If Not Quick-witted - Great Detective - ROYGBIV
[Oblivious] Breoro	<ul style="list-style-type: none"> - Executing Traitors - Grieving - Heartbroken
[Moonlit] Crystal Alligator	<ul style="list-style-type: none"> - Enjoying the Music - Alligator Trainer - Watcher
[Cursed] Stone Cobra	<ul style="list-style-type: none"> - Taken Aback - Snake Researcher - Faux Snake

- You can get the [Bonus] Hunting quests by chance if you hunt the following animals.

- Added the Alchemy quest [Bonus] A Simple Test from Alustin I.

- You will randomly receive one of three completion requirements upon accepting this quest. Visit Alustin of Velia after completing the quest to receive your reward.

Quest	Completion Requirements	Quest Rewards
[Bonus] A Simple Test from Alustin I	Craft Legendary Beast's Blood x40	Standard Reward <ul style="list-style-type: none"> - 500 Contribution EXP Completion Reward (Choose 1) <ul style="list-style-type: none"> - Trace of Ascension x300 - Trace of Violence x300

		<ul style="list-style-type: none"> - Trace of the Earth x300 - Trace of Despair x300 - Trace of Forest x300 - 80,000 Alchemy EXP
	Craft Sinner's Blood x40	<p style="text-align: center;">Standard Reward</p> <ul style="list-style-type: none"> - 500 Contribution EXP <p style="text-align: center;">Completion Reward (Choose 1)</p> <ul style="list-style-type: none"> - Trace of Battle x300 - Trace of Death x300 - Trace of Origin x300 - Trace of Wave x300 - 80,000 Alchemy EXP
	Craft Clown's Blood x40	<p style="text-align: center;">Standard Reward</p> <ul style="list-style-type: none"> - 500 Contribution EXP <p style="text-align: center;">Completion Reward (Choose 1)</p> <ul style="list-style-type: none"> - Trace of Savagery x300 - Trace of Memory x300 - Trace of Chaos x300 - Trace of Hunting x300 - 80,000 Alchemy EXP

- 80,000 Alchemy EXP will raise your Alchemy Level to Skilled 2 if you are Skilled 1, or by 70% if you are Professional 1.

- These quests will appear randomly depending on your Alchemy level when you craft certain Alchemy products.

- You cannot accept more than one [Bonus] Alchemy quest at a time.

- The bonus quests will appear after crafting blood, perfume, elixir, or essence (excluding Essence of Tunta) products through alchemy.

- Items that trigger a [Bonus] Alchemy quest are as follows:

- Changed the [Practice] Lynch Cannon so that its area of impact will be marked on the World Map (M) and in-game. The area of impact will be marked for approximately 20 seconds.

- Increased the item count for Cargo of the Falasi Family at Port Epheria.

- Changed Workers to now be able to cancel their current task immediately and return to rest.

- Cancelling a task will bring back no materials, just as before.

- Changed the name of the "[Battlefield Heroes] Rewards!" challenges to "A Warm Breeze with Rewards."

- Added a Guild Skill to reduce annex construction time for Node/Conquest Wars.

Guild Skill	Effect
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Commander's Signal Lv.1	Annex construction time -5% during Node/Conquest War
Commander's Signal Lv.2	Annex construction time -10% during Node/Conquest War
Commander's Signal Lv.3	Annex construction time -15% during Node/Conquest War
Commander's Signal Lv.4	Annex construction time -20% during Node/Conquest War

- The Commander's Signal skill requires 10 points.

- The Commander's Signal skills do not stack with previous levels.

- Changed the Node War Information tab on the World Map (M) to now display information on Alliances occupying each node.

- Fixed Alliance forts in the World Map (M) to display the name of the Alliance during Node/Conquest Wars.


- The Whale Tendon Potion will now have a blue item border instead of a green border when viewed in Black Spirit's Adventure.

- When changing the velocity of a note in the Compose/Score window, the velocity will automatically change as the value is being inputted.

- The participation rewards for Node War have been changed to Resplendent Medals of Honor.

- Shining Medals of Honor are no longer available as a participation reward. However, they can be exchanged for the same items in the same manner as before.

- The list of items exchangeable with the Resplendent Medals of Honor includes both the list of items exchangeable with the Shining Medals of Honor and the newly added items below.




Required Item	Exchange for
 Resplendent Medal of Honor x20	Yianaros's Light I
	Pilgrim's Steps I
	Knight's Defense I

 Resplendent Medal of Honor x50	Yianaros's Light II
	Pilgrim's Steps II
	Knight's Defense II
 Resplendent Medal of Honor x100	Yianaros's Light III
	Pilgrim's Steps III
	Knight's Defense III
 Resplendent Medal of Honor x150	Yianaros's Light IV
	Pilgrim's Steps IV
	Knight's Defense IV
 Resplendent Medal of Honor x200	Yianaros's Light V
	Pilgrim's Steps V
	Knight's Defense V
 Resplendent Medal of Honor x10	 Essence of Courage x1

- A new Crystal can now be acquired through Simple Alchemy (L) by using the Essence of Courage.
- Depending on the type of Crystal used as an ingredient, you can acquire JIN, BON, and WON Glorious Crystals of Courage with the same type of Ignore Resistance effect.

Ingredient	Product
Magic Crystal of Infinity (One of Four Types of Ignore Resistance) Essence of Courage x10 Forest Fury x1 Magical Shard x10 Black Stone (Weapon) x100	Glorious Crystal of Courage (JIN, BON, or WON) - Ignore Knockback/Floating Resistance
	Glorious Crystal of Courage (JIN, BON, or WON) - Ignore Knockdown/Bound Resistance
	Glorious Crystal of Courage (JIN, BON, or WON) - Ignore Grapple Resistance
	Glorious Crystal of Courage (JIN, BON, or WON) - Ignore Stun/Stiffness/Freezing Resistance

- JIN, BON, and WON Glorious Crystals of Courage have the following Ignore Resistance effects:

Item	Effect
 JIN Glorious Crystal of Courage - Ignore Resistance	Ignore Resistance +10% / All AP +3 / Max HP +100
 BON Glorious Crystal of Courage - Ignore Resistance	Ignore Resistance +10% / All AP +2 / Max HP +100
 WON Glorious Crystal of Courage - Ignore Resistance	Ignore Resistance +10% / All AP +3 / Max HP +50

- The participation rewards for Node War that can be acquired through the Reward button in the Guild Window (G) have been reset during the maintenance.

- Medal of Honor, Battlefield Glory, Battlefield Honor items that are no longer available have been deleted.
- Shining Medals of Honor, Battlefield Glory, Battlefield Honor items that have already been collected have not been deleted.
- Fixed the issue where the installation progress displayed for certain annexes in Node/Conquest War did not display as intended when the Commander's Signal Guild skill was not learned.
- Fixed the issue where installing an Elephant Trap in an area where annexes could not be installed during a Node/Conquest War would prevent you from installing annexes in that area.
- Changed Venom Trap and [Guild] Venom Trap to no longer stack but refresh the duration of the effect as follows:

Before	After
Poison Damage -100 every 2 sec for 20 sec	Poison Damage -350 every 2 sec for 20 sec

- Changed the way the inventory of the mountable Flame Tower, Hwacha, and Cannon during Node/Conquest Wars appears to only display items you can put into your inventory.
- Added a feature where you can check alliance info in the descriptions of each territory on the World Map (M) window.
- Changed so that the special oil/regular arrows for the Hwacha and Flame Tower would not be emphasized in the Enhanced Flame Tower and Big Hwacha inventories.
- Changed the function of recovery centers for conquest wars to the following:
- However, the function of recovery centers for Node Wars is the same as before.

Before	After
Revive cooldown decreases by 6 sec per recovery center built	Revive cooldown decreases by 3 sec per recovery center built

- Fixed the abnormal message that appeared when the number of War Heroes applying to participate in the Conquest War went over the maximum allowed.
- Fixed the issue where the "Spirit of Battle" wouldn't increase when a War Hero died in Node/Conquest War.
- Changed the Damage Reduction Rate limit to the maximum instead of fixed for both the Level 1 Node War and the Mediah/Valencia territory Conquest War that have the stat limits.
- Changed the Node/Conquest War Register button to activate after the ending time of the Node/Conquest War of the previous day.
- You can register for Node/Conquest War on the Guild (G) window > Guild Member Status.
- However, you can only register for Node/Conquest War on the Node/Conquest War server and only if the guild has installed a fort/command post/Field HQ.
- Fixed the issue where the guild emblem of the defenseives guild was not being displayed on the Conquest Status UI.

- The Nouverikant Outfit, modeled after the might of Bloodstorm Nouver itself, is finally revealed to the world.



- To obtain the Nouverikant Outfit, you will need to defeat Bloodstorm Nouver and collect the following items:

Bloodstorm Nouver's Split Horn	Bloodstorm Nouver's Ragged Wing	Bloodlit Eye of the Desert
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- Bring the horns and wings to a researcher (who has dedicated their entire life to studying dragons) in the Valencian royal palace to exchange them for the following items that were first crafted in their hometown:

Required Item	Exchangeable Item
Bloodstorm Nouver's Split Horn	Dormant Nouverikant Helmet
Bloodstorm Nouver's Ragged Wing	Dormant Nouverikant Armor

※ You cannot equip the Dormant Nouverikant Helmet and Armor.

- According to that researcher, to restore the Dormant Nouverikant Helmet and Armor, you will need the power of "Bloodstorm Black Stones", which you can obtain by Heating (L) the following two types of items:

Ingredients	Product
Bloodlit Eye of the Desert x1 Black Stone (Armor) x100	Bloodstorm Black Stone x1
Bloodlit Eye of the Desert x1 Black Stone (Weapon) x100	Bloodstorm Black Stone x1

- Use Manufacture (L) on the Dormant Nouverikant Helmet and Armor both enhanced to PEN (V) to obtain the Sealed Nouverikant Outfit.

- The Dormant Nouverikant Helmet and Armor both have a 100% Enhancement success rate.

* You will require N number of Bloodstorm Black Stones to enhance to the Nth grade.

Ingredients	Product
PEN (V) Dormant Nouverikant Helmet Cantarnia's Crystal x30 Concentrated Nouver's Aura x3	Sealed Nouverikant Helmet
PEN (V) Dormant Nouverikant Armor Cantarnia's Crystal x30 Concentrated Nouver's Aura x3	Sealed Nouverikant Armor

* You can purchase Cartarnia's Crystals from Francia, the Chief Librarian of Odraxxia, for 500 million Silver.

* You can obtain Concentrated Nouver's Aura by using Heating (L) on Concentrated Boss's Aura x1 with Latent Nouver's Aura x10.

* Right-clicking the Sealed Nouverikant Outfit will break the seal and give you a Nouverikant Outfit suitable to your class.



● Once you have obtained a Nouverikant Outfit suitable to your class, speak to the guest from the "Mountain of Eternal Winter," residing in the capital city of Valencia, to receive a special gift.

- With the Nouverikant Outfit equipped, talk to the guest from the Mountain of Eternal Winter to accept a special quest "Nouvermon" that will reward you with the Tier 4 pet Nouvermon, which bears a striking resemblance to Nouver itself.

- Nouvermon is a Tier 4 pet of the same species as the Young Crimson Dragon and SPECIAL pet classification type.
- Nouvermon's Talent increases your Combat EXP +4% and bears the Special Skill: Hostility Detection.
- Nouverimon cannot be exchanged with Wizard Gosphy pets.



- Added the Barrier of Infestation.

- Hadum, the God of Despair, has extended their reach to the Lord of Corruption in Serendia Shrine, where the lair of Kzarka lies. To resist against Hadum's infestation, Kzarka has gone berserk. This has caused Ahib Lejenti to now look for mighty Adventurers to bring a swift end to Hadum's plan by destroying the Barrier of Infestation, which keeps the enraged evil deity bound, to soothe Kzarka's rage and return it to slumber.

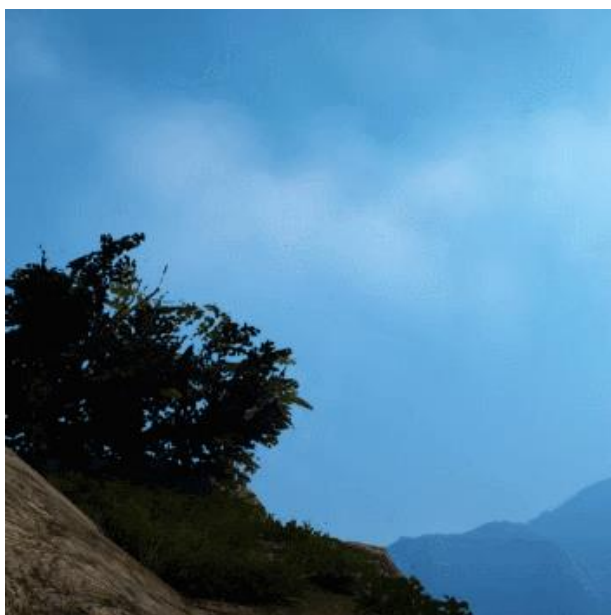
- To keep Kzarka bound, Hadum has raised the Barrier of Infestation, which will only allow 3 Adventurers to enter the fight to free Kzarka. However, as the Barrier of Infestation grows stronger, Adventurers will have to muster up the courage to face Kzarka alone.
- Having gone berserk to fight off Hadum's infestation, Kzarka now displays an incredibly powerful and frightening arsenal of spells, but at the cost of its health pool.
- You can start the Barrier of Infestation content through a weekly quest on the Elvia Realm servers. The barrier is divided into five levels. You can start with Level 1 to 3 in a group of 3 Adventurers, but once you make your way to Levels 4-5, you will need to face Kzarka alone.
- For each level, you will be given a 7-minute time limit. You must complete the attempt within 7 minutes to receive your reward.
- You can enter the Barrier of Infestation content after completing the questline "[Elvia] Obsidian Ashes" in Suggested quests then accepting the quest "[Elvia Co-op] Dreary Moonlight" from the Black Spirit.
- You must be Lv. 61 or higher to proceed with the quest "[Elvia] Obsidian Ashes." You can only accept the quest "[Elvia Co-op] Dreary Moonlight" on the Elvia Realm server.

Barrier of Infestation	Rewards
Level 1	Predator's Roots x10 Cron Stone x50
Level 2	Predator's Roots x15 Ancient Spirit Dust x250
Level 3	Predator's Roots x20 All DP +1 (Applied to Family, Permanent)
Level 4	Predator's Roots x30 Ancient Spirit Dust x250 Max HP +20 (Applied to Family, Permanent)
Level 5	Predator's Roots x50 All AP +1 (Applied to Family, Permanent)

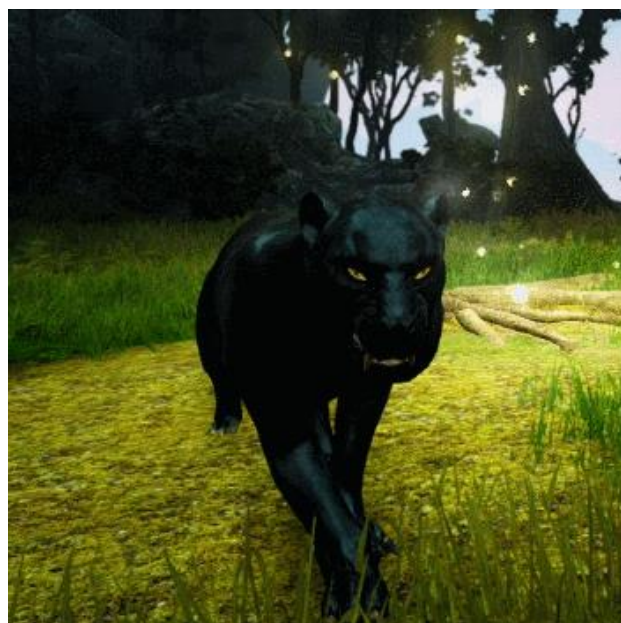
- You can only accept each level's rewards once per family.

● Behr, the village of hunters, is filled with rumors of new and rare hunting monsters. These monsters include a hawk that gives off a unique light and a dangerous black leopard that prowls about hidden in the darkness of the night.

※ According to the hunter rumor mill in Behr, there have been new sightings in Balenos and Kamasylyvia. They say you can find the hawk with its fading light as the highest point in Balenos, and that you'll need to pay close attention for movement it loses its light entirely. As for the black leopard that prowls while hidden by the dark nights of Kamasylyvia, it is said to be drawn out by the moonlight, near where the cries of the old trees can be heard.



Hawk





Shadow Black Leopard

- Hunting these rare monsters will give you a chance to learn their Knowledge, and if you satisfy certain requirements, you will be granted the following Titles:



Monster	Title
[Dwindling-Light] Hawk	Flying as a Hawk Dreaming of Flying Wings of a Hawk
[Moon-Eclipsed] Shadow Black Leopard	Vanquisher of Darkness Chaser of Darkness Moonlight in the Dark

- Changed the appearance of the Black Spirit pieces in Black Spirit's Adventure.

- The appearances of the pieces will also change in 5 phases similar to the previous pieces.

Before	After
	

- Added the items "Cup of Lone Tide" and the "Cup of Tragic Nightfall." You can use these items to imbue certain belts to get the All Damage Reduction or All AP effects.

Item	Crafting Method	Reform Effect
 <p>Cup of Lone Tide</p>	Magical Shard x30 Heart of the Arid Forest x100 Shard of the Tearful Night x100 Shard of the Furious Night x100 Black Stone (Armor) x100 [Heating]	All Damage Reduction +6
 <p>Cup of Tragic Nightfall</p>	Magical Shard x30 Heart of the Arid Forest x100 Shard of the Drained Night x100 Shard of the Furious Night x100 Black Stone (Weapon) x100 [Heating]	All AP +3

Item	How to Obtain
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 <p>Heart of the Arid Forest</p>	<p>Drops from monsters in the Castle Ruins and Orc Camp within the Elvia Realm</p>
 <p>Shard of the Furious Night</p>	<p>Drops from monsters in the Castle Ruins and Orc Camp within the Elvia Realm</p>
 <p>Shard of the Tearful Night</p>	<p>Drops from monsters in the Imp Altar and Swamp Fogan Habitats within the Elvia Realm</p>
 <p>Shard of the Drained Night</p>	<p>Drops from monsters in the Biraghi Den, Swamp Naga Habitat, and Bloody Monastery within the Elvia Realm</p>

- You can use the Cup of Lone Tide to "reform" gear.

- Reformed belts will gain the All Damage Reduction +6 effect regardless of their enhancement level, along with "Tidal" added to the start of the belt's name.

- Tidal belts can be restored to their pre-reformed state with the "Mirror of Equilibrium." The mirror can be purchased from Hughol, the blacksmith of Duvencrone. It is used to extract the reform stone from accessories.

- The following belts can be reformed with the Cup of Lone Tide:

Before Reform	After Reform
Basilisk's Belt	Tidal Basilisk's Belt

Valtarra Eclipsed Belt	Tidal Valtarra Eclipsed Belt
Tungrad Belt	Tidal Tungrad Belt
Centaurus Belt	Tidal Centaurus Belt
Orkinrad's Belt	Tidal Orkinrad's Belt
Turo's Belt	Tidal Turo's Belt
Capotia Belt	Tidal Capotia Belt

Cup of Lone Tide



Weight: 0.10 LT

- Personal Transaction Unavailable

- Marketplace Information

Market Price: Price info is currently unavailable.

Warehouse Capacity : 1.00 VT

- Description: A crystal which was made by fusing the Shard of the Tearful Night and Shard of the Furious Night, those which were discovered after the moon rose over the Elvia Realm consumed by Hadum. It reminds you of a lone tide.

- How to Obtain: Select **Heating** from the Processing (L) window to combine **Magical Shard** x30, **Heart of the Arid Forest** x100, **Shard of the Tearful Night** x100, **Shard of the Furious Night** x100, and **Black Stone (Armor)** x100 into **Cup of Lone Tide** x1.

- Press RMB on the item or summon the **Black Spirit** to start item reform.

- You will have a 100% chance of successfully reforming an item.

⌘ **Cup of Lone Tide** x1 will be consumed per item reform attempt. The reformed belt will have the following effect(s):

Additional effect: All Damage Reduction +6

- Reformable Belts

Basilisk's Belt

Valtarra Eclipsed Belt

Tungrad Belt

Centaurus Belt

Orkinrad's Belt

Turo's Belt

Capotia Belt

Tidal belts cannot be reformed any further.

⌘ Use the **Mirror of Equilibrium** on Tidal accessories to remove its harsh aura, stripping away the power of the **Cup of Lone Tide**, and extract a **Shard of the Tearful Night** x1.

- Price : N/A

PEN: Tidal Basilisk's Belt



AP: 20 ~ 20

Accuracy: 12

Weight: 0.50 LT

- Cannot be enhanced

- Repairable Item

- Personal Transaction Unavailable

- Enhancement Type: Fixed

- Cannot be dyed

- Description: A belt that still retains the cold energy of a Basilisk. Fused with the Shard of the Tearful Night and the Shard of the Furious Night, which were created by the moon risen over the night sky of Elvia consumed by Hadum. You feel the steadfast power of the waves from within.

It can be enhanced with a non-Tidal belt of the same name, but if enhancement fails, both will be lost.

⌘ Use the **Mirror of Equilibrium** on Tidal accessories to remove its steadfast aura, stripping away the power of the **Cup of Lone Tide**, to extract a **Shard of the Tearful Night** x1.

- Item Effect

All Damage Reduction +6

Weight Limit +80LT

- Price : N/A

- Durability

100/100 [100]

- You can use the Cup of Tragic Nightfall to "reform" gear.

- Reformed belts will gain the All AP +3 effect regardless of their enhancement level, along with "Nightfallen" added to the start of the belt's name.


- Nightfallen belts can be restored to their pre-reformed state with the "Mirror of Equilibrium." The mirror can be purchased from Hughol, the blacksmith of Duvencrune. It is used to extract the reform stone from accessories.

- The following belts can be reformed with the Cup of Tragic Nightfall:

Before Reform	After Reform
Basilisk's Belt	Nightfallen Basilisk's Belt
Valtarra Eclipsed Belt	Nightfallen Valtarra Eclipsed Belt
Tungrad Belt	Nightfallen Tungrad Belt
Centaurus Belt	Nightfallen Centaurus Belt
Orkinrad's Belt	Nightfallen Orkinrad's Belt
Turo's Belt	Nightfallen Turo's Belt
Capotia Belt	Nightfallen Capotia Belt

Crafting Material

Cup of Tragic Nightfall



Weight: 0.10 LT

- Personal Transaction Unavailable
- Marketplace Information

Market Price: Price info is currently unavailable.
Warehouse Capacity : 1.00 VT

- Description: A crystal which was made by fusing the Shard of the Drained Night and Shard of the Furious Night, those which were discovered after the moon rose over the Elvia Realm consumed by Hadum. It reminds you of a tragic nightfall.

- How to Obtain: Select **Heating** from the Processing (L) window to combine **Magical Shard** x30, **Heart of the Parched Forest** x100, **Shard of the Drained Night** x100, **Shard of the Furious Night** x100, and **Black Stone (Weapon)** x100 into **Cup of Tragic Nightfall** x1.

- Press RMB on the item or summon the Black Spirit to start item reform.

- You will have a 100% chance of successfully reforming an item.

✘ Cup of Tragic Nightfall x1 will be consumed per item reform attempt. The reformed belt will have the following effect(s):

Additional effect: All AP +3

- Reformable Belts

- Basilisk's Belt
- Valtarra Eclipsed Belt
- Tungrad Belt
- Centaurus Belt
- Orkinrad's Belt
- Turo's Belt
- Capotia Belt


Nightfallen belts cannot be reformed any further.

✘ Use the Mirror of Equilibrium on Nightfallen belts to remove its harsh aura, stripping away the power of the Cup of Tragic Nightfall, and extract a Shard of the Drained Night x1.

- Price : N/A

Equipment

PEN: Nightfallen Basilisk's Belt



AP: 20 ~ 20
Accuracy: 12
Weight: 0.50 LT

- Cannot be enhanced
- Repairable Item
- Personal Transaction Unavailable
- Enhancement Type: Fixed
- Cannot be dyed

- Description: A belt that still retains the cold energy of a Basilisk. Fused with the Shard of the Drained Night and Shard of the Furious Night, which were created by the moon risen over the night sky of Elvia consumed by Hadum. You feel a warm yet harsh aura resonate from within.

It can be enhanced with a non-Nightfallen belt of the same name, but if enhancement fails, both will be lost.

✘ Use the Mirror of Equilibrium on Nightfallen accessories to remove its harsh aura, stripping away the power of the Cup of Tragic Nightfall, to extract a Shard of the Drained Night x1.

- Item Effect



- All AP +3
- Weight Limit +80LT

- Price : N/A

- Durability

100 / 100 [100]

- Added Impeccably Polished Stone and Fine Black Stone Powder to Node/Conquest War, which can be used to repair Fort/Command Post/Field HQ for a greater amount of durability.
- All Fort/Command Post/Field HQ consume 1 item to repair, and requires the same amount time to complete.

Item	Usage	Crafting Method
 Impeccably Polished Stone	Node/Conquest War Fort Repair	Polished Stone x10 Rough Translucent Crystal x5 Clear Liquid Reagent x1 Heating
 Fine Black Stone Powder	Conquest War Command Post/ Field HQ Repair	Black Stone Powder x10 Rough Translucent Crystal x5 Clear Liquid Reagent x1 Heating

- The max durability and DP increased for Node/Conquest War Fort/Command Post/Field HQ and other annexes including Flame Tower/Hwacha are as follows:

Forts and Annexes	
Fort/Command Post/Field HQ	<p style="text-align: center;">For Node War:</p> <p style="text-align: center;">Square Fort (Tier 1) - Max Durability +33%</p> <p style="text-align: center;">Square Fort (Tier 2) - Max Durability +50%</p> <p style="text-align: center;">Strong Square Fort (Tier 3) - Max Durability +60%</p> <p style="text-align: center;">Sturdy Square Fort (Tier 4) - Max Durability +67%</p> <p style="text-align: center;">For Conquest War:</p> <p style="text-align: center;">Square Fort - Max Durability +67%</p> <p style="text-align: center;">Strong Square Fort - Max Durability +39%</p>

	<p>Sturdy Octagonal Fort - Max Durability +25%</p> <p>Command Post & Field HQ - Max Durability +17%</p>
Recovery Center	<p>For Node War:</p> <p>Recovery Center (Tier 1) - Max Durability +36%</p> <p>Recovery Center (Tier 2) - Max Durability +33%</p> <p>Recovery Center (Tier 3) - Max Durability +22%</p> <p>For Node/Conquest War:</p> <p>Recovery Center (Tier 4) - Max Durability +14%</p> <p>Recovery Center (Tiers 2-4) - DP +167%</p>
Cannon Observatory	<p>For Node War:</p> <p>Cannon Observatory (Tier 1) - Max Durability +36%</p> <p>Cannon Observatory (Tier 2) - Max Durability +33%</p> <p>Cannon Observatory (Tier 3) - Max Durability +22%</p> <p>For Node/Conquest War:</p> <p>Cannon Observatory (Tier 4) - Max Durability +14%</p> <p>Cannon Observatory (Tiers 2-4) - DP +167%</p>
Elephant Nursery	<p>For Node War:</p> <p>Elephant Nursery (Tier 1) - Max Durability +36%</p> <p>Elephant Nursery (Tier 2) - Max Durability +33%</p> <p>Elephant Nursery (Tier 3) - Max Durability +22%</p> <p>For Node/Conquest War:</p> <p>Elephant Nursery (Tier 4) - Max Durability +14%</p> <p>Elephant Nursery (Tiers 2-4) - DP +167%</p>
Supply Depot	<p>For Node War:</p>

	<p>Supply Depot (Tier 1) - Max Durability +82%</p> <p>Supply Depot (Tier 2) - Max Durability +83%</p> <p>Supply Depot (Tier 3) - Max Durability +89%</p> <p>For Node/Conquest War:</p> <p>Supply Depot (Tier 4) - Max Durability +82%</p> <p>Supply Depot (Tiers 2-4) - DP +167%</p>
Indomitable Flag Factory	<p>For Node War:</p> <p>Indomitable Flag Factory (Tier 1) - Max Durability +5%</p> <p>For Node/Conquest War:</p> <p>Indomitable Flag Factory (Tier 4) - Max Durability +5%</p> <p>Indomitable Flag Factory (Tiers 2-4) - DP +100%</p>
Indomitable Flag	<p>For Node War:</p> <p>Indomitable Flag (Tier 1) - Max Durability +5%</p> <p>For Node/Conquest War:</p> <p>Indomitable Flag (Tier 4) - Max Durability +5%</p> <p>Indomitable Flag (Tiers 2-4) - DP +200%</p>
Wooden Fence Gate	<p>For Node/Conquest War:</p> <p>Wooden Fence Gate (Tiers 1-4) - Max Durability +20%</p>
Flame Tower	<p>For Node War:</p> <p>Flame Tower (Tier 1) - Max Durability +19%</p> <p>Flame Tower (Tier 2) - Max Durability +34%</p> <p>Flame Tower (Tier 3) - Max Durability +43%</p> <p>Flame Tower (Tier 4) - Max Durability +49%</p> <p>Flame Tower (Tier 1) - DP +100%</p>

	<p>Flame Tower (Tier 2) - DP +200%</p> <p>For Conquest War: Flame Tower - Max Durability +43%</p> <p>For Node/Conquest War: Flame Tower (Tiers 3-4) - DP +300%</p>
<p>Hwacha</p>	<p>For Node War:</p> <p>Hwacha (Tier 1) - Max Durability +19%</p> <p>Hwacha (Tier 2) - Max Durability +34%</p> <p>Hwacha (Tier 3) - Max Durability +43%</p> <p>Hwacha (Tier 4) - Max Durability +49%</p> <p>Hwacha (Tier 1) - DP +67%</p> <p>Hwacha (Tier 2) - DP +150%</p> <p>For Conquest War: Hwacha - Max Durability +43%</p> <p>For Node/Conquest War: Hwacha (Tiers 3-4) - DP +234%</p>
<p>Enhanced Flame Tower</p>	<p>For Node War:</p> <p>Enhanced Flame Tower (Tier 3) - Max Durability +32%</p> <p>Enhanced Flame Tower (Tier 3) - DP +234%</p> <p>Enhanced Flame Tower (Tier 4) - Max Durability +28%</p> <p>For Conquest War: Enhanced Flame Tower - Max Durability +17%</p>

	<p>For Node/Conquest War:</p> <p>Enhanced Flame Tower (Tier 4) - DP +275%</p>
Big Hwacha	<p>For Node War:</p> <p>Big Hwacha (Tier 3) - Max Durability +32%</p> <p>Big Hwacha (Tier 4) - Max Durability +28%</p> <p>Big Hwacha (Tier 3) - DP +178%</p> <p>For Conquest War:</p> <p>Big Hwacha - Max Durability +17%</p> <p>For Node/Conquest War:</p> <p>Big Hwacha (Tier 4) - DP +213%</p>

- A new trade offer from the Old Moon Guild which requests the aid of Adventurers is here.

- Through the Old Moon Guild's Trade Offer, you'll be able to enhance one of the following accessories up to PEN (V), guaranteed:

- * Ring of Crescent Guardian, Narc Ear Accessory, Tungrad Earring

- You will need a character who is Lv. 56 or higher to accept the quest "A Cry for Help". Talk to the Black Spirit and the quest will be in the Suggested quests tab.

- After you've completed the quest "Old Moon Guild's Trade Offer" from Jetina, you'll be able to choose one accessory from Narc Ear Accessory, Tungrad Earring, or Ring of Crescent Guardian

- * This accessory is a quest reward and thus cannot be registered on the Central Market.

- The Ring of Crescent Guardian, Narc Ear Accessory, or Tungrad Earring obtained from the quest "Old Moon Guild's Trade Offer" can only be enhanced using Burning/Dancing Moonlight Black Stones.

- Also, the aforementioned accessories have a guaranteed successful enhancement rate, and will not lose durability upon enhancement.

Enhancement Level	Enhancement Materials	Required Amount
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+0 - PRI (I)	 Burning Moonlight Black Stone	5
PRI (I) - DUO (II)		15
DUO (II) - TRI (III)		20
TRI (III) - TET (IV)		30
TET (IV) - PEN (V)	 Dancing Moonlight Black Stone	1

- Added the recipe to craft Burning Moonlight Black Stones.

Ingredients	Product
Burning Moonlight Black Stone Powder x1 Yona's Fragment x1 Magical Shard x3 Black Stone (Weapon) x100 or Black Stone (Armor) x100 Old Moon Alchemy Catalyst x10 via Simple Alchemy (L)	Burning Moonlight Black Stone

- The Old Moon Alchemy Catalyst can be purchased for 3.5 million Silver from an Old Moon Manager's shop.

- Added quests to obtain Burning Moonlight Black Stone Powder.

- You must first complete Old Moon Guild's Trade Offer quest with NPC Jetina before you can accept the following quests.

- Only characters Lv.56 or higher can accept the following quests from Jetina once a day per family.

* You can only choose to complete one of either a Life Skill or Monster Hunting quest per day.

- Added quests to obtain Dancing Moonlight Black Stones.

Quest Name	Quest Conditions	Quest Reward
Shining Brighter: Narc Ear Accessory	Hand over Burning Moonlight Black Stone x110 and TRI (III) Narc Ear Accessory x1 to Jetina	Dancing Moonlight Black Stone x1
Shining Brighter: Tungrad Earring	Hand over Burning Moonlight Black Stone x110 and TRI (III) Tungrad Earring x1 to Jetina	Dancing Moonlight Black Stone x1
Shining Brighter: Ring of Crescent Guardian	Hand over Burning Moonlight Black Stone x110 and TRI (III) Ring of Crescent Guardian x1 to Jetina	Dancing Moonlight Black Stone x1

- These quests require you to hand over the same type of accessory (either a Narc Ear Accessory, Tungrad Earring, or Ring of Crescent Guardian) you obtained for completing the quest "Old Moon Guild's Trade Offer" (accepted after completing the quest "A Cry for Help") that is enhanced to TRI (III) and can be registered on the Central Market.

For example, after you completed the quest "Old Moon Guild's Trade Offer," if you chose a Narc Ear Accessory as your reward, you will need to hand over a TRI (III) Narc Ear Accessory that's available to be listed/purchased on the Central Market.

* These quests require you to have the required accessory up to TET (IV) grade in your inventory (unequipped).

* You can complete this questline once per Family.

* Once you completed this questline, you will no longer be able to accept "[Daily] Restocking Supplies" or "[Daily] Old Moon Guild Subjugation Request" quests.

● The hunters of Behr village are once again sharing reports of new and rare creatures to hunt.

- They say a certain squirrel has been sighted near an island where foghorns can be heard quite frequently. It's a tiny yet agile creature, and thus can easily be missed.

- Also, there have been reports of rare creatures that hunt only either during the day or by night.

- When night falls, they say you only need to follow the light to hunt down the Buck.

- Only by day can you find the Weasel, who gives off a dazzling light only when the sun is out shining brightly.



Squirrel



Weasel



A wild Buck appears!



Buck

- You may be able to obtain knowledge by hunting rare animals, and obtain the following titles:

Monster Name	Title
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Squirrel	Speedy Zip Zap Here and There
Weasel	Sunlit Dew Dewy Sun Shining Down
Buck	Sunset Dim Light Dusk

- Removed the following [Level 1] Barter goods, and replaced them with the new goods below:

Removed Barter Goods	Added Barter Goods
Rough Green Crystal	Black Stone (Weapon)
Rough Blue Crystal	Black Stone (Armor)
Rough Violet Crystal	Lightweight Plume
Powder of Earth	Clear Liquid Reagent
Silver Azalea	Big Cloud Mushroom
Pile of Sunrise Herbs	Pink Trumpet Mushroom
Cloud Mushroom	Big Fortune Teller Mushroom
Fortune Teller Mushroom	Wheat Dough
Wolf Hide	Trace of Forest
Wheat	Cooking Honey
Fruit of Nature	Cotton
	Lion Hide
	Cactus Thorn

- Changed so that information in the Barter window will now be reset if the contents of the Barter List are changed due to maintenance or some other factor.
- Whenever there's a change to Barter-related content (ie. number of Sea Coins available for Barter on Hakoven Island are adjusted), the information on the Barter window will be reset.
- However, not all information in the Barter window will be reset, as items that were in the middle of Bartering before such changes were applied will retain their information.
- Increased the maximum number of Family Inventory slots from 48 to 50.
- Corsair, the pirate with big dreams, is released!



- Corsair will be able to accept and complete her Succession questline when she is released.
- Fixed the issue where the Old Moon Trade Pass button would be displayed when trying to list an item on the Central Market when it was already used to previously list an item that is currently on the 15-minute wait period.
- Old Moon Trade Pass effect will be immediately removed when an item is listed on the Central Market using the Old Moon Trade Pass even if the item is still on the 15-minute wait period.
- Behr, the village of hunters, is filled with rumors of new and rare hunting monsters.
- Bears that hunt for large beehives made by bees somewhere in the world of Black Desert.
- Hyenas that stray from their clans and strike fear into the hearts of merchant guilds who travel across the desert trails.
- Peculiar llamas that marvel at the starry night sky.



Bear



Hyena



Llama

- Hunting these rare monsters will give you a chance to learn their Knowledge, and if you satisfy certain requirements, you will be granted the following Titles:

Monsters	Titles
Bear	Honey Keeper
	Honey-Sweet

	Sweet
Hyena	Dastardly
	Chomp Chomp
	Desert Cleaner
Llama	Pat Pat
	Cuddly-Wuddly
	Nom Nom

- Fixed the issue where the Damage Reduction effect of the guild skill "Flame of Protection" was only applying the Melee Damage Reduction to apply Melee, Ranged, and Magic Damage Reduction.
- Added "%" next to the numbers for Accuracy Rate, Evasion Rate number of the guild skills Furious Roar and Keen Insight.
- According to the tales of farmers, there are rumors abound of a mole with a rather peculiar appearance. Farmers have named this mole the "Pit-A-Pat Mole."
 - When the Giant Mole appears while farming, there will be a very low chance for several holes in the dirt to appear.
 - The rather peculiar-looking mole will create a bunch of holes, and will only appear from one of these holes.
 - This special mole will drop a "Pit-A-Pat Petal" when you chase it away, and you will need to bring 10 petals to Jemkas Wrmysbane at Northern Guard Camp to accept the quest "Trace of Pit-A-Pat Mole". Upon completion, you will be awarded the "Pit-A-Pat Mole" pet.
 - Also, this special mole is even greedier than the Giant Mole, as it will drop many more farming materials when you chase it away.
 - The Pit-A-Pat Mole pet has the appearance of a mole, and can only be exchanged with another Pit-A-Pat Mole (excluding Gosphys as well).
 - The Pit-A-Pat Mole pet's special skill is finding resources, and its talent is increased Life EXP.



▲ Pit-A-Pat Mole appears!



▲ Pit-A-Pat Mole flees



● Near Keplan lies the North Abandoned Quarry, where reports of attacks by an unknown "Black Shadow" have led to Calpheon calling for brave Adventurers. According to the accounts of survivors, the Black Shadow is believed to belong to the young dragon of Belmorn who had once possessed Jordine when he wandered about the Saunil Battlefield. Since Belmorn's disappearance, the dragon had never attacked those passing by, and many claim that the dragon is being controlled by some hidden fiend.

- The Black Shadow is a Field Boss, yet appears differently compared to other Field Bosses. Its initial spawn location is fixed.



- Once the Black Shadow has taken critical damage, it will flee from the battle, leaving behind some loot.
- After taken critical damage, the Black Shadow will reappear at a random location in the Balenos, Serendia, or Calpheon Territories.
- Defeating the Black Shadow will drop Blackstar Armor (up to +10), Mass of Pure Magic, Specter's Energy, or Enchanted Scroll (+20, 30, 40) according to a set probability.
- Defeating the Black Shadow will drop a certain amount of Ancient Spirit Dust, guaranteed.



- Atoraxxion - Vahmalkea, the Last Stronghold built to fend off the dark invaders, has been discovered.
- Added the Black Spirit main quest "[5-person Co-op] The Last Stronghold, Atoraxxion" to begin your expedition to Vahmalkea. The requirements for this quest are as follows:
 - Lv. 57 or higher.
 - Completed the questline "Invitation from I".
 - Completed either the awakening or succession questline."
 - You can continue to enter Atoraxxion after obtaining the Knowledge about "Talibre's Tear" and "Talibre's Door" which can be obtained during the Atoraxxion main questline by going to the Ancient Stone Chamber and making more of the item "Talibre's Tear."
 - Created a new Knowledge category for Knowledge pertaining to Atoraxxion Vahmalkea.
 - The quest "[Atoraxxion] Vaha's Time Capsule," which is the last quest in the main questline "[5-person Co-op] The Last Stronghold, Atoraxxion," can only be completed once per family.
- ※ If you wish to return to the Ancient Stone Chamber while in Atoraxxion, you can go to the first Sol Magia located at the entrance of Vaha's Sky and interact with it by selecting "[Teleport] To the Ancient Stone Chamber."

The Atoraxxion main questline requires five Adventurers to proceed as it is very difficult for a single Adventurer to complete on their own. Additionally, we have added voice-overs to all the major lines for the first time in Black Desert

history to help our Adventurers get truly immersed in this content. We wish you good luck on your adventure with the adorable member of the Secret Guards, Yaz!

- Atoraxxion Vahmalkea is mostly made of normal fields. Adventurers will be able to see other Adventurers that are in the same server. However, the final boss "Apex Lucretia" in Vahmalkea is in an instanced area, so Adventurers will have to focus their efforts to defeat it with their party.

- In the normal field of Vahmalkea, you will see elite Ancient Weapons (marked with the star icon on the minimap). They are called: Cetus, Monoceros, Lacerta, Creomar, and Putrakium. Each of them have a particular weakness that will allow you to defeat them quickly. Additionally, the bosses Krahtenn and Ahtenn that appear can be defeated using special tactics.

- The final boss "Apex Lucretia" is extremely powerful. It is crucial that you work together with your party to defeat it. You will not be able resurrect while combat is ongoing. When all party members die, the fight will reset and the party will be able to try again.

- Death penalties are applied when characters die in the normal fields. However, death penalties will not apply to deaths against the final boss "Apex Lucretia."

- Atoraxxion Vahmalkea is divided into multiple areas by the "Darkened Dawn" (a type of wall) to fend off the dark invaders more effectively.

- Each of these areas are blocked off from each other through an ancient piece of tech called "Sol Magia." To take control of the "Sol Magia," you will need special items that act as keys.

Area	Required Keys	How to Make
Vaha's Sky	-	-
Vaha's Storm	-	-
Vaha's Heart	Vaha's Dried Fang	Vaha's Cold Thorn x10
Vaha's Head	Vaha's Burning Fang	Vaha's Dried Fang, Searing Heart Piece
Vaha's Garden	Vaha's Twisted Fang	Vaha's Burning Fang, Frozen Shell of Reason
Vaha's Cradle	Lucretia Dagger	Vaha's Twisted Fang, Vaha's Whispering Bell

- For the party to challenge the final boss "Apex Lucretia" in "Vaha's Cradle," all the five party members must be in possession of the item "Lucretia Dagger."

※ All the loot obtained from Atoraxxion (except the item "Lucretia's Dagger" and the loot dropped by the final boss "Apex Lucretia") will be removed once you leave "Vaha's Paradise," which can be entered after defeating "Apex Lucretia."

- The party leader must have the required key items to take control of the "Sol Magia" (except for the item "Lucretia Dagger").

- The method of obtaining the required materials are as follows:

Area	Materials	How to Obtain
Vaha's Sky	Vaha's Cold Thorn	Defeat Ancient Weapons
Vaha's Storm	Vaha's Cold Thorn	Defeat Ancient Weapons
Vaha's Heart	Searing Heart Piece	Defeat Krahtenn
Vaha's Head	Frozen Shell of Reason	Defeat Ahtenn
	Vaha's Whispering Bell	

※ Krahtenn appears at a set chance while Adventurers defeat regular ancient weapons in Vaha's Heart.

※ The drop rate for each of the materials required are affected by item drop rate buffs.

● "Vaha's Cold Thorn" is a currency in Atoraxxion Vahmalkea that is obtained from defeating Ancient Weapons. It can be exchanged for various items at the Atoraxxion Exchange. Atoraxxion Exchanges are located in Vaha's Sky and Vaha's Heart.

Required Vaha's Cold Thorn	Items	Effects
Vaha's Cold Thorn x5	[Party] Vahmalkea: Emerging Star x1	HP Recovery Greatly Increased for 20 sec
Vaha's Cold Thorn x5	[Party] Vahmalkea: Rainbow Bridge x1	Movement Speed +30% for 20 sec
Vaha's Cold Thorn x5	[Party] Vahmalkea: Captured Sunset x1	Monster Status Effects Resistance +100% for 20 sec
Vaha's Cold Thorn x2	Vahmalkea Matchlock x1	Needed to defeat Putorium

※ The three types of party elixirs that can be gained in exchange for "Vaha's Cold Thorn x5" can only be used in Vahmalkea. However, they cannot be used in Vaha's Cradle where "Apex Lucretia" is located.

- Vaha's Spear has been activated in Vaha's Sky and Vaha's Query of Atoraxxion Vahmalkea as dark invaders were detected.



- The normal fields in Atoraxxion are different from other monster zones in that you will not get loot from the regular ancient weapons. The only monster that drops loot is the final boss. Additionally, after defeating the final boss "Apex Lucretia," you will be able to obtain "special loot" in Vaha's Paradise twice a week.

- The "special loot" can be obtained by completing the following quests with the "Vaha's Time Capsule" that protects Vaha's Paradise.

Quests	Objectives	Rewards
[Weekly] Vestige of Immortality Bestowed by Vaha	Hand over [Elvia] Key of the Sunless Dawn x1 & Lucretia's Imperfect Ruby x1	Vahmalkea: Desert Chest
[Weekly] Vestige of an Era Bestowed by Vaha	Hand over [Elvia] Key of the Sunless Dawn x1 & Lucretia's Chipped Ruby x1	Vahmalkea: Hystriah Chest
[Weekly] Vestige of a Moment Bestowed by Vaha	Hand over Key of the Sunless Dawn x1 & Lucretia's Chipped Ruby x1	Vahmalkea: Aakmah Chest

- You cannot repeat the quest with a character that has already completed one of the above three quests.
- The item "Key of the Sunless Dawn" required to complete the above quests is obtained from defeating the final boss of Vahmalkea, "Apex Lucretia."
- The items "Lucretia's Imperfect Ruby" and "Lucretia's Chipped Ruby" required to complete the above quests are obtained by completing the quest below.
- You will need 20,000 Agris Fever Points to accept the quest. The 20,000 Agris Fever Points will be consumed immediately when the quest is accepted. You cannot get the points back by forfeiting the quest.

NPC Names	Quests	Objectives
Vaha's Garden - Sol Magia	[Weekly] Lucretia's Ruby	Completed immediately upon accepting the quest

- The above quest is a weekly quest that can be accepted again 7 days after it has been completed. You will receive Lucretia's Imperfect Ruby x1 and Lucretia's Chipped Ruby x1 as the quest rewards.
- The above quest is completed through the Sol Magia found in Vaha's Garden (the area before Vaha's Cradle, where the final boss "Lucretia" appears). You will not be able to complete this quest once you enter Vaha's Cradle. If you did not complete this quest before entering, you will need to return to Vaha's Garden again.

- Here is the list of items that can be obtained by opening the Vahmalkea Chests.

Vahmalkea: Desert Chest		
Obtaining Basis	Items	Amount
Definitely Obtained	[Elvia] Vaha's Rare Box	x1
	Maha's Fragment	x10
	Dehkima: Token of the Oath	x30
	Yona's Fragment	x5-10
	Part for Explorer's Compass	x1
	Scroll Written in Ancient Language	x1

	Pure Vanadium Crystal	x1-2
	Pure Titanium Crystal	x1-2
	Trace of Ascension	x5-10
	Ancient Spirit Dust	x15-20
Obtained at a Set Chance	Upgraded Compass Parts	x1
	Golden Tears of the Desert	x1
	Black Spirit's Claw Piece	x1

Vahmalkea: Hystriah Chest		
Obtaining Basis	Items	Amount
Definitely Obtained	Vaha's Rare Box	x1
	Maha's Fragment	x8
	Dehkima: Token of the Oath	x10
	Yona's Fragment	x3-8
	Part for Explorer's Compass	x1
	Scroll Written in Ancient Language	x1
	Pure Vanadium Crystal	x1-2
	Pure Titanium Crystal	x1-2

	Trace of Ascension	x3-8
	Ancient Spirit Dust	x10-15
Obtained at a Set Chance	Upgraded Compass Parts	x1
	Golden Tears of the Desert	x1
	Black Spirit's Claw Piece	x1

Vahmalkea: Aakmah Chest		
Obtaining Basis	Items	Amount
Definitely Obtained	Vaha's Rare Box	x1
	Maha's Fragment	x3
	Dehkima: Token of the Oath	x5
	Yona's Fragment	x2-5
	Part for Explorer's Compass	x1
	Scroll Written in Ancient Language	x1
	Pure Vanadium Crystal	x1
	Pure Titanium Crystal	x1
	Trace of Ascension	x2-5
	Ancient Spirit Dust	x5-10
	Upgraded Compass Parts	x1

Obtained at a Set Chance	Golden Tears of the Desert	x1
	Black Spirit's Claw Piece	x1

[Elvia] Vaha's Rare Box		
Obtaining Basis	Items	Enhancement Level
Definitely Obtain 1 from the List	Tungrad Necklace	Can get up to TRI (III)
	Laytenn's Power Stone	
	Tungrad Earring	
	Ring of Crescent Guardian	
	Basilisk's Belt	

Vaha's Rare Box		
Obtaining Basis	Items	Enhancement Level
Definitely Obtain 1 from the List	Tungrad Necklace	Can get up to PRI (I)
	Laytenn's Power Stone	
	Tungrad Earring	
	Ring of Crescent Guardian	
	Basilisk's Belt	

- The items "Maha's Fragment" and "Dehkima: Token of the Oath" can be exchanged for the following items through the Old Moon Managers in each city and town.

Maha's Fragment Exchange

Maha's Fragment x1
for
Gold Bar 100G x1

Grave Keeper

Amount	Exchange List
x1	Memory Fragment x2
x1	Caphras Stone x1
x2	Mass of Pure Magic x1
x2	Enchanted Scroll (+20) x1
x5	Enchanted Scroll (+30) x1
x10	Ancient Magic Crystal of Crimson Flame - Power x1
x10	Ancient Magic Crystal of Nature - Adamantine x1
x10	Black Magic Crystal Box x1
x15	Enchanted Scroll (+40) x1
x100	Crystal of Elkarr x1
x1,000	3 Weapon Exchange Coupons (Once per family)

※ The new item "Vaha's Dawn" can be obtained by processing an earring accessory, "Golden Tears of the Desert," and "Melody of the Stars" together. "Melody of the Stars" can be obtained by heating an enhanced blue accessory.

- A Sol Magia with damaged records was discovered in Atoraxxion Vahmalkea - Vaha's Sky. The archaeologist Lafi Bedmountain believes it can be repaired with the Knowledge scattered across Vahmalkea.

- Added The following quests to Atoraxxion Vahmalkea that can be completed once per family.

Quests	Starting NPC	Requirements	Quest Objectives	Quest Rewards
[Atoraxxion] Recover the Knowledge of Vahmalkea I	Vaha's Sky Sol Magia	N/A	Learn 50 Knowledge related to Vahmalkea	Enchanted Scroll (+70) Vaha's Dawn x1 Contribution EXP 1,000 Title "Unspeakable Secrets"
[Atoraxxion] Recover the Knowledge of Vahmalkea II	Vaha's Sky Sol Magia	[Atoraxxion] Recover the Knowledge of Vahmalkea I	Learn 130 Knowledge related to Vahmalkea	Enchanted Scroll (+130) Vaha's Dawn x1 Contribution EXP 1,000 Title "Unveiled the Eternal Darkness"

- Vahmalkea Knowledge includes the Knowledge under the following categories:

Knowledge Categories	
Character: People of Atoraxxion - Vaha's Records - Childhood Character: People of Atoraxxion - Vaha's Records - Adolescence Ecology: Atoraxxion - Vahmalkea Adventure Journal: Journal of Atoraxxion - Vahmalkea Expedition Journal I	Adventure Journal: Journal of Atoraxxion -Vahmalkea Adventure Log II Adventure Journal: Vaha's Thread Academics: Engineering of the Ancients Academics: Architecture of the Ancients

- Added titles that can be obtained from Atoraxxion Vahmalkea.

- The following titles can be obtained by progressing through Atoraxxion Vahmalkea.

Titles	How to Obtain
Chomp!	Craft Vaha's Dried Fang
Ow!	Craft [Elvia] Vaha's Dried Fang
Groovy For A Ruby	Complete the quest [Weekly] Lucretia's Ruby
Dream Inside the Box	Open a Vahmalkea: Desert Chest
Ba-dump	Open a Vahmalkea: Hystriah Chest

- The following titles can be obtained by defeating Atoraxxion Vahmalkea monsters in normal servers.

Titles	How to Obtain
Shun Shine	Defeat Cetus 1 time
Hit It!	Defeat Monoceros 1 time
Most Followed	Defeat Lacerta 1 time
No Mute Button	Defeat Putorium 1 time
RIP	Defeat Creomar 1 time
The First Queen	Defeat Putrakium 1 time
Need to Recharge	Defeat Krahtenn 1 time
First-Rate Weapon Designer	Defeat Ahtenn 1 time
Restored Vaha's Dawn	Defeat Apex Urukios & Apex Lucretia 1 time
The Last One	Defeat Apex Urukios & Apex Lucretia 5 times

- The following titles can be obtained by defeating Atoraxxion Vahmalkea monsters in Elvia Realm servers.

Titles	How to Obtain
--------	---------------

Float Like a Butterfly	Defeat Cetus 1 time
Hit It Harder!	Defeat Monoceros 1 time
Thrives On Attention	Defeat Lacerta 1 time
Devoured the Sky	Defeat Putorium 1 time
Br-zzap	Defeat Creomar 1 time
Lion of the Sky	Defeat Putrakium 1 time
Rage Inducer	Defeat Krahtenn 1 time
Grave Keeper	Defeat Ahtenn 1 time
Conquered Vaha's Heart	Defeat Apex Urukios & Apex Lucretia 1 time
Tyrant of Vahmalkea	Defeat Apex Urukios & Apex Lucretia 5 times

- Added a new weekly Atoraxxion quest for season characters.

Quest	Starting NPC	Objectives	Completion NPC	Rewards
[Co-op][Weekly] Vestige of the Rifts Bestowed by Vaha	Fughar	Conquer Atoraxxion: Vahmalkea Check Vaha's Time Capsule	Vaha's Time Capsule	Vahmalkea: Rift Chest

※ The above quest can only be accepted and completed by season characters that are Lv. 57 or higher.

- You can obtain the following items by opening the "Vahmalkea: Rift Chest."

Vahmalkea: Rift Chest		
Obtained Basis	Items	Amount
Definitely Obtained	Rift's Echo	x1
	Time-filled Black Stone	x200

	Tuvala Ore	x30
	Refined Magical Black Stone	x30
	Advice of Valks (+30)	x1
	Advice of Valks (+20)	x2
	[Season] Rift's Thorn	x5
Obtained at a set chance	PRI - TRI Tuvala Accessory	x1
	Frozen Tides Black Stone	x1

- Accepting the quest "[Weekly] Trace of a Moment Left by Vaha" from the "Vaha's Time Capsule" on a normal server Atoraxxion will consumed 20,000 Agris Fever Points.
- Added three new Challenges that can be completed in Atoraxxion Vahmalkea.
 - The rewards for these Challenges can be collected once per family.
 - You can collect the Challenge rewards by logging with a character that has the Knowledge that is learned after defeating Apex Urukios in Atoraxxion Vahmalkea.
 - The following Challenges can be completed on the season and normal servers:

Challenges	Objective	Rewards
[Season] On the Lucretia Dagger!	Defeat Apex Urukios in Atoraxxion Vahmalkea to learn the Knowledge "On the Lucretia Dagger"	Vahmalkea: Rift Chest x1
On the Lucretia Dagger!		Vahmalkea: Aakmah Chest x1

- * These Challenges can be completed by defeating Apex Urukios and learning the Knowledge "On the Lucretia Dagger" either on the season server and the normal server.
- * The Challenge "[Season] On the Lucretia Dagger!" can only be completed by a season character, therefore, it must be completed within the Season Server duration.
- * You can complete both of the Challenges by learning the Knowledge from either the normal or season server.
- The following Challenge can only be completed on the Elvia Realm servers:

Challenge	Objective	Reward
Infested Urukios!	Defeat Apex Urukios in [Elvia] Atoraxxion Vahmalkea to learn the Knowledge "Infested Urukios."	Vahmalkea: Desert Chest x1


● The priests that cleanse gear of their darkness were dispatched to each of the blacksmiths in their towns and cities. So now, NPCs that deal with gear can cleanse gear.

- The NPCs that have gained this new ability and their towns/cities are as follows:

Regions	NPC Names
Velia	Tranan Underfoe
Heidel	Techthon
Calpheon	Grandus
Altinova	Mevo Muranan
Valencia	Elfa
Grána	Dikzipo
Duvenchrune	Hughol
O'draxxia	Limitte

↑↓ Cleanse Gear ×

Enhancement Level of Weapons and Defense Gear of all Grades
 Enhancement +15 → Enhancement +14



Skip Animation

※ Equipment Cleansing will reduce any equipment from +15 enhancement to +14.
 ※ Equipment Cleansing costs 100,000 Silver and has a 100% success rate.
 ※ The current/maximum durability, crystals etc. will be maintained.

Storage 2,252

Inventory 154,614,064

Cleanse Gear

+15 Reblath Armor

+15 Reblath Armor

+15 Reblath Armor

- Added a new Shai outfit that can be crafted in a Lv. 1 Costume Mill.
 - [Shai] Descendant of Sherekhan Outfit



- The item "Design: Descendant of Sherekhan Outfit - Shai" is required to craft a "[Shai] Descendant of Sherekhan Outfit."
- * The item "Design: Descendant of Sherekhan Outfit - Shai" can be obtained as a reward by completing the following questline from "Tammy" in Duvencrune.

Questline Quests
<ul style="list-style-type: none"> - The Duvencrune Chief's Smile - Like Flying Above the Clouds - Relaxed Body, Relaxed Mind - Durgeff's Hot Springs Schedule <ul style="list-style-type: none"> - When Dawn Sleeps - Beloved By All

- * These quests can be completed once per family. They can be accepted and completed by any class character that is Lv. 40 or higher.
- * After completing this questline, you can purchase more of the design from the Amity Shop of "Siemo" in Duvencrune.
- * Added the new title "Tammy's Friend" that can be obtained by completing the questline and crafting the outfit.

- Changed the exchange of "Dragon Scale Fossil" for Advice of Valks to be available outside of Calpheon.
- The item "Dragon Scale Fossil" can be exchanged for the following items:

Required Items	Exchanged Items
Dragon Scale Fossil x30	Advice of Valks (+20) x1
Dragon Scale Fossil x350	Advice of Valks (+40) x1

- Added this exchange function to the following NPCs:

Regions	NPC Names
Velia	Tachros
Heidel	Cruhorn Wyrmsbane
Altinova	Abdul Jaum
Valencia	Rabam
Grána	Hazel Azealia
Duvencrune	Akasak
O'draxxia	Samala Elsha
Sand Grain Bazaar	Amir

- Improved the guild skill "Command to Gather" (that was previously only available to the Guild Masters) so that guild Advisors can use it as well.
- Changed "Command to Gather" so that, if it was used before the start of Node/Conquest War, it cannot be moved after the war begins.
- Made the following changes for the requirements to use the skill "Command to Gather":

Before	After
The skill can be used when all the Guild Advisors and Guild Master are online on the server where the Node/Conquest War is held.	The skill can be used when the Guild Advisor and Guild Master are on the server where the Node/Conquest War is held.

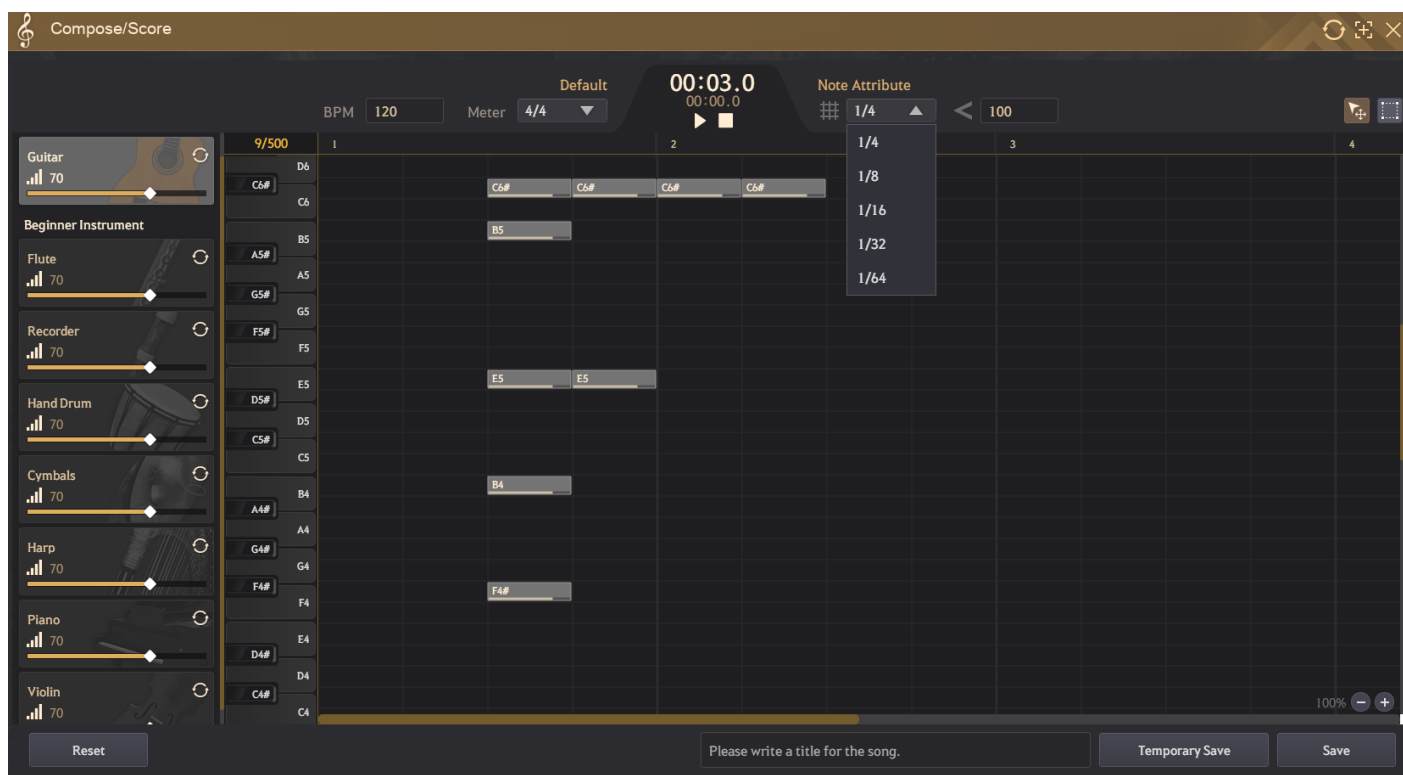
- Changed the restriction numbers for each of the offensive and defensive stats for the different levels of Lv. 1 Node War.

Detailed Numbers for Final Restrictions				
Node Level	AP Restriction	Evasion Restriction	Evasion Rate Restriction	Damage Reduction Restriction
Lv. 1 Easy	261	755	15%	181
Lv. 1 Medium	300	787	15%	215
Lv. 1 Hard	318	805	15%	225

- Fixed the issue where the added DP from Node/Conquest War character skills Yianaros's Light, Pilgrim's Steps, and Knight's Defense were not calculated into the level 1 Node War restrictions.
- Fixed the issue where the notes would be rearranged abnormally if a composition was saved after expanding the score or changing the BPM in the Compose/Score window of the Music Album.
- Changed certain regions of Iliya Island so you can fish up Black Eye Crabs, a Prize Catch type, once again.
- You can now fish up Black Eye Crabs, a Prize Catch type of Iliya Island, in certain regions of the Slippery Scallywags isle.
- Expanded the safe zone by the entrance to Blue Maned Lion's Manor.
- Improved the Enhancement UI so that it's easier to check and increase your Enhancement Chance.
- Added information to the bottom of the Enhancement UI on how to "extract increased Enhancement Chance" via Naderr's Belt and/or the Blacksmith's Secret Book.
- Added the option to exchange Black Stones (Weapon/Armor) for increased Enhancement Chance from the Black Spirit (/) - Enhancement <1>.

- You can now press the [+] button next to Enhancement Chance and Valks' Cry in the Enhancement UI and select the desired materials to increase your odds.
- Just like how Valks' Cry and other similar items worked before, you can only use this function to increase your Enhancement Chance if its value is at 0.
- Pressing the [+] button for Enhancement Chance will allow you to exchange a certain amount of Black Stones (Weapon/Armor) to improve the Enhancement Chance from +5 to +30.
- Likewise, you can select Valks' Cry and Devour to see how many of the selected item you have in your possession, and you can also choose to use them.
- Pressing the [+] button for Valks' Cry will allow you to check how many Valks' Cry you have in your possession and you can also choose to use them.

- Fixed the issue with the Meter (vertical) lines being displayed irregularly when maximizing and/or minimizing the Compose/Score window in the Music Album.
- Improved the UI to now be able to magnify compositions up to 200% in the Compose/Score window of the Music Album.
- Added 32nd notes and 64th notes to the Compose/Score window in the Music Album.



- Separated the controls and rest keys of the campsite.
 - Controls (R), Rest (F5)



- Released Corsair awakening, the beloved cap'n of the Slippery Scallywags.

- Adventurers can now awaken Corsair. Their Corsair will need to be Lv.56 or higher and complete the questline "[Corsair Awakening] Call of the Crow." This questline is available from Black Spirit - Main Quest if their Corsair completed the succession questline.

- For Adventurers that have not completed the quest "[Corsair Succession] A Letter from the Crow," the questline "[Corsair Awakening] Call of the Crow" will become available after you complete that quest.

- Season characters will get the PRI (I) Tuvala Patraca when they complete the Corsair awakening questline.

- Added the quest "[Valencia] Dawn of a New Age" that gives a 7 Day Pearl outfit for Corsair.

- This quest can be accepted after completing the quest "[Lv. 56 Valencia] Eastern Sands Kingdom Story" with a Corsair then talking to Black Spirit (/). You will be able to choose between the "[Corsair] Maretakant Classic Set (7 Days)" and "[Corsair] Desperada Classic Set (7 Days).

- Added "[Awakening Weapon EXC] Patraca, the Heart of the Sea: PRI (I) - PEN (V)" quests through which you can exchange a PRI (I) or higher enhancement level serenaca for a Tuvala Patraca of the same enhancement level through Fughar.

* These quests can only be accepted by a season character or a season graduate.

* You can only accept and complete one of the quests listed below per family. Also, you must have a Tuvala Serenaca of the required enhancement level to exchange it for a Tuvala Patraca of the same enhancement level.

- [Awakening Weapon EXC] Patraca, the Heart of the Sea: PRI (I)

- [Awakening Weapon EXC] Patraca, the Heart of the Sea: DUO (II)

- [Awakening Weapon EXC] Patraca, the Heart of the Sea: TRI (III)

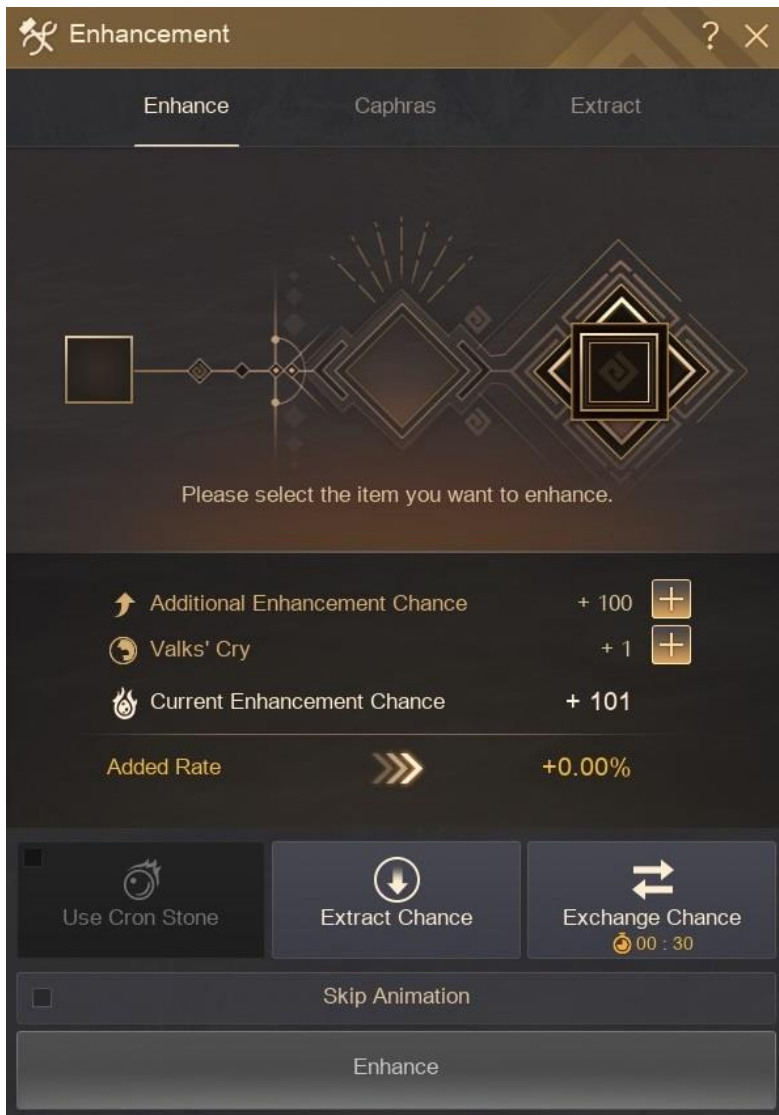
- [Awakening Weapon EXC] Patraca, the Heart of the Sea: TET (IV)

- [Awakening Weapon EXC] Patraca, the Heart of the Sea: PEN (V)

※ The name of the crafter, item brand, and dye info will be removed when exchanging a PRI (I) - PEN (V) Tuvala Serenaca to a PRI (I) - PEN (V) Tuvala Patraca through the aforementioned quests.

- Changed the quests, "[Enhancement] Even Stronger Tuvala Awakening Weapon I-II" to be acceptable from Fughar even with a season Corsair character, with the addition of Corsair's awakening.

- Reduced cooldown from 10 minutes to 30 seconds when you exchange +100 or more Enhancement Chance with Naderr's Band.



- Increased the number of days in which a New Adventurer can enter the Olvia (Growth) Server to the following:

Before	After
30 days of entry	60 days of entry

- The requirements to enter the Olvia (Growth) Server are as follows:
- However, Returning Adventurers can enter the server for 30 days, the same as before.

- Added spectator mode to Vaha's Cradle in Atoraxxion Vahmalkea that allows you to spectate a party member after you die.



- Summer Season Server has begun!
- Black Desert's Season Servers help new adventurers to settle in quickly and help them rapidly level up.
- Only season characters may enter the Season Servers.

- You can get increased EXP, Season Leveling Aid Boxes when reaching certain levels, Secret Book of the Misty Breeze that grants extra Skill Points, and other benefits in the Season Servers.

- Season characters cannot equip normal gear, but they can equip the special "Naru" and "Tuvala" season gear. "Naru" gear can be obtained by completing the main questline (from the very beginning to Mediah) from Lv. 1 – Lv. 55.



- Tuvala gear can be obtained from the NPC Fughar after completing the Mediah main questline. Tuvala gear is a high-performing gear that will help you progress through the game. They can only be obtained in the Season Servers and can be enhanced using Time-filled Black Stones, Tuvala Ores, and Refined Magical Black Stones. Tuvala gear can be enhanced up to PEN (V).

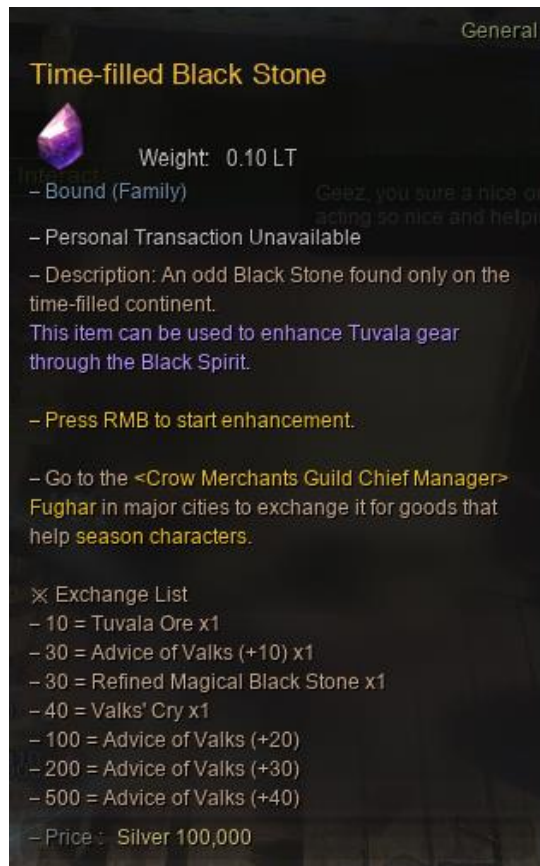
※ Season characters cannot accept the quests for Narchillan gear and cannot equip them.

● Added the exchange function to Blacksmiths in major cities/towns to be able to exchange Tuvala Ore, materials obtained from defeating monsters, to Tuvala gear, which are only equipable by season characters.



- Tuvala Ore can be obtained from defeating monsters in Valencia, Kamasyllia, Drieghan, and O'dyllita monster zones.

● Tuvala gear require a special black stone called the "Time-filled Black Stone" to enhance.



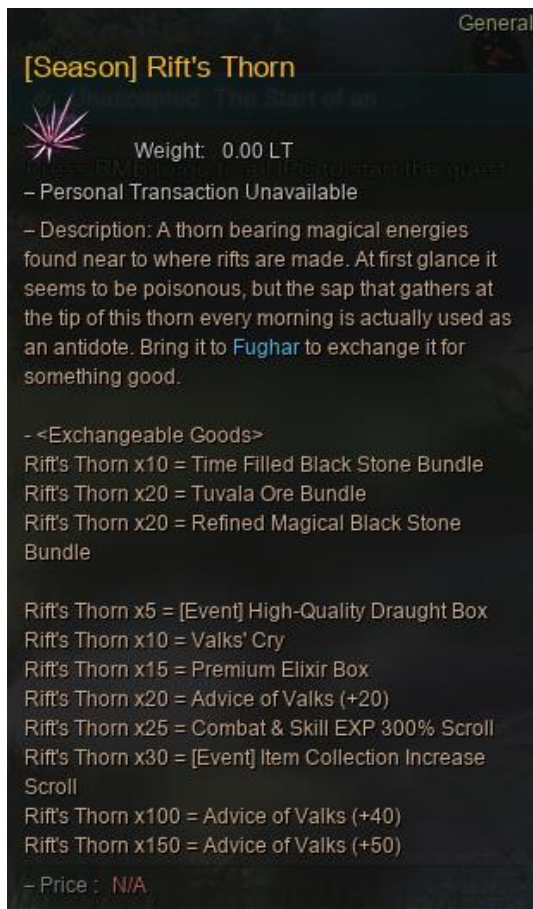
- Time-filled Black Stones can be obtained from anywhere in Black Desert.

- Time-filled Black Stones can be exchanged through Fughar for a variety of enhancement-related materials.

Item Exchange List	
Time-filled Black Stone x10	In ...
→ Tuvala Ore x 1	R
Time-filled Black Stone x30	In ...
→ Advice of Valks (+10) x 1	
Time-filled Black Stone x30	In ...
→ Refined Magical Black Stone x 1	
Time-filled Black Stone x40	In ...
→ Valks' Cry x 1	
Time-filled Black Stone x100	In ...
→ Advice of Valks (+20) x 1	
Time-filled Black Stone x200	In ...
→ Advice of Valks (+30) x 1	
Time-filled Black Stone x500	In ...
→ Advice of Valks (+40) x 1	

- Added Challenges (Y) where reaching Lv. 60 and Lv. 61 with a season character will get you a PEN (V) Tuvala Ring x1 and a PEN (V) Tuvala Earring x1.

- Season characters are able to use Girgo Viano's Oasis Shop, but season characters cannot equip Oasis exclusive gear.
- Add the item "[Season] Rift's Thorn" to be dropped in monster zones in Valencia, Kamasyllia, Drieghan, and O'dyllita territory.
- The item "[Season] Rift's Thorn" can be exchanged through Fughar for items useful to progressing your character.



- Changed the following monster zones to be party monster zones for the duration of the Summer Season.

Monster Zone	Recommended Party Size	Recommended Gear
Waragon Nest	3 members	PRI (I) - DUO (II) enhanced Tuvala gear
Basilisk Den	3 members	DUO (II) - TRI (III) enhanced Tuvala gear
Shultz Guard	3 members	TRI (III) - PEN (V) enhanced Tuvala gear

※ You can check the number of recommended party members from the World Map (M). Rights to items dropped from defeated monsters will be set according to the number of recommended party members.

- As the aforementioned monster zones were changed to party recommended monster zones, the relevant quests were adjusted accordingly.

Quests
[Weekly] Training with the Shultz Guard
[Weekly] Revenge against the Basilisk

Basic Etiquette

Long! Sticky! Stinky!

The Waragon Boss is Here!

[Co-op] The Hidden Antidote

※ These monster zones will return back to their previous state once the Summer Season ends

- When you complete each of the weekly monster zone quests, you will be rewarded with a Rift's Echo x1 and be able to choose from Time-filled Black Stone x600, Tuvala Ore x90, or Refined Magical Black Stone x40.
- These weekly quests can be accepted from the NPCs that are marked when navigating in the "[Season] Stronger Tuvala Gear" quest list that can be found by going to the Quests (O) window → Recurring tab.

<ul style="list-style-type: none"> - [Weekly] Hordes of Bandits - [Weekly] Rules of the Roud Sulfur Works - [Weekly] Impenitent Criminals - [Weekly] Homesick Desert Naga - [Weekly] Dangerous Argos Saunils - [Weekly] Help that Never Arrives - [Weekly] New Mushroom Dish - [Weekly] Rule of Power - [Weekly] A Soldier Who Cannot Go Home - [Weekly] For the Forest - [Weekly] Frenzy of Manshaums 	<ul style="list-style-type: none"> - [Weekly] Full-scale Cleaning of the Tshira Ruins - [Weekly] Blood Wolf Extermination - [Weekly] Training with the Shultz Guard - [Weekly] Revenge against the Basilisk - [Weekly] Sleep-disrupting Centaurus - [Weekly] Accepted by the Bashim - [Weekly] Purify the Sherekhan Necropolis - [Weekly] Breeding Protties - [Weekly] Preparing to Leave - [Weekly] Bounty on the Cadries - [Weekly] A Rattling Sound
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- Added special zone quests in certain regions like Valencia, Kamasyllia, and Drieghan with the start of the Summer Season.
- Zone quests will be accepted automatically when you enter a monster zone and meet the level requirement. Your progression of the quest will be displayed on the top right side of the screen. These quests have rewards that can help you in your adventures.
- The level requirements are different depending on the difficulty of the monster zone. The quests provide different rewards based on the difficulty of the monster zones.

Monster Zone	Level Requirement
Bashim Base	Lv. 56 or higher
Desert Naga Temple	Lv. 56 or higher
Titium Valley	Lv. 56 or higher
Cadry Ruins	Lv. 57 or higher
Gahaz Bandit's Lair	Lv. 57 or higher
Crescent Shrine	Lv. 57 or higher
Fadus Habitat	Lv. 57 or higher
Polly's Forest	Lv. 58 or higher


Sherekhan Necropolis	Lv. 60 or higher
Blood Wolf Settlement	Lv. 60 or higher

- Added the Season Pass where special rewards can be obtained when a season character completes certain objectives.
 - The Black Desert Season Pass can be viewed by clicking on the banner left of the minimap and the Inventory (I) window.
 - Rewards that can help your character progress will be given each time an objective is completed.
 - You can also purchase the Black Spirit Pass in the Pearl Shop (F3) to get even more rewards.


Black Desert Season Pass
✕



EXP Boost














Season Exclusive Gear



Benefits

Reward

Black Spirit Pass

<p>Leveling Up, One Step at a Time!</p> <p>Reach Lv. 10 on a season character</p>	 	
<p>Steel Imps! You're All Dead Meat!</p> <p>Defeat 20 Imps at the Altar of Agris</p>		
<p>Rudolph's Cousin?</p> <p>Complete [Main Quest] [Boss] Red Nose: Engulfed in Darkness</p>		
<p>Take Off the Mask!</p> <p>Complete [Main Quest] [Boss] Giath, the Goblin Chief</p>		
<p>Practice Like You Mean It!</p> <p>Defeat 5 of those occupying Cron Castle</p>		

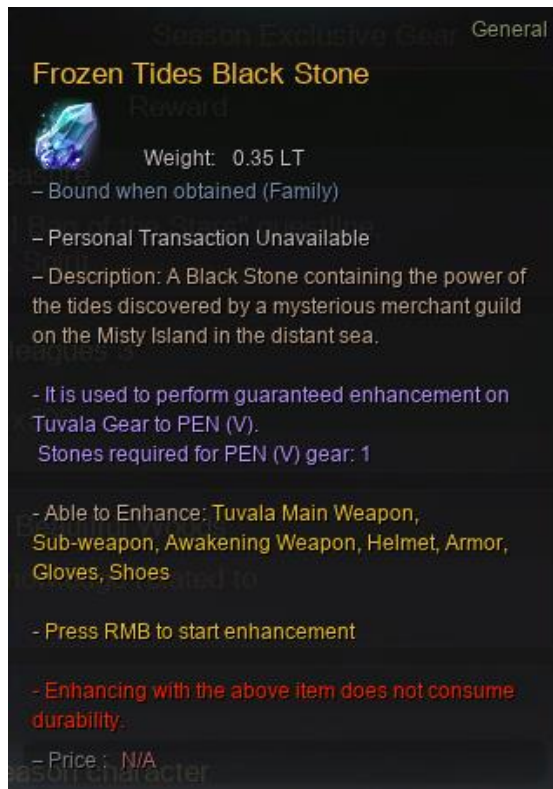
✘ You must complete the Season Pass objectives in the order they appear, and rewards can be obtained once per family.

✘ After meeting certain goals, click the item icon to claim your reward, which you can check in your inventory.

✘ Purchase and use Black Spirit Pass items from the Pearl Shop for additional rewards.

✘ Once the season is over, Black Spirit Pass rewards not obtained will all disappear.

- The item "Frozen Tides Black Stone" was added. This item can be obtained through the Season Pass. It can be used to guarantee a successful enhancement for Tuvala gear (excluding Tuvala accessories) that can be equipped by season character from TET (IV) to PEN (V).






- Add the items "[Season] Crow Merchants Guild Contribution Certificate I/II". 15 of these items can each be obtained through the Season Pass and the Black Spirit Pass. They can be used to complete daily quests from Fughar.
- The rewards obtainable by completing the daily quest with the items "[Season] Crow Merchants Guild Contribution Certificate I/II" are the same and are listed below.




Items

Rewards

<p>[Season] Crow Merchants Guild Contribution Certificate I</p>	 <p>Item Collection Increase Scroll (60 min) x1</p>
<p>[Season] Crow Merchants Guild Contribution Certificate II</p>	 <p>Advice of Valks (+20) x1</p>  <p>[Season] Great Pioneer's Chest x1</p>

Special Items

[Season] Great Pioneer's Chest



Weight: 0.10 LT

- Personal Transaction Unavailable
- Description: A chest granted to the one who pioneered a way before others. Having this chest in one's possessions serves as proof of many hardships overcome.
- Press RMB to obtain one of the following items according to a set probability:
 - Garmoth's Heart
 - Vell's Concentrated Magic
 - Remnants of the Rift
 - JIN Magic Crystal - Viper
 - JIN Magic Crystal - Carmae
 - Griffon's Helmet
 - Giath's Helmet
 - Dim Tree Spirit's Armor
 - Red Nose's Armor
 - Bheg's Gloves
 - Leebur's Gloves
 - Urugon's Shoes
 - Muskan's Shoes
 - Ogre Ring
 - Ring of Crescent Guardian
 - Basilisk's Belt
 - Tungrad Earring
 - Narc Ear Accessory
 - Ancient Magic Crystal of Crimson Flame - Power
 - Ancient Magic Crystal of Nature - Adamantine
 - Advice of Valks (35-45)
 - Advice of Valks (25-35)
 - Advice of Valks (15-25)
 - Memory Fragment x5
 - Sharp Black Crystal Shard x5
 - Hard Black Crystal Shard x10
 - Ancient Spirit Dust x30
- Price : N/A

- Added the item "[Season] Swell Sea Shell". This item can be obtained from each of the "Leveling Aid Boxes" that are given as rewards for the Season Pass. The item "[Season] Swell Sea Shell" can be used to exchange for a variety of items.
- Go to the Velia Igor Bartali to exchange them for various rewards.



● Added the new item "Fughar's Timepiece." This item allows you to transfer the season character status and Combat/Skill EXP to another character.

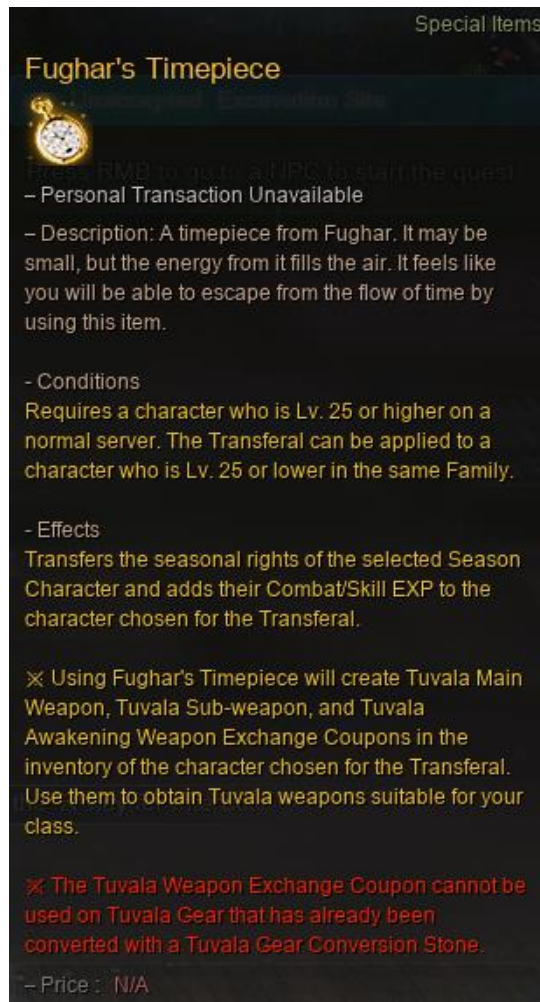
- Fughar's Timepiece can be obtained once per family by completing the quest "[Season] Fughar's Special Timepiece" from Fughar with a Lv. 25 or higher season character.

- Fughar's Timepiece can be used in a normal server on a Lv. 25 or higher season character that has all their gear unequipped. The transfer can be completed with a Lv. 25 or lower normal character within the family.

- Once the transferal is complete, all seasonal privileges will be transferred to the normal character, who will also gain the total Combat/Skill EXP of the season character.

- Upon using the Transferal, you will move to the Select a Character window, and your character will obtain 3 types of Tuvala Weapon Exchange Coupons: Tuvala Main Weapon Exchange Coupon, Tuvala Sub-weapon Exchange Coupon, and Tuvala Awakening Exchange Coupon. This will allow you to change the weapons into those suitable for your class.

※ Tuvala Weapon Exchange Coupons cannot be used on Tuvala gear that were converted with the Conversion Stones and are equipped by normal characters.



- Added a "simplified" main questline for Adventurers that can only be completed in the season server. However, this questline is only available during the season server. The entire questline will be removed when the season server ends.
 - The simplified questline will be available to Adventurers that have completed the entire Mediah main questline and completed the quest "[Pet] Bareeds' Junaid" from Bareeds III at least once. The simplified questline can only be completed once per family with a season character.
 - When a season character reaches Velia through the main questline and completed the quest "The Sage of Velia," go to Alustin in Velia to start the simplified questline by accepting the quest "[Season] Birth of Prestigious Family."
 - You will not be able to do the Serendia, Calpheon, and Mediah main quests when you accept the quest. Instead, Adventurers will be able to level freely and receive rewards for reaching certain levels.
 - The last quest of the simplified questline "[Season] Fughar's Memorandum - Chapter 11" will make the character have fulfilled the same prerequisites of a character that completed the Mediah main questline and allow them to start the Valencia questline.
 - Additionally, when progressing through each of the quests, the character will get inventory expansion quests and certain regular quests.
 - The main quests available through the simplified main questline (which can only be completed once per family though a season character) are as follows:
 - Once you've chosen the simplified main questline from Alustin by accepting the quest "[Special Growth] Birth of a Prestigious Family," you'll be able to finish the Season Pass after completing all objectives of Fughar's Memorandum and speaking to the Black Spirit.
 - Opting for the simplified main questline will display a different quest UI widget to keep track of the "[Special Growth] Fughar's Memorandum" questline.
 - ※ If the quest widget is not activated, go to ESC (New Menu) - Settings - Edit UI - Quest Widget to activate it.
 - When selecting the [Season] simplified quest, PEN (V) Naru gear can be exchanged for PRI (I) Tuvala gear once the character completes the quest "[Special Growth] Fughar's Memorandum - Chapter 11".

* If you've already completed the final quest of the Balenos region, Embarking on an Adventure, you will no longer be able to accept the [Special Growth] Birth of a Prestigious Family quest.

- After completing the Mediah main questline or the Special Growth questline, season characters will be able to exchange PEN (V) Naru gear for PRI (I) Tuvala gear through Fughar. The Tuvala gear will aid you in your adventure moving onwards to new horizons.

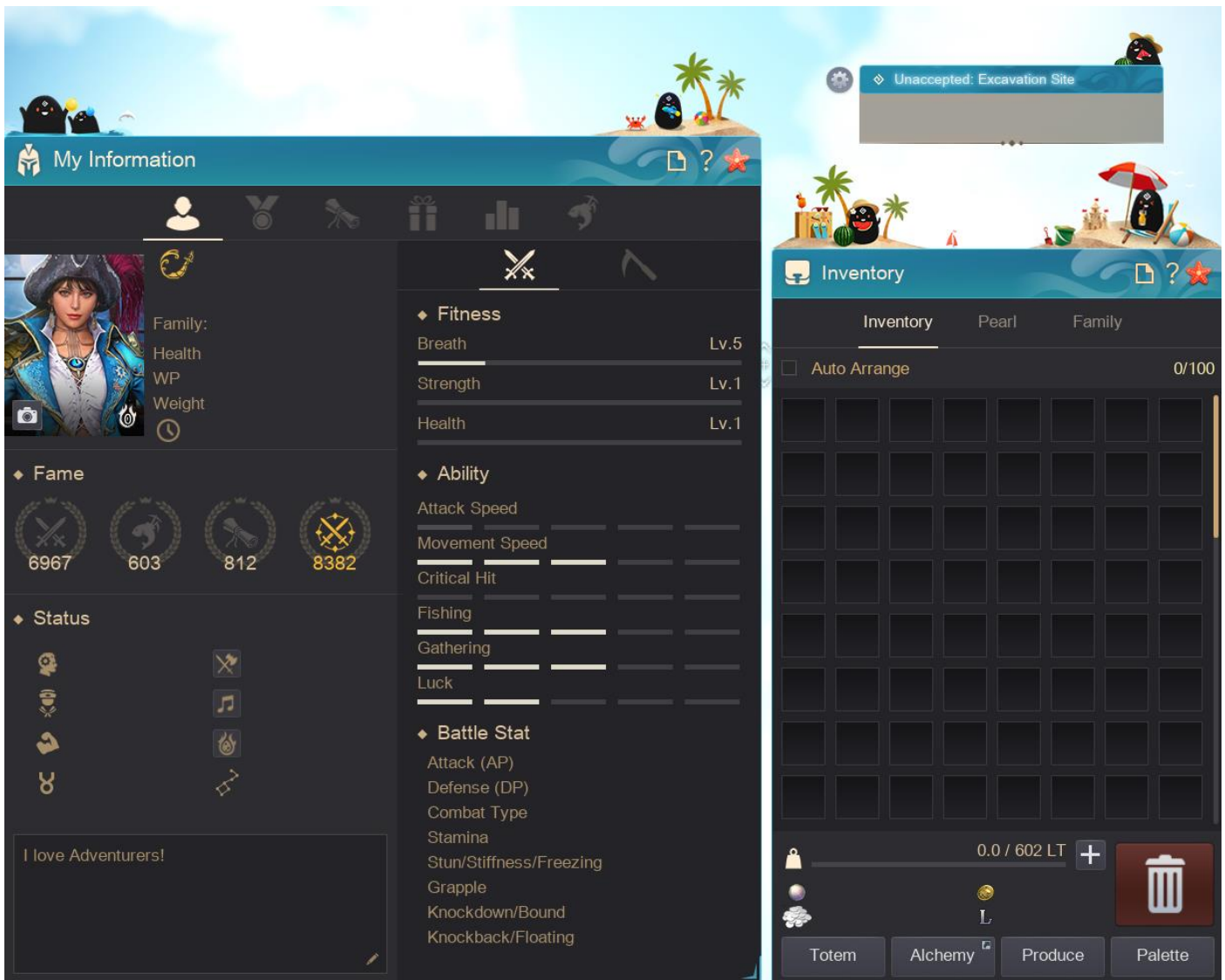
- Added season character exclusive battlefields to the Red Battlefield.
 - Normal characters cannot enter these battlefields. It is only for season characters.

- Added the new quest "[Season Daily] Join the Red Battlefield!" that can be accepted by season characters in the Red Battlefield.

- This quest can be accepted from the Red Battlefield NPC Daz. Complete this quest to get the following rewards.

Quest	Rewards
[Season Daily] Join the Red Battlefield!	Standard - Contribution EXP 100 - Rift's Fragment Choose 1 from below - Time-filled Black Stone x25 - Tuvala Ore x10 - Refined Magical Black Stone x5

- Added a cool new UI theme in celebration of Corsair's release.
 - The color and design of the UI will change when you select this new theme.
 - You will be able to see the cool summer breeze flow through certain UI title bars.
 - Go to [Esc] - [Settings] - [Misc.] to select the new theme.



- Added a banner announcing that the season server has begun to appear when logging in with a normal character. You can click on the banner to see special bonuses and details about the season pass available only in the Summer Season Server.
- Corsair can receive her PRI (I) Tuvala awakening weapon when she completes her awakening questline when it is released.
 - A quest where Corsair can exchange a PRI (I) or higher Tuvala Serenaca for the same enhancement level Tuvala awakening weapon through the Fughar will be added at a later update.
 - Additionally, you must have the pertaining enhancement level Tuvala Serenaca to exchange it for the same enhancement level Tuvala awakening weapon.
- ※ However, when a PRI (I) - PEN (V) Tuvala Serenaca is exchanged for a PRI (I) - PEN (V) Tuvala weapon, the received Tuvala awakening weapon will not have the crafter name, item branding, and any of the dyes that were on the Serenaca.
- Changed the Black Spirit Pass so that the major rewards from the pass can be viewed in a glance for this Summer Season.
- Increased the Combat EXP gained from either winning or losing in Red Battlefield for character Lv. 40 or higher.
- Changed some of the Castle Ruins and Garmoth's Nest battlefields to not hide names.
 - Battlefields that do not hide names will have icons markings them.
- Added information to be displayed on the icons on the Red Battlefield list for season battlefields and servers where names will not be hidden.
- Expanded the guild positions that can receive the Guild Master position when the Guild Master doesn't log in for a prolonged period of time.

Before	Additions
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If the Guild Master doesn't log in for 15 days, then the Guild Advisor and Guild Officer can receive the position.

If the Guild Master, Guild Advisor, and all Guild Officers have not logged in for 15 days or more, then the Guild Quartermaster, Cannoneer, and Members can receive the position.

- However, Apprentice Guild Members cannot receive the Guild Master position. The number of days required for the passing of the position resets when a Guild Master/Advisor/Officer logs in.

- Improved the End Game window to not require the 300 second waiting period when switching between tagged characters.
- Added detailed numbers showing the percentage of PvP damage reduction and reduction of hits for attack skills.

Solar Flare I	Frenzied Strikes I
Required Level : 56 or Higher Required Points : 7	Required Level : 56 or Higher Required Points : 15
Powerfully stabs forward with the great sword to inflict major damage to the enemy.	The Warrior uses the greatsword to slash the enemy in front 3 times.
Required WP : 30 Cooldown : 5s Unavailable during cooldown	Required WP : 30 Cooldown : 7s Unavailable during cooldown
↑ + LMB Can use Sprint or Head Chase Quick Slot Available	Shift + Q Quick Slot Available
Hit Damage 680% x 4 Critical Hit Rate +100% Accuracy Rate +12.5% Maximum 10 targets Recovers +10 of WP per every hit 30 Bleeding Damage inflicted every 3 sec for 9 sec on hits 15 Burn Damage inflicted every 3 sec for 9 sec on hits Stiffness on hits Pushes the target on hits (PvE Only) Air Attack Damage -61.9% for PvP only.	1 Hit Damage 791% x 4 2 Hit Damage 791% x 4 Last Hit Damage 791% x 5 Critical Hit Rate +100% (PvE Only) Accuracy Rate +20% Maximum 10 targets Critical Hit Damage +5% for 5 sec upon using skill Knockback on 1, 2 hits (PvE Only) Bound on the last hit Down Attack Damage -50.4% for PvP only.

- Fixed the issue where certain Flow skills displayed "Damage reduced in PvP" multiple times.
- These Flow skills will have the same PvP damage reduction as the regular skills.

 Three Point Stipple I	 Flow: Four Point Splatter
Required Level : 7 or Higher Required Points : 0	Required Level : 24 or Higher Required Points : 3
Preceding Skill: [Cymbidium I] Throw the crescent pendulum to the ground and pulls to get close to the opponent and inflict damage.	Preceding Skill: [Triple Point Stipple I] Deliver another powerful lateral blow to the opponent.
Required WP : 15 Cooldown : 7s Unavailable during cooldown	Cooldown : 10s Unavailable during cooldown Hold LMB during Three Point Stipple
LMB during Cymbidium F during Soul Ascent Hit Damage 169% x 3 Extra Hit Damage 338% x 2 Critical Hit Rate +50% Accuracy Rate +5% Maximum 5 targets Pulls in the target on hits (PvE Only) (Effect nullified during extra hit) Bound on good extra hits Forward Guard while using skill Down Attack Damage -40% for PvP only.	All damage applied equals that of Three Point Stipple x 4 Number of targets equals that of Three Point Stipple Movement Speed -10% for 10 sec on hits Spins the target on hits (PvE Only) Pulls in the target on hits (PvE Only) Forward Guard while using skill Down Attack

- Improved Repeat Water Scooping/Digging so that the character will not stop scooping/digging if they obtain a Sharp/Hard Black Crystal Shard.

- With the addition of the Crossroads window to choose between the Main and Simplified questlines, you can no longer opt into the Simplified questline if you've already continued the Balenos Main Questline after finishing "The Sage of Velia" quest.

- ※ This condition applies to all season characters including those who've gone through the Transferal process via "Fughar's Timepiece."

- ※ We're aware of the issue where the Main Questline appears abnormally for season characters who've gone through the Transferal process via "Fughar's Timepiece." You'll need to select and proceed with the quest immediately after the latest one you've completed in your Quest (O) window via the Main tab, and this issue will be fixed by July 14 (Wed) maintenance.

- Fixed the issue where only season characters who were Lv. 56 or higher could complete "[Season] Fughar's Special Timepiece."

- The quest can now be completed by season characters from Lv. 25 or higher.

- Changed [Season] Crow Merchants Guild Contribution Certificate I/II items to now be bound to Family instead of Character.

- With this change, it is now possible to move [Season] Crow Merchants Guild Contribution Certificate I/II items, once bound to normal characters, within your Family.

- * Only season characters or characters who've gone through a Transferal with Fughar's Timepiece can accept the daily quests from [Season] Crow Merchants Guild Contribution Certificate I/II.





- The 2021 Summer Season's special reward is a PEN (V) Capotia Necklace.

- You can exchange the reward with a "Season Special Gift Exchange Coupon," which you'll be able to use upon graduating from the season.

- Information about the special quest for obtaining the "Season Special Gift Exchange Coupon" will be revealed in a future update.

- The 2021 Summer Season will be the last season to award special seasonal rewards.


- Adventurers who graduate from this Summer Season will be rewarded with either a PEN (V) Capotia Necklace for the 2021 Summer Season, or choose from a previously missed seasonal reward item. Adventurers who weren't able to obtain all of the past seasonal rewards will be able to collect one for each time they graduate from a future season server.

Season	Special Reward
2020 Summer	 <p>PEN (V) Capotia Earrings OR PEN (V) Capotia Ring</p>
2020 Autumn	 <p>Perilla's Star</p>
2020 Winter	 <p>PEN (V) Capotia Belt</p>
2021 Summer	 <p>PEN (V) Capotia Necklace</p>

Equipment

PEN: Capotia Necklace

AP: 30 ~ 30

 Accuracy: 20

Weight: 1.00 LT

- Cannot be enhanced
- Repairable Item
- Personal Transaction Unavailable
- Enhancement Type: Fixed
- Cannot be dyed
- Description: A necklace that the Secret Guards found. It is decorated with the Crystal of Symmetry, an ancient treasure. It exudes powerful energy.

It can be enhanced with the same item, but due to the Crystal of Symmetry, the item will not be destroyed if enhancement fails. However, the enhancement level will drop and the max durability will decrease by 10.

- Ingredient for Max Durability Repair: Yona's Fragment

How to obtain Capotia Accessories

Ring: Reach Lv. 58

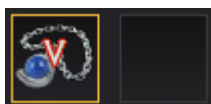
Earring: Reach Lv. 59

Belt: Reach Lv. 60

Necklace: Reach Lv. 61

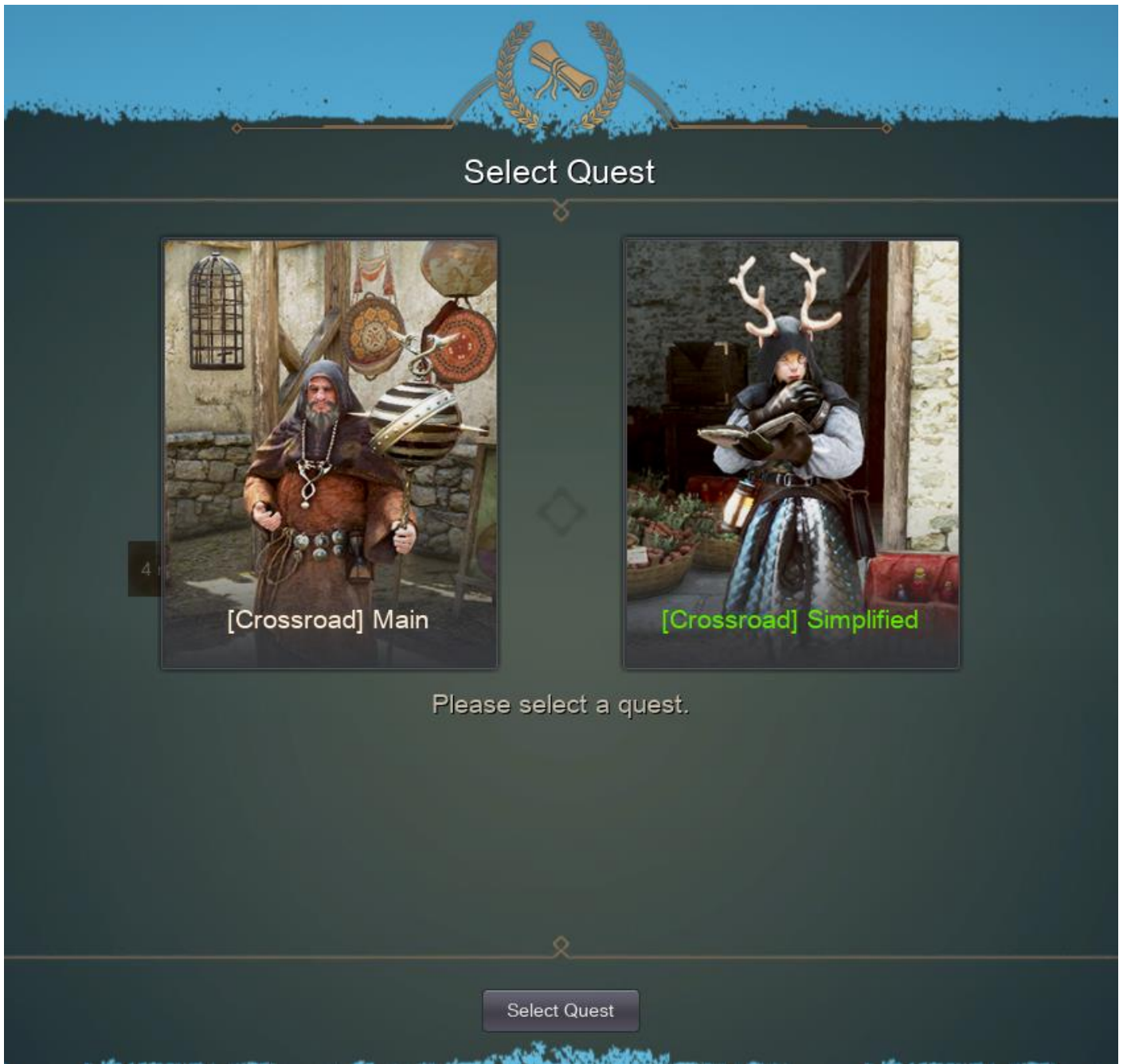
After reaching Lv. 61, you can craft a Capotia Necklace by processing Yona's Fragment x400, Karanda's Latent Aura x3, Oil of Storms x5 with Manufacture.

- Price : N/A
- Durability 100/100 [100]



- Changed the following when doing the simplified quests in the Summer Season Server.
 - Changed the simplified quest from "acceptable once per family" to accepted by any season character. This was changed after Adventurers gave us their feedback about wanting to do the simplified quests again after deleting or transferring a season character.
 - Changed the Valencia main questline prerequisite from "[Special Growth] Fughar's Memorandum - Chapter 11" to "[Special Growth] Fughar's Memorandum - Chapter 8." This quest can be accepted once the character reaches Lv. 56.
 - Changed the way the simplified questline begins. Instead of using "Fughar's Memorandum," you will now talk to the Black Spirit (/) to accept and complete these quests. As a result, the "Fughar's Memorandum" items have been removed.
 - Added more objectives to complete the simplified questline. Now you will need to talk to Black Spirit Black Spirit (/) after reaching a certain level to complete the quest. By talking to Black Spirit (/), you will be able to fulfill certain main questline progression depending on how far you have completed the simplified questline as well as complete the related Season Pass objectives.
 - Fixed the issue where the objectives on the Season Pass were not achieved when completing the simplified questline. Adventurers can now talk to Black Spirit (/) to complete the objectives on the Season Pass. This will also allow Adventurers to accept the questlines "Legendary Blacksmith" and "Mysterious Companion."
 - Increased the amount of Beginner Black Stone (Weapon/Armor) given as rewards for completing the simplified questline by double. This also applies to Adventurers that have already completed the simplified questlines.
 - Fixed the issue where certain social actions could not be obtained when progressing through the simplified questline.
- Changed the simplified quest so that you do not get the reward "[Season] Secret Book of the Misty Breeze" when completing the simplified questline after changing the character to a normal character.
 - The item "[Season] Secret Book of the Misty Breeze" is a season character exclusive item. It cannot be used by normal characters.
- Fixed the issue where the item "PRI (I) Tuvala Awakening Weapon Box" could be obtained by completing the awakening questline on a normal character.

- Improved the quest UI to now display the [Crossroads] window when choosing between Main or Simplified Questlines.



- With the addition of the Crossroads window to choose between the Main and Simplified questlines, you can no longer opt into the Simplified questline if you complete the Balenos Main Questline upon finishing "The Sage of Velia" quest.
 ※ This condition applies to all season characters including those who've gone through the Transferal process via "Fughar's Timepiece."

- Defeating the following monsters on the Season Server have a low chance to draw out Afuaru.
 - Defeat Afuaru to obtain Tuvala Ore or Refined Magical Black Stones, along with a low chance to get a "Frozen Tides Black Stone," which grants guaranteed TET (IV) to PEN (V) enhancement of Tuvala gear.

Afuaru Zones	
Desert Naga Temple Bashim Base	Sherekhan Necropolis (Day) Sherekhan Necropolis (Night)

Crescent Shrine
Titium Valley
Roud Sulfur Mine
Pila Ku Jail
Manshaum Forest
Fadus Habitat
Polly's Forest
Tshira Ruins
Blood Wolf Settlement

Cadry Ruins
Centaurus Herds
Gahaz Bandit's Lair
Navarn Steppe
Mirumok Ruins
Protty Cave
Forest Ronaros
Sycraia Underwater Ruins (Upper)
Marie Cave (Traitor's Graveyard)



◆ Game World, NPC, & Effects

- Changed the rules for Black Spirit's Adventure. Now there is no penalty for failing to reach the finish square.
- Removed "Rolls to Finish", which stood for the number of dice rolls left to reach the FINISH square from the START square.
- Removed "Failed to Finish" with the removal of "Rolls to Finish".
- Removed the "Lucky Day" Arcana cards, which added additional rolls to finish, with the removal of "Rolls to Finish".
- Issued Black Spirit's Dice to compensate for the type of "Lucky Day" Arcana cards in your possession.

Arcana Card

Compensation

Lucky Day - 1 Additional Roll	Black Spirit's Dice x1
Lucky Day - 2 Additional Rolls	Black Spirit's Dice x2
Lucky Day - 3 Additional Rolls	Black Spirit's Dice x3

- If you have any unopened Arcana of Fate Boxes, when you open the box after the update, all Lucky Day - 1, 2, 3 Arcana cards will be deleted and replaced with 6 Black Spirit's Dice.

- Removed the limit of additional rolls after rolling the same number on both dice.

Before	Now
After having rolled an additional roll gained from rolling the same number of pips on both dice, you would not gain additional rolls if you rolled the same number once more	You will continue to gain additional rolls whenever you roll the same number of pips on both dice

- Added different boards.

Before	Now
Your piece is returned to the START square after reaching the FINISH square	Your piece is moved to a new board after reaching the FINISH square



- Enhanced the rewards based on additional rounds completed.

Round Completed	Before	Now
5 rounds	Black Spirit's Special Dice Box	Arcana of Fate Box
10 rounds	Fine Accessory Box	Fine Accessory Box II
20 rounds	[Event] Shakatu's Shiny Box (Combat) x2	Black Spirit's Adventure Box x5
30 rounds	[Event] Shakatu's Shiny Box (Life) x2	Black Spirit's Adventure Box x10

50 rounds	[Event] Gold Bar Box x2	[Event] Black Spirit's Adventure Gold Bar Box x2
100 rounds	Advice of Valks (+100)	Advice of Valks (+100)

- Right-click the [Event] Black Spirit's Adventure Gold Bar Box to obtain 1 of Gold Bar 2,000G, 4,000G, 6,000G, 8,000G, or 10,000G.



- Whether your piece is on the normal or event board, all boards will increase your Number of Completed Rounds by 1 when you successfully move your piece from the START square to the FINISH square.

* Thus, the once separate numbers of successful rounds finished for normal and event boards will be combined henceforth.

* Based on the combined number of successful rounds finished for both types of boards, rewards pertaining to the new combined number will be sent to your Mail (B).


- Removed text from the Lucky Day Arcana cards mentioning additional rolls.

- A new season of the Old Moon Grand Prix has begun.

- Beginning with the new season, you will gain points for every race you run, and your overall ranking will be updated depending on the points you accrue.


- Selecting a race course in the Old Moon Grand Prix Race Info window will display your personal records pertaining to that course.

- Personal records will display your best time and the number of times you completed that specific course.

 **Old Moon Grand Prix**
✕

See Old Moon Grand Prix Season Ranks ➔






▼
Mediah: Stonetail Horse Ranch



Max Participants
10 riders

Racetrack
Mediah: Stonetail Horse Ranch

Rewards

History **None**

- You'll need one or more race horses to participate in the Old Moon Grand Prix.
- Take out your race horse or buy horse emblems by talking to the Stable Keeper at the racetrack.
- The Old Moon Grand Prix is held between 9:00 AM (GMT +8) – 2:00 AM (GMT +8).
- ※ You cannot enter from 15 minutes before a Node/Conquest War begins up until it ends.

Enter

Cancel

- You can check your rankings by Old Moon Grand Prix season when you click the arrow button for "See Old Moon Grand Prix Season Ranks" in the Old Moon Grand Prix window.

- You can see your rankings by season, race course, and ranking type.

- Record Ranking: Record Ranking displays your best rankings per race course. It displays your best rankings along with the race horse you raced with and the date when you achieved that record.

- Ranking types are divided into Overall Ranking and Record Ranking. More details regarding the types of ranking are as follows:



- Overall Ranking: Overall Ranking combines your points earned from your rankings of all the race courses. It displays the number of times raced, the number of times you achieved a specific rank, and your overall point total.

- You will gain the following number of points based on your rank.

Rank	Point(s)
1st	10 points
2nd	5 points
3rd	3 points
4th and below	1 point

- Changed mass processing so you will produce the maximum amount possible even if you don't have all the materials needed to succeed in mass processing a certain amount.
 - Added the Happy Black Spirit buff.
 - Added camera effects when talking to Miles, the Stable Keeper at the Old Moon Grand Prix.
 - Removed the cherry blossoms that were added to welcome spring as the event period ended.
 - Lerao Island's Ravio, who became a barterer to hear many different tales from Adventurers, is sad that there are fewer visitors to the island nowadays. Ravio has asked Igor Bartali, chief of Velia, for construction laborers after hearing that many Adventurers are finding it difficult to enter the island.
- Laborers are working on construction on parts of Lerao Island so that large ships will be able to approach the island more easily.



- Changed the locations of the barterer NPCs on the following islands:
 - Pakuo of Invernien Island
 - Mulicia of Tinberra Island
- Fixed the issue where using auto-navigate to move ships between Derko and Hakoven islands would cause said ships to get stuck in the terrain.

- Completed terraforming Lerao Island to be easier for Carracks to sail through.



- The Blue Maned Lion's Manor has taken up land between Heidel and the Eastern Border. The manor is currently still under construction, so the manor cannot be rented out at this time.
 - As the Blue Maned Lion's Manor has taken up the land, the surrounding area is now designated as a safe zone.
 - All fences and crops that are in the vicinity of the Blue Maned Lion's Manor were sent to Heidel Storage.



- Improved the sound effects from moving targets to sound more natural.
- Improved the shadows of the crops growing in the fences.
- Improved the NPC Finder to be able to find Dalishain, the wandering alchemist.
- Added a camera angle change to the quest accepting dialogue for "The Straggling Straggler."
- Added a camera effect to the quest accepting dialogue for "Never-ending Troubles."
- Changed the location of "Giath's Journal" that needs to be found for the quest "Abandoned Fate." Therefore, the navigated location was changed.
- The Slippery Scallywags have finally shown themselves on the deserted island near Oquilla's Eye. They are the new members of the Slippery Scallywags that have been waiting impatiently for the return of the old guard. But this new bunch don't actually know what their Cap'n looks like as they've only got a pawly-drawn drawing of her to go by.





- Added two new quests that can be accepted on this island.

Quests	Starting NPC	Preview
Pirates Take the Low Road. Queek!	Slippery Scallywags Recruit	Here I am, without a fish in either paw! Queek! I wonder if it's too late to try and catch some fish now. Queek!
Remember the Name, Queek!	Miruo	This is quite the serious pickle, indeed. Queek. Go and teach them the name of the Slippery Scallywags. Queek!

- The Slippery Scallywags have appeared with the following new Knowledge, Queek!

Category	Knowledge	Hints
The Great Expedition V	Solution to Low Supplies	Talk with the scallywag that is being questioned.
	Rundown Slippery Scallywag Outpost	Talk with the scallywag that is destroying the outpost.
	Roasted Starfish	Interact with the Roasted Starfish in the Slippery Scallywag den.
	Ugly Cap'n	Interact with the pawly-drawn portrait in the Slippery Scallywag den.
	String Tied with Conches and Clams	Talk with the scallywag that is standing in front of the tent.
	Empty Fishing Trap	Talk with the scallywag that is fishing.
	Flag Full of Ambition	Talk with the scallywag that is behind the flag.
	Warning Conch Shell	Talk with the scallywag that is land sick.
	Slippery Scallywags Raft	Talk with the scallywag that is looking at the raft if you have a long lost connection with the scallywags.
	Empty Box of Emergency Rations	Talk with the scallywag that is staring at the crate.

	Matao's Grunt	Talk to the scallywag that is standing on the stairs if you have a long lost connection with the scallywags.
	My Favorite is Seaweed	Talk with the scallywag that is rummaging through a net if you have a long lost connection with the scallywags.
	Cap'n's Favorite	Talk with the scallywag in charge of the recruits if you have a long lost connection with the scallywags.
	Plundered Treasure	Talk with the scallywag standing in front of a box if you have a long lost connection with the scallywags.
	Empty Tent	Talk with the scallywag that is standing in front of a tent next to the portrait if you have a long lost connection with the scallywags.
	Use for Rafts	Talk with the scallywag that is looking at the raft if you have a long lost connection with the scallywags.
	How I Met Me Cap'n	Talk with the scallywag that is standing angrily in front of the raft if you have a long lost connection with the scallywags.
	Learned How to Fish	Talk with the scallywag that is shaking a fishing rod in a secluded place if you have a long lost connection with the scallywags.
	Slippery Scallywags Food Supply	Talk with the scallywag that is holding a harpoon if you have a long lost connection with the scallywags.
	The Fastest Mermaid	Talk with the scallywag that claims that a mermaid is their captain if you have a long lost connection with the scallywags.
	Slippery Scallywags Memories	Interact with the portrait if you have a long lost connection with the scallywags.

- Added a new title "Sussin' the Slippery Scallywags" that can be obtained by learning all the Knowledge under the category "The Great Expedition V."

- Herman Feresio of Kalis Parliament is looking for Adventurers that can investigate the Mutant Ogres and Trolls However, he states that this task will only be trusted to Adventurers that are ""skilled"" with alchemy.

- The questline can be accepted by a Lv. 49 or higher character, that has completed the Calpheon main quest "Looking for Adventurers," has 500 Amity with Herman Feresio, and Alchemy Skilled Lv.1 or higher. This questline is only available once per family.

- Completing this questline from Herman Feresio will give you the Knowledge "Mutant Ogre" and "Mutant Troll."

- Go to Quest (O) > Quest Type > and activate "Life" to accept this quest.

- Added a new Knowledge that can be learned from a skull covered in a faded shroud in the basement of Velia Ossuary.

Category	Knowledge	Hints
Velia Adventure Journal	A Skull Covered in a Faded Shroud	Interact with a skull covered in a faded shroud in the basement of Velia Ossuary.

- Removed the requirement to complete the quest "Apocalyptic Prophecy" from Fughar to exchange PEN (V) Naru gear to PRI (I) Tuvala.

- Made it easier to start exchanging PEN (V) Naru gear to PRI (I) Tuvala gear for season characters.

- Improved the dialogue to learn the Knowledge "Great Ocean Dark Iron" to feel more natural.

- Changed the quest "The Delphe Knights in Chaos" in the Calpheon main questline to be able to proceed with the quest by making it possible to talk to Christopher Varkaant with the Knowledge of Reyas.

- Fixed the issue where the NPC name of the Trina Beacon Towers node manager appears abnormal.

- Fixed the dialog of certain NPCs in the Lake Flondor area.

- Fixed the issue where Grace Lauren's voiceovers were overlapping during the Atoraxxion main questline.

- Changed so you can now control the volume of Atoraxxion NPC voiceovers.

- Fixed the issue where cutscenes (intro visual, Kzarka cutscenes) would sometimes stop playing prematurely.

- Fixed the abnormal background of the Blue Maned Lion's Manor's vicinity in the World Map (M) window.

- Changed the background music for Hystria Ruins and Aakman Temple.

- Fixed the priests sent to the town blacksmith for gear cleansing to offer the relevant dialog options.

- Changed certain parts of the Terrmian Night Market background.

- Now achieving victory in a Conquest War over Calpheon, Mediah, and Valencia will see all guild members receive a reward in addition to the general tax benefits.

- You can collect your individual reward from a Conquest War victory/defeat/liberation from the Guild Information (G) window -> Guild Member Status -> Reward button.

- You must retrieve your participation reward after a Conquest War ends in order to participate in the next Conquest War.

- Conquest War rewards will expire within 15 days upon receipt.

- Tax benefits remain the same and separate from individual rewards.

Conquest War Result	Reward
---------------------	--------

Victory	 Glorious Victor Reward
Defeat	 Fighting Spirit Reward
Liberation	 Burning Inspiration Reward

Special Items

Glorious Victor Reward



Weight: 0.10 LT

– Personal Transaction Unavailable

– Expires In: 14D 23h

– Description: A reward obtained after a fierce battle. Issued to those who achieve glorious victory on the battlefield.

– Press RMB to obtain all of the following items:

Gold Bar 10,000G x2
 Ancient Spirit Dust x1000
 Cron Stone x100
 Resplendent Medal of Honor x84
 Item Collection Increase Scroll (60 min) x3
 [Event] Scroll of the Glorious Battlefield x3

– [Event] Scroll of the Glorious Battlefield will **expire in 15 days upon opening the box**, and it cannot be used after it expires.

– Price : N/A

Special Items

Fighting Spirit Reward



Weight: 0.10 LT

– Personal Transaction Unavailable

– Expires In: 14D 23h

– Description: A reward obtained after a fierce battle. Issued to those who displayed incredible fighting spirit on the battlefield.

– Press RMB to obtain all of the following items:

Gold Bar 1,000G x1
 Gold Bar 100G x5
 Resplendent Medal of Honor x10

– Price : N/A

Special Items

Burning Inspiration Reward



Weight: 0.10 LT

– Personal Transaction Unavailable

– Expires In: 14D 23h

– Description: A reward obtained after ending a fierce battle. Issued to those who never cease to inspire their fellow comrades-in-arms amidst an unending battle.

– Press RMB to obtain all of the following items:

Gold Bar 1,000G x5
 Resplendent Medal of Honor x36

– Price : N/A

- You can now earn the Resplendent Medal of Honor from Conquest Wars.
- Depending on your performance in Conquest Wars, you'll be able to obtain up to a number of "Resplendent Medals of Honor" according to the amounts listed below.

Territory	Conquest War Victory	Conquest War Defeat	Conquest War Liberation	Ranking in Top 5% for Contributing to Guild's Victory
All territories	84	10	36	5

- Adventurers who ranked in the top 5% for contributing to their guild's victory in the Conquest War will receive additional medals.
- If the points of all Adventurers in the top 5% for contributing to their guild's victory are the same, none will receive additional medals.
- Example) In a Conquest War of 100 participants, if the top 5 Adventurers all earn the same number of points, none will receive the additional medals.

Conquest War Contribution Points							
Category	Destroy Command Post	Destroy Gate	Destroy Placement Object	Mount Killed	Guild Member Killed	Kill with Siege Weapon	Death Count
Points	20	15	1	0	1	1	0

※ The "Destroy Command Post" category refers to destroying Conquest War Fort/Command Post/Field HQ.

- The Adventurer who ranks 1st in contributing to their guild's Conquest War victory will receive the following buff item upon receiving their reward:
 - Conquest War Victory Contribution 1st place reward: Battlefield Glory (HP +500 for 4 hrs)
 - This item will expire 24 hours from the time it was obtained and it cannot be used after it expires.
- Balenos and Serendia Conquest Wars will undergo a period of reorganization.
 - After reorganization, they'll be revamped in a different way. Hence, during this period, Conquest Wars will only be held in Calpheon, Mediah, and Valencia Territories.
 - Accordingly, all conquered territory information will be reset following the maintenance.
- Changed the conditions to participate in a Conquest War as follows:

Before	Now
If you've occupied a Tier 3-4 node once or more	If you've occupied a node of any Tier once or more

- Changed the price of forts, command posts, and field HQs necessary to participate in Conquest Wars as follows:
 - Due to the price change, all items stored in your inventory and guild warehouse will be recalled and refunded as Guild Funds based on the same price they were purchased for prior to the change.

Item	Guild Funds Price Before	Guild Funds Price Now
[Guild] Command Post (Conquest War)	50,000,000 Silver	1,000,000,000 Silver
[Guild] Field HQ (Conquest War)		
[Guild] Square Fort (Conquest War)		
[Guild] Strong Square Fort (Conquest War)		
[Guild] Sturdy Octagonal Fort (Conquest War)		

- Added the AP/DP limit to Mediah and Valencia territory Conquest War. However, this system has is not applied to Calpheon territory Conquest War.

- Max AP and DP limits are applied to the character's basic attacks, main/awakening skills, summon skills, and all other forms of attacks in PvP. However, it does not apply when on mounts like horses, elephants, hwachas, cannons, and other war mounts.



Territories	AP Limit	Evasion Limit	Evasion Rate Limit	Damage Reduction Limit	Fixed Damage Reduction Rate Limit
Mediah	481	818	20%	317	19%
Valencia	500	847	20%	339	23%

- Changed the max AP thresholds for Mediah/Valencia Conquest Wars to now also apply to horse damage.
- Horse skill AP and your character's skill damage while mounted will now be considered for Conquest Wars max AP limits.
- However, the Extra Damage of the [Combat] Trina Demolition Axe, Node/Conquest War annexes, and Medium/Large Siege Towers will not be considered.
- Changed for guilds that conquer the territories of Calpheon, Mediah, and Valencia to not automatically start PvP wars between guilds.
- Added a feature that displays information on the damage reduction rate on the Strict Restriction UI for Node/Conquest Wars.
- Changed defensive Guilds to now be able to hire War Heroes during Conquest Wars, and both offensive/defensive guilds can now hire up to 5 War Heroes each.
- Changed War Heroes to now be able to obtain participation rewards.
- War Heroes can click on the "Reward" button from the Guild (G) window -> War Hero tab to obtain rewards.
- Added the number of War Hero participants in the territory Conquest Information.
- Changed the Node/Conquest War Participate button to be usable after midnight on the day of participation.
- You can participate in Node/Conquest Wars through the Guild (G) window > Guild Member Status.
- However, you can only participate in the Node/Conquest War servers and a Fort/Command Post/Field HQ needs to be constructed.
- Change the DP of flame towers, hwacha, and certain annexes used for Tier 2-4 Node Wars & Conquest Wars as follows:







Tier	Annex	DP Change (%)
Tier 2	"Recovery Center, Elephant Nursery, Cannon Observatory, Indomitable Flag Factory	- 50%
	Indomitable Flag	- 62.5%

	Flame Tower, Hwacha	- 10%
Tier 3	Recovery Center, Elephant Nursery, Cannon Observatory, Indomitable Flag Factory	- 16.5%
	Indomitable Flag	- 25%
	Flame Tower, Hwacha	- 17%
	Enhanced Flame Tower, Big Hwacha	- 7%
Tier 4 & Conquest War	Recovery Center, Elephant Nursery, Cannon Observatory, Indomitable Flag Factory	- 7%
	Indomitable Flag	- 6.25%
	Flame Tower, Hwacha	- 7%
	Enhanced Flame Tower, Big Hwacha	- 6.25%

- Reduced the Conquest War wooden fence DP by 10%.
- Reduced the Tier 2-4 Node and Conquest War wooden fence gate DP by 10%.
- Removed the Balenos and Serendia Territories from the Conquest Status window.
- Removed information on the Serendia/Balenos Territories from the World Map.
- Added the Spirit of Battle content.
 - The battlefield gets more heated by the death of comrades who share sorrows and joys.
 - The unbelievable death of a comrade becomes a burning rage, and it can completely change the spectrum of the battlefield.
 - You can check the Spirit of Battle gauge from the UI at the bottom of the Minimap on the upper right of the screen during a Node/Conquest War.
 - The Spirit of Battle gauge fills up when you die during a battle, and when it is full, you can use a special skill that applies powerful effects to every guild member. However, since the gauge decreases when constantly defeating enemies, the gauge resets when you use the special skill.
 - When you proceed with a Conquest War in multiple servers, the Spirit of Battle gauge is maintained for each server. Also, when you use the special skill, the effects only apply to the participants of Conquest Wars on the same server. On the other hand, the cooldown is applied to all servers.
 - When the Spirit of Battle gauge is at 100%, it does not decrease and is maintained until you use a Guild Skill that consumes the Spirit of Battle.
 - Added a new Guild Skill that can be used by consuming the Spirit of Battle.
- * The new skills you can use by consuming the Spirit of Battle are detailed below. These skills require consuming the Spirit of Battle in order to activate, so you can only use these skills during Node and Conquest Wars.

Skill	Spirit of Battle Consumption	Effect	Cooldown
 Breath of Life	100%	Cooldown for reviving during a Node/Conquest War resets	1 hr
 Blessing of Battle	100%	HP Recovery +500 every 3 sec for 30 sec All Damage Reduction +200 Movement Speed +10% Super Armor for 30 sec	5 min

- Changed the Guild Skills that you can use in Node and Conquest Wars to the following with the addition of the Spirit of Battle content.
- When you use the Guild Skills for Node/Conquest Wars, they will apply to guild members who participated in the Node/Conquest Wars in the same server. The cooldown applies to all servers.
- Node/Conquest War Guild Skills and Spirit of Battle skills can only be used by the leading guild in a Guild Alliance. The effects apply to all Node/Conquest War participants (every Guild Alliance member) in the same server.
- * The cooldown effect for Guild Skills applies the same to all the guilds in the Guild Alliance, and it applies to the following Guild Skills:

Guild Skills	
 Battle Command to Gather	 Intimidating Force
 Horrors of Battle	 Boost Morale
 Healing Touch	 Frenzied Fighter



Battle Reorganization I



Battle Reorganization II



Call of the Lord



Breath of Life



Blessing of Battle

- Changed Conquest Wars to now also require pressing the participate button to join with the addition of the Spirit of Battle content.
- Fixed the issue where you could install annexes on rooftops in certain areas.
- The Slippery Scallywags Den can now be seen on the map as their fame is on the rise.
 - You will be resurrected at the Slippery Scallywags Den if you choose to resurrect at the closest town when you die near the area.
 - Waruo has appeared at Slippery Scallywags Den for Corsair.
 - Waruo runs both a potion shop and a wharf.
- Changed the location of a lazy Scallywag on the Slippery Scallywags Isle to a more natural location.

Mounts

- Increased the possible max levels of Tier 8 horses, Dream horses, and Mythical horses to Lv. 100.
 - However, going to Lv. 31 and higher does not increase the stats of the horse.
 - * The horses' HP, Stamina, Max Weight stats as well as their Speed, Acceleration, Turning, Braking and other stats will not increase, nor will they be able to learn new skills.
 - * However, characters will be able to gain Training EXP when the horses go up in level.
- Horses that are Lv. 31 or higher can be registered in the Horse Market and Breeding Market. However, levels above 30 will have no effect on their price in the Horse Market, Breeding Market, Imperial Delivery, selling price, and the like.
- Horses that are a certain number of levels above the monsters will not be attacked by these monsters.
 - * This applies to all monsters in monster zones, but it will not apply to monsters that appear during certain events in the monster zones.
- Fixed the issue where big ships were able to move on land.
- Fixed the issue where buffing nearby allies with a horse or donkey equipped with Krogdalo gear caused the allies to stop fishing, processing, annex construction, and other actions.

Class Changes

[All Classes]

- Improved all classes to be able to summon the Black Spirit while moving.
- You can summon the Black Spirit while riding on horses, even when using Sprint. However, you cannot summon the Black Spirit while using other skills.
- Your character will switch to idle stance when you summon the Black Spirit.
- Fixed the issue where male classes' hands would appear unnatural when rising to the surface after diving into water.
- Fixed the issue where using Emergency Escape would sometimes cancel the effect immediately after initially appearing to work as intended.
- Fixed the issue where using a movement skill while in full screen mode, then switching between displays, would increase the distance traveled.
- Fixed the issue where the exclusive Special Actions of equipped Pearl outfits would not be displayed.
- Fixed the issue where it was possible to swap gear while CC debuffed in the Battle Arena.
- Changed Sorceress, Ranger, Berserker, Musa, Maewha, Lahn classes to be able to combo skills while Sprinting.
- Fixed the issue where some Skill Enhancements were not being applied as intended.
- Fixed the issue where the attacker's Skill Enhancement buffs weren't applied regardless of whether or not the attack was blocked by the target.

Buffs	Fixed Effect
HP Recovery per hit target MP/WP/SP Recovery per hit target	When the attacker uses a skill enhanced with these buffs, the skill's enhanced effect will apply regardless of whether or not the target blocks the hit

- Fixed the issue where an attack's Skill Enhancement debuffs were applied even though the target blocked the attack.

Debuffs	Fixed Effect
PvP AP decrease, All DP decrease All Evasion/Accuracy Rate decrease	When the attacker uses a skill enhanced with these debuffs, the skill's enhanced effect will not be applied if the target blocks the hit.

- Emergency Escape will now close the Processing window when used.

- Emergency Escape - Fixed the issue where certain actions could extend the duration of the skill.
- Emergency Escape - Fixed an issue with the skill where the final standby animation was not visible and skills could be used immediately afterward.
- The maximum increase and decrease percentages for Attack Speed, Casting Speed, and Movement Speed have been changed:
 - Max Attack Speed, Casting Speed, Movement Speed Increase: 250% (Standard Default: 100%)
 - Max Attack Speed, Casting Speed, Movement Speed Decrease: 50% (Standard Default: 100%)
- Three new skills exclusive to Node and Conquest War have been added.
 - You can only learn one of the three skills at a time.
 - These skills can be learned using a Secret Book, which can be acquired by exchanging the Resplendent Medal of Honor (a new Node War reward).

Skill Name	Skill Effect
 <p data-bbox="341 931 571 965">Yianaros's Light I-V</p>	<p data-bbox="1007 875 1315 909">+5 - 25 Magic DP Increase</p>
 <p data-bbox="347 1178 564 1211">Pilgrim's Steps I-V</p>	<p data-bbox="999 1122 1323 1155">+5 - 25 Ranged DP Increase</p>
 <p data-bbox="336 1420 576 1453">Knight's Defense I-V</p>	<p data-bbox="1007 1364 1315 1397">+5 - 25 Melee DP Increase</p>

- The issue where Adventurers with negative Karma could not be seen when another Adventurer uses the Hide function has been fixed. No more ghosts!
- Fixed the issue where if a skill's Add-on effect applied both a buff and debuff effect at the same time, the target with Forward Guard would still receive the debuff effect upon being hit.
- Fixed awkward animations of certain characters when using the "Move forward as you sweep" Social Action.
- Fixed how parts of the UI in the Passive tab of the Skills (K) window appeared awkward.
- Added detailed numbers showing the percentage of PvP damage reduction and reduction of hits for attack skills.

 Solar Flare I	 Frenzied Strikes I
Required Level : 56 or Higher Required Points : 7	Required Level : 56 or Higher Required Points : 15
Powerfully stabs forward with the great sword to inflict major damage to the enemy.	The Warrior uses the greatsword to slash the enemy in front 3 times.
Required WP : 30 Cooldown : 5s Unavailable during cooldown	Required WP : 30 Cooldown : 7s Unavailable during cooldown
↑ + LMB Can use Sprint or Head Chase Quick Slot Available	Shift + Q Quick Slot Available
Hit Damage 680% x 4 Critical Hit Rate +100% Accuracy Rate +12.5% Maximum 10 targets Recovers +10 of WP per every hit 30 Bleeding Damage inflicted every 3 sec for 9 sec on hits 15 Burn Damage inflicted every 3 sec for 9 sec on hits Stiffness on hits Pushes the target on hits (PvE Only) Air Attack Damage -61.9% for PvP only.	1 Hit Damage 791% x 4 2 Hit Damage 791% x 4 Last Hit Damage 791% x 5 Critical Hit Rate +100% (PvE Only) Accuracy Rate +20% Maximum 10 targets Critical Hit Damage +5% for 5 sec upon using skill Knockback on 1, 2 hits (PvE Only) Bound on the last hit Down Attack Damage -50.4% for PvP only.

- Fixed the issue where certain Flow skills displayed "Damage reduced in PvP" multiple times.
- These Flow skills will have the same PvP damage reduction as the regular skills.

 Three Point Stipple I	 Flow: Four Point Splatter
Required Level : 7 or Higher Required Points : 0	Required Level : 24 or Higher Required Points : 3
Preceding Skill: [Cymbidium I] Throw the crescent pendulum to the ground and pulls to get close to the opponent and inflict damage.	Preceding Skill: [Triple Point Stipple I] Deliver another powerful lateral blow to the opponent.
Required WP : 15 Cooldown : 7s Unavailable during cooldown	Cooldown : 10s Unavailable during cooldown Hold LMB during Three Point Stipple
LMB during Cymbidium F during Soul Ascent	All damage applied equals that of Three Point Stipple x 4 Number of targets equals that of Three Point Stipple Movement Speed -10% for 10 sec on hits Spins the target on hits (PvE Only) Pulls in the target on hits (PvE Only) Forward Guard while using skill Down Attack
Hit Damage 169% x 3 Extra Hit Damage 338% x 2 Critical Hit Rate +50% Accuracy Rate +5% Maximum 5 targets Pulls in the target on hits (PvE Only) (Effect nullified during extra hit) Bound on good extra hits Forward Guard while using skill Down Attack Damage -40% for PvP only.	

- Improved Repeat Water Scooping/Digging so that the character will not stop scooping/digging if they obtain a Sharp/Hard Black Crystal Shard.
 - Fixed the issue where the invincibility status could be maintained in Spectator Mode when entering the mode after using the Lantern items.
 - Fixed the issue with certain classes where pressing Tab then Shift while moving forward in combat stance would cause the character to activate a skill instead of using sprint.
- The above issue was resolved for the following classes:

Classes
Sorceress, Dark Knight, Striker, Mystic, Lahn, Archer, Shai, Guardian, Hashashin

- Fixed the issue where certain classes could immediately recover with a certain movement after being dismounted.
- Added color effects to detailed numbers for skill add-ons.
- Changed "PvP AP" effect to "Extra AP Against Humans" for skill add-ons.
- Since the actual effect applied to all human types, we changed the name to match.
- Improved the movements after stopping in combat stance for the following classes: Archer, Guardian, Hashashin, Nova, Sage, Corsair

- Changed the notifications that appeared for the skills Yianaros's Light I-V, Pilgrim's Steps I-V, and Knight's Defense I-V to appear only for the Lv. I skills that you can learn upon your character reaching Lv. 56.
- Added the following information to the skill descriptions: a list of skills you cannot acquire upon learning Yianaros's Light I-V, Pilgrim's Steps I-V, Knight's Defense I-V as well as information on how to obtain the secret book to learn the aforementioned skills.
- Changed the gear obtained in the Elvia Realm to be usable by season characters.

[By Class]



- Chain: Heaven's Cleave - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Upper Shield Strike - Fixed the issue where certain skills would combo unnaturally after this skill.
- Charging Slash - Fixed the issue where you couldn't use the skill while moving forward with Guard in Succession stance.
- Changed the PvE damage of the following skills:
 - Black Spirit: Prime: Spinning Slash IV's damage when used on cooldown remains the same as before.

Skill	Before	Now
Prime: Spinning Slash IV	1157% x 7	1388% x 7
Prime: Earth Tremor	1591% x 6	1700% x 6
Prime: Pulverize	Hit Damage: 903% x 6 Last Hit Damage: 1174% x 3	Hit Damage: 1174% x 6 Last Hit Damage: 1174% x 3
Prime: Heavy Strike III	Hit Damage: 1299% x 4, Max 3 Hits Last Hit Damage: 1299% x 4, Max 2 Hits	Hit Damage: 1407% x 4, Max 3 Hits Last Hit Damage: 1407% x 4, Max 2 Hits

- Prime: Ground Smash IV - Changed the number of hits for PvE.

Before	Now
1700% x 4	1700% x 6

- Spinning Slash I - Absolute: Spinning Slash - Improved skill to now increase your critical hit rate in all instances.
- Heavy Strike II~IV, Shield Strike II~III, Absolute: Shield Strike, Prime: Shield Strike - Fixed the issue where the appropriate skill add-on effect was not being applied with each hit.

- Prime: Spinning Slash - Added the effect "Critical Hit Rate +100% for 2 sec" for all skill levels.

Awakening

- Changed the PvE damage of the following skills:

Skill	Before	Now
Flow: Ankle Break	651% x 5, Max 2 Hits	813% x 5, Max 2 Hits
Flow: Armor Break	849% x 5	1019% x 5
Grave Digging IV	Spin Hit Damage: 1200% x 4 Smash Attack Hit Damage: 1263% x 5	Spin Hit Damage: 1320% x 4 Smash Attack Hit Damage: 1389% x 5

- Pulverize I~III - Added Critical Hit Rate +25% for PvE only.
- Shield Assault, Flow: Ankle Break, Frenzied Dash, Absolute: Frenzied Dash - Fixed to show PvP Damage reduction correctly in the skill description.
- However, there was no change to the actual damage applied from before.



- Wind Blade - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Prime: Feathers of the Spirits - Fixed the issue where sprinting after jumping would decrease stamina even after having used the skill.
- Changed the PvE damage and number of hits for the following skills.
- Overall PvP damage remains the same.

Skill Name	Before	After
Breezy Blade I	1120% x 3	1120% x 4
Breezy Blade II	1335% x 3	1335% x 4

Breezy Blade III	1610% x 3	1610% x 4
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Skill Name	Before	After
Flow: Tempest	1024% x 13	1324% x 13

Skill Name	Before	After
Nature's Tremble I	840% x 8	1008% x 8
Nature's Tremble II	954% x 8	1144% x 8
Nature's Tremble III	1189% x 8	1426% x 8

- Regeneration - Increased the skill's number of hits and added a Critical Hit Rate +30% buff for PvE only.
- Overall PvP damage remains the same.

Skill Name	Before	After
Regeneration	1437% x 7	1437% x 10 Critical hit rate +30% on hits (PvE Only)

- Flow: Air Explosion Shot - Added a 12-second cooldown.
- Flow: Air Explosion Shot - Added the Super Armor effect.
- Flow: Air Explosion Shot - Changed to now activate after Flow: Call from Sky by holding RMB.
- Fixed the issue where the cooldowns for the following skills would reset when used during cooldown.
- Absolute: Penetrating Wind and lower ranks
- Absolute: Descending Current and lower ranks

Succession

- Prime: Evasive Explosion Shot - Changed to now combo into Flow: Air Explosion Shot when holding the command after being used to the rear.
- Prime: Tearing Arrow - Changed the Knockback debuff applied on the last charged hit to now be applied on the first hit.
- Prime: Tearing Arrow - Changed the split damage effect to only apply for PvP.
- Prime: Razor Wind - Changed to now apply the Forward Guard effect in standby when used in a non-cooldown state.
- Prime: Razor Wind - Changed to now consume Stamina when remaining on standby.
- Prime: Penetrating Wind I~IV - Increased the number of hits from 4 to 6 for PvE only.

- Changed the PvE damage of the following skills:

Skill	Before	Now
Prime: Regeneration	1087% x 7	1250% x 7
Prime: Charging Wind I~III	Hit Damage: 776% / 876% / 976% x 2 Charged Hit Damage: 1785% x 8	Hit Damage: 1164% / 1314% / 1462% x 2 Charged Hit Damage: 1785% x 8
Prime: Nature's Tremble	1034% x 8	1231% x 8

- Prime: Regeneration - Added Critical Hit Rate +50% for PvE only.
- Prime: Razor Wind I~IV - Added Critical Hit Rate +20% for PvE only.
- Call of the Earth I~X - Added a 60-second Spiritual Enhancement effect when using the skill. This effect will apply during the following skills:
 - Prime: Penetrating Wind
 - Prime: Tearing Arrow
 - Prime: Razor Wind
- Call of the Earth - Added a 60-second cooldown.
 - You can still use the skill while it's on cooldown.

Awakening

- Guardian - Increased Evasion +15% to +20%.
- Wind Blade - Improved skill to now activate its 2nd hit immediately after Cold Blade.
- Wind Step - Increased the distance traveled when used backward.
- Wind Step - Improved skill to combo more smoothly when used backward continuously.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Elven Rage IV	1259% x 6	1384% x 6
Vine Knot	926% x 4	1110% x 4

- Wind Blade - Improved the skill to attack towards the direction the character is facing when comboed into after certain skills.
- Regeneration - Added the Seed of Nature effect to the skill. Using other Awakening skills after Regeneration will cause a seed to grow into vines to deal damage in the vicinity.
- Flow : Call from Sky - Fixed the issue where Flow: Air Explosion Shot wouldn't apply damage when comboed from the skill while both Evasive Explosion Shot II and Absolute: Evasive Explosion Shot were learned.
- Black Spirit: Charging Wind I-IV, Black Spirit: Absolute: Charging Wind, Black Spirit: Descending Current I-V, Black Spirit: Absolute: Descending Current - Removed the following unnecessary information from the skill descriptions.

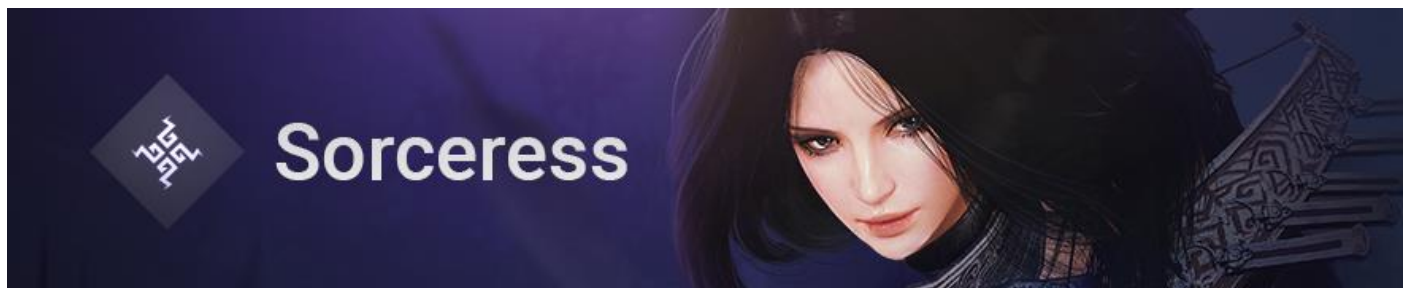
- (Damage reduced in PvP)
- However, there was no change to the actual damage applied from before.

- Evasive Explosion Shot III, Absolute: Evasive Explosion Shot - Changed the description about defenses to match their actual effects.

Before	After
<p style="text-align: center;">Invincible upon using skill (Effect nullified during cooldown)</p>	<p style="text-align: center;">Invincible upon using skill (Effect nullified during cooldown) Invincible during second motion after using combo</p>

- Cold Blade I-IV - Changed the Ranged Accuracy Rate increase effect in the description to match the actual effect.

Before	Now
<p style="text-align: center;">Ranged Accuracy Rate increase on hit</p>	<p style="text-align: center;">Ranged Accuracy Rate increase on 2nd hit</p>



- Flow: Soul Reaper - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Scythe Training - Fixed the issue where Flow: Soul Reaper would activate first instead of the skill when used laterally after certain skills.
- Rushing Crow - Fixed the issue where using the skill from a high place wouldn't display the falling animation.
- Flow: Rushing Crow - Fixed the issue where using the skill from a low place would display the falling animation.
- Flow: Soul Reaper - Fixed the issue where the skill was activating during Midnight Stinger after using Grim Reaper's Judgment.
- Fixed the issue where the cooldowns for the following skills would reset when used on cooldown.
 - Absolute: Beak Kick and lower ranks
 - Absolute: Shadow Kick and lower ranks

Succession

- Prime: Abyssal Vanguard - Added All Accuracy +12% for 30 seconds.
- Prime: Agent of Abyss - Changed the skill's effects.

Skill	Before	Now
Prime: Agent of Abyss	MP +200	MP +200 Stamina +100

- Prime: Shadow Eruption I~IV - Added Critical Hit Rate +25% effect for PvE only.

- Prime: Violation - Added Critical Hit Rate +25% for PvE only.
- Using the skill while on cooldown will not apply the Critical Hit Rate effect.

- Changed the PvE damage of the following skills:

- Prime: Turn-back Slash and Prime: Violation's damage when used on cooldown remains the same as before.

Skill	Before	Now
Prime: Turn-back Slash	Hit Damage: 789% x 2 Last Hit Damage: 1026% x 3	Hit Damage: 947% x 2 Last Hit Damage: 1334% x 3
Prime: Black Wave III	Hit Damage: 1042% x 5, Max 4 Hits Last Hit Damage: 1042% x 6	Hit Damage: 1250% x 5, Max 4 Hits Last Hit Damage: 1250% x 6
Prime: Violation	Spin Hit Damage: 887% x 6 Extra Hit Damage: 1020% x 6	Spin Hit Damage: 1065% x 6 Extra Hit Damage: 1224% x 6

Awakening

- Changed the PvE damage of the following skills:

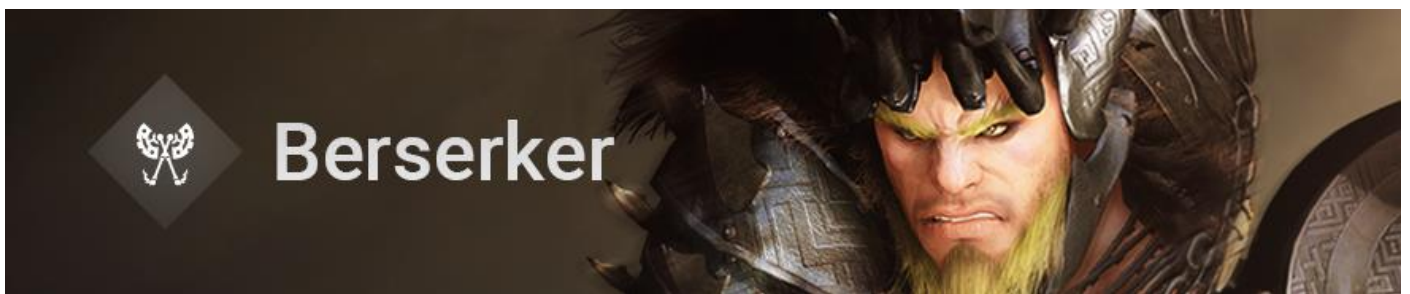
- Turn-back Slash III's damage when used on cooldown remains the same as before.

Skill	Before	Now
Turn-back Slash III	Hit Damage: 1065% x 2 Last Hit Damage: 1065% x 5	Hit Damage: 1224% x 2 Last Hit Damage: 1224% x 5
Violation III	Spin Hit Damage: 1091% x 8 Chop Attack Damage: 1091% x 4	Spin Hit Damage: 1199% x 8 Extra Hit Damage: 1199% x 4
Flow: Soul Reaper	1 Hit Damage: 1120% x 2, Max 2 Hits Last Hit Damage: 1120% x 6	1 Hit Damage: 1380% x 2, Max 2 Hits Last Hit Damage: 1380% x 6

- Turn-back Slash I~III - Increased the Critical Hit Rate effect for each skill rank from 25%, 31%, and 37% to 50% for PvE only.

- Black Spirit: Violation - Fixed the skill to no longer be usable after being locked.

- Grim Reaper - Added All Accuracy +12% for 30 seconds.
- Violation I~III - Changed to now recover Stamina during use when not on cooldown.
- Nightmare - Changed the Nightmare (Invincibility) state duration from 4 to 5 seconds.
- Flow: Soul Reaper - Fixed the issue where the skill would activate when comboing with Midnight Stinger after consuming Shards of Darkness to use Grim Reaper's Judgment.
- Rushing Crow II, Absolute: Rushing Crow - Fixed the issue where these skills activated slower when comboed with other skills compared to Rushing Crow I.
- Violation I-III - Fixed the issue where pressing Shift + LMB during certain motions of these skills would activate Flow: Soul Reaper instead of Midnight Stinger. "
- Dead Hunt I-IV - Removed the following unnecessary information from the skill descriptions.
 - (Damage reduced in PvP)
 - However, there was no change to the actual damage applied from before.



- Flame Buster I~III - Fixed issue with Flame Buster's effects not being properly applied when continuously pressing RMB to use the skill, even though it hasn't been activated during cooldown.
- Core: Flame Buster - Fixed issue with the skill's graphic effects so that they're properly displayed during charging stage when continuously pressing RMB.
- Flow: Seismic Blast - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Beast Roar - Improved the skill to activate its Skill Add-on effects even on the first hit.
- Prime: Lava Piercer - Improved the shift in direction when using Tackling Rock after the skill to feel more natural.
- Core: Blasting - Improved the skill to combo more naturally into Flow: Seismic Blast after the second hit.
- Fixed the issue with Absolute: Storming Beast where it could not be activated while using another skill.
- Fixed the issue with Smack Down where the crowd control debuff would sometimes activate during the skill animation even though you failed to grab a target.
- Fixed the issue with Prime: Predatory Hunt where certain visual effects would appear abnormal when it is used on Remastered or higher settings.
- Ultimate: Frenzied Destroyer - Added a 5-second cooldown.
- Ultimate: Frenzied Destroyer - Removed the initial movement animation. Improved the last consecutive attack to activate immediately.
- Shake Off - Reduced the cooldown from 4 to 3 seconds.

- Fixed the issue where the cooldowns for the following skills would reset when used on cooldown.
 - Prime: Tackling Rock and lower ranks
 - Absolute: Tackling Rock and lower ranks

- Changed the PvE damage of the following skills:

Skill	Before	Now
Feral Rage	420% x 7	643% x 7
Feral Stampede	345% x 18	879% x 18

- Feral Stampede - Added Critical Hit Rate +40% for PvE only.
- Elastic Force I~II - Changed the damage as follows:

Before	Now
249% / 266% x 1	312% / 398% x 1

- Frenzied Destroyer, Prime: Frenzied Destroyer - Improved to combo into Ultimate: Frenzied Destroyer during the skill's Extra Hit.
- Fierce Strike - Fixed the issue where the skill would activate first even after pressing the command for Beastly Wind Slash during Ultimate: Frenzied Destroyer.

Succession

- Prime: Frenzied Destroyer - Improved skill to now combo into Ultimate: Frenzied Destroyer.
- Prime: Predatory Hunt - Fixed the awkward jumping animation during the skill.
- Prime: Lava Piercer - Improved skill so now activates when holding Shift + Space after using Lava Piercer III with Prime: Lava Piercer already learned.
- Prime: Lava Piercer - Removed the text "Quick slot unavailable" from the skill description.
- Prime Raging Thunder - Improved skill duration to last longer when used after Lava Piercer.
- Prime: Ancient Wave - Increased the charging speed two-fold.
- Prime: Devastation - Increased PvP damage by approx. +15.1%.
- Prime: Beast Form - Fixed the issue where using Prime: Fierce Strike during Beast Form wouldn't apply the Super Armor effect.
- Changed the number of hits for the following skills in PvE only:

Skill	Before	Now
Prime: Fearsome Tyrant I~III	Hit Damage: 652% / 815% / 1059% x 9 Final Strike Damage: 826% / 1033% / 1342% x 6	Hit Damage: 826% / 1033% / 1342% x 14 Final Strike Damage: 826% / 1033% / 1342% x 6

Prime: Bestly Wind Slash I~IV	Hit Damage: 466% / 586% / 699% / 818% x 6 Smash Attack Hit Damage: 583% / 733% / 874% / 1023% x 2	Hit Damage: 630% / 792% / 944% / 1105% x 6 Smash Attack Hit Damage: 630% / 792% / 944% / 1105% x 3
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- Prime: Fearsome Tyrant I~III - Added Critical Hit Rate +100% for PvE only.
- Prime: Fearsome Tyrant - Improved the skill to allow the following skills to activate feral attacks during the 10 second window of Bestial Rage which activates once the skill ends.
 - Prime: Fierce Strike
 - Prime: Bestly Wind Slash
 - Prime: Predatory Hunt
- Prime: Bestly Wind Slash - Added All DP -15 per Prime: Final Strike hit when used with this skill.
- Prime: Devastation - Changed Critical Hit Rate +20 to +50% for PvE only.

Awakening

- Flow: Split Shot - Changed the actual attack range to match the skill animation and effects.
- Flow: Split Shot, Flow: Ancient Wave - Changed the skills to now combo into Titan Blow from the 3rd hit.
- Flow: Slugfest - Changed the damage for PvE as follows:

Before	Now
Hit Damage: 1210% x 10 Last Hit Damage: 1563% x 3	Hit Damage: 1563% x 10 Last Hit Damage: 1563% x 3

- Devastation IV - Changed the number of hits for PvE as follows:

Before	Now
1489% x 6	1489% x 8



- Celestial Slam - Added a new awakening skill that can be learned at Lv. 59 or higher.

- Removed the blurring effect when attacking with Heilang.
 - Changed the PvE damage and number of hits for the following skills.
- Overall PvP damage remains the same.

Skill Name	Before	After
Prime: Bolt Wave I	544% x 2	685% x 4
Prime: Bolt Wave II	604% x 2	761% x 4
Prime: Bolt Wave III	665% x 2	838% x 4
Prime: Bolt Wave IV	798% x 2	1005% x 4

Skill Name	Before	After
Prime : Lightning of Earth	Hit damage for 1,2 Hits: 848% x 2 Hit damage for 3 Hits: 1273% x 3	Hit damage for 1,2 Hits: 1273% x 2 Hit damage for 3 Hits: 1273% x 5

- Changed the PvE damage for the following skills.
- PvP damage remains the same.

Skill Name	Before	After
Prime: Allround Spinner	723% x 7 651% x 8	940% x 7 911% x 8

Skill Name	Before	After
Prime: Surging Tide I	690% x 7	863% x 7
Prime: Surging Tide II	853% x 7	1066% x 7
Prime: Surging Tide III	1015% x 7	1269% x 7

Skill Name	Before	After
Prime: Upward Claw I	746% x 3 820% x 6	820% x 3 902% x 6
Prime: Upward Claw II	824% x 3 907% x 6	907% x 3 998% x 6
Prime: Upward Claw III	903% x 3 993% x 6	993% x 3 1092% x 6
Prime: Upward Claw IV	981% x 3 1079% x 6	1079% x 3 1187% x 6

- Prime: Trample - Improved the skill to evenly deal damage within the adjusted area of effect.
- Prime: Jolt Wave - Improved the skill to evenly deal damage within the adjusted area of effect.
- Absolute: Roaring - Increased the skill's range to taunt nearby monsters.
- Absolute: Roaring - Improved to now combo into Evasion I~III.

Succession

- Prime: Void Lightning - Improved skill to now combo into Prime: Lightning of Earth's 3rd hit.
- Changed the PvE damage of the following skills:

- Prime: Jolt Wave and Prime: Trample's damage when used on cooldown remains the same as before.

Skill	Before	Now
Prime: Bolt Wave	1005% x 4	1206% x 4
Prime: Allround Spinner	Hit Damage: 940% x 7 Extra Hit Damage: 911% x 8	Hit Damage: 1053% x 7 Extra Hit Damage: 1021% x 8
Prime: Jolt Wave	Hit Damage: 1239% x 3 Extra Hit Damage: 1239% x 6	Hit Damage: 1425% x 3 Extra Hit Damage: 1425% x 6
Prime: Trample	1269% x 5	1523% x 5

- Prime: Whiplash - Added Critical Hit Rate +20% for PvE only.
- Prime: Lightning of Earth - Changed Critical Hit Rate +50% to +100% for PvE only.
- Prime: Roaring I~IV - Added Critical Hit Rate +50% for PvE only.
- Prime: Roaring IV - Increased the skill's range to taunt nearby monsters.

- Prime: Summon Heilang - Increased the summoned Heilang's damage by approx. three-fold for PvE only.

Awakening

- Flow: Ascension - Added the Bound debuff to apply to the skill's smash hit.
- Flow: Ascension - Changed the command input for the skill's smash hit.

Before	Now
↓ + F during Garuda	LMB during Garuda

- Changed the PvE damage of the following skills:

Skill	Before	Now
Moonlight Strike III	781% x 3	936% x 5
Allround Spinner IV	Hit Damage: 1084% x 7 Extra Hit Damage: 1084% x 4	Hit Damage: 1246% x 7 Extra Hit Damage: 1246% x 4

- Garuda I~III - Changed the number of hits for PvE as follows:

Before	Now
"Hit Damage: 959% / 1178% / 1397% x 2 Extra Hit Damage: 959% / 1178% / 1397% x 2"	"Hit Damage: 959% / 1178% / 1397% x 3 Extra Hit Damage: 959% / 1178% / 1397% x 4"

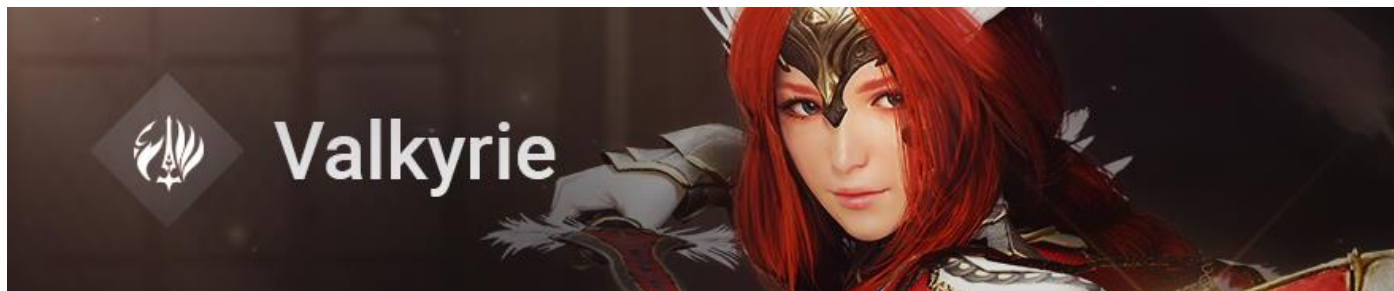
- Changed the number of hits for the following skills in PvE only:

- If you use Echo Pierce III while the skill is on cooldown and you've already learned Ultimate: Echo Pierce, the hit damage will remain the same as before.

Skill	Before	Now
Flow: Full Moon	1036% x 5	1347% x 7
Echo Pierce III	Forward Hit Damage: 841% x 3 Backward Hit Damage: 782% x 3 Hit Damage: 648% x 6 if Ultimate: Echo Pierce is learned	Forward Hit Damage: 841% x 6 Backward Hit Damage: 782% x 6 Hit Damage: 1296% x 6 if Ultimate: Echo Pierce is learned

- Flow: Ascension, Flow: Soaring Strike - Changed the number of hits from 4 to 6 for PvE only.
- Celestial Slam - Changed Critical Hit Rate +50% to 100% for PvE only.
- Surging Tide - Fixed the skill's effect to match the actual attack range when used after summoning Heilang.

- Black Spirit: Heilang: Roaring I-VI, Black Spirit: Absolute: Roaring - Removed the following unnecessary information from the skill descriptions.
 - (Damage reduced in PvP)
 - However, there was no change to the actual damage applied from before.



- Sanctitas de Enslar - Fixed issue with abnormal damage rates from the skill at level 1.
- Divina Impulsa - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Black Spirit: Sanctitas de Enslar - Fixed the issue where Black Spirit's Rage wasn't consumed under certain circumstances.
- Purificatione - Fixed the issue where the skill's add-on effects weren't being applied when used on cooldown in certain situations.
- Prime: Purificatione - Fixed the issue where the skill's add-on effects weren't being applied when used on cooldown in certain situations.
- Flow: Spinning Shield - Changed the skill's Stun debuff to apply only on the 1st hit.
- Fixed the issue where cooldown for the following skills would reset when used on cooldown.
 - Absolute: Sharp Light and lower ranks
 - Absolute: Flurry of Kicks and lower ranks
 - Absolute: Flying Kick and lower ranks
 - Absolute: Counter and lower ranks
 - Absolute: Shield Throw and lower ranks
- Heaven's Echo - Fixed the issue where you could not add and use it via Quick Slot.
- Heaven's Echo - Changed the cooldown from 25 to 40 seconds.

Succession

- Heaven's Echo - Changed so now learned as Succession: Heaven's Echo for Succession.
- Succession: Heaven's Echo - Changed the cooldown from 25 seconds to 40 seconds.
- Succession: Heaven's Echo - The All DP increase effect is as follows:

Skill		DP Effect
Succession: Heaven's Echo I		All DP +13

Succession: Heaven's Echo II		All DP +20
Succession: Heaven's Echo III		All DP +25
Succession: Absolute: Heaven's Echo		All DP +30

- Succession: Heaven's Echo - Changed the All Accuracy buff duration from 60 seconds to 10 seconds.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Prime: Sanctitas de Enslar	Marking Hit Damage: 1588% x 1 Last Hit Damage: 1324% x 3	Marking Hit Damage: 1588% x 1 Last Hit Damage: 1588% x 3
Prime: Glaring Slash IV	1205% x 5	1446% x 5

Awakening

- Death Line Chase - Improved the combo speed into Hastiludium.
- Verdict: Lancia Iustitiae - Increased the last hit's PvP damage by approx. +11%.
- Terra Sancta - Improved the combo animation into Blitz Stab.
- Promptness - Improved the combo speed into Blitz Stab.
- Castigatio I~IV - Added Critical Hit Rate +20% for PvE only.
- Sanctitas de Enslar I~III - Changed the number of hits for PvE as follows:

Before	Now
Marking Hit Damage: 938% / 1126% / 1324% x 1 Last Hit Damage: 938% / 1126% / 1324% x 3	Marking Hit Damage: 938% / 1126% / 1324% x 1 Last Hit Damage: 938% / 1126% / 1324% x 5

- Verdict: Lancia Iustitiae I~IV - Changed the PvE damage as follows:

Before	Now
Hit Damage: 659% / 758% / 857% / 956% x 6 Last Hit Damage: 737% / 839% / 942% / 1044% x 6	Hit Damage: 678% / 818% / 968% / 1242% x 6 Last Hit Damage: 759% / 906% / 1064% / 1357% x 6

- Verdict: Lancia Iustitiae IV - Reduced the cooldown from 21 seconds to 17 seconds.
- Prime : Just Counter - Changed the following commands to match the skill's actual commands.

Before	After
Hold W + LMB to perform successive attacks	Hold LMB to perform successive attacks

- Sharp Light I-IV, Absolute: Sharp Light - Improved the attacking animation to appear more natural.
- Just Counter I-III, Absolute: Just Counter, Prime: Just Counter - Fixed to combo correctly into the following skills:
 - Sharp Light I-IV, Absolute: Sharp Light
 - Glaring Slash I-V, Absolute: Glaring Slash, Prime: Glaring Slash I-IV
 - Sideways Cut I-III, Absolute: Sideways Cut
- Fixed the issue where the character's motion appeared abnormal when attempting to do consecutive jumps while putting away the weapon by pressing Tab and moving forward.
- Absolute: Ultimate Righteous Charge - Fixed the issue where the skill was dealing less PvP damage than intended.



- Succession: Magical Evasion - Skill can now be registered in the Skill Cooldown Slot.
- Core: Fissure Wave - Changed the direction of the skill's graphical effect.
- Equilibrium Break - Changed the skill's graphical effect only for Remastered mode or higher.
- Lightning Blast - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Fixed the issue where using a skill to switch from Main Weapon to Awakening stance wouldn't let you use Awakening skills in certain situations.
- Detonative Flow - Fixed the issue where you couldn't combo straight to Flow: Magical Evasion and Teleport after using the skill.
- Voltaic Pulse - Fixed the issue where Tett would sometimes disappear when using the skill.
- Fixed the issue where using the following Core skills would summon an extra summon.
 - Core: Thunder Storm
 - Core: Equilibrium Break
- Absolute: Meteor Shower - Removed the Super Armor effect when attacking.

Succession

- Prime: Voltaic Pulse - Reduced All Accuracy +30% to +12%.
- Prime: Voltaic Pulse - Removed the Super Armor effect.
- Prime: Meteor Shower: Areal - Removed the Super Armor effect when attacking.
- Prime: Equilibrium Break - Improved to now combo into Prime: Earthquake: Evade.
- Succession: Magical Evasion - Reduced cooldown from 4 to 3 seconds.
- Prime: Equilibrium Break - Changed the PvE damage as follows:

Before	Now
780% x 9	936% x 9

Awakening

- Increased the damage of the following skills:

Skill	Before	Now
Flow: Gorr Launch	Hit damage 814% x 4	Hit damage 962% x 4
Flow: Rage Tett	Hit damage 874% x 4	Hit damage 1012% x 4

- Lightning Blast - Reduced some of the shaky camera effects.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Detonative Flow III	965% x 5	1158% x 5
Equilibrium Break IV	1030% x 9	1236% x 9

- Detonative Flow I~III - Added Critical Hit Rate +30% for PvE only.
- Using the skill while it's on cooldown does not apply the Critical Hit Rate effect.
- Voltaic Pulse I~IV - Added Critical Hit Rate +50% for PvE only.
- Fissure Wave I~IV - Added Critical Hit Rate +25% for PvE only.
- Changed the descriptions of the following skills to mention the correct skills that cannot be learned after learning one of them:
 - Core: Equilibrium Break
 - Core: Fissure Wave
 - Core: Detonative Flow

- Core: Thunder Storm

● Black Spirit: Meteor Shower I-III, Blizzard I-III, Ultimate: Blizzard - Fixed to show PvP Damage reduction correctly in the skill description.

- However, there was no change to the actual damage applied from before.



● Succession : Magical Evasion - Skill can now be registered in the Skill Cooldown Slot.

● Magma Bomb - Added a new awakening skill that can be learned at Lv. 59 or higher. Wizard's.

● Fixed the issue where using a skill to switch from Main Weapon to Awakening stance wouldn't let you use Awakening skills in certain situations.

● Fixed the issue where using the following Core skills would summon an extra summon.

- Core: Chilling Wave

- Core: Aqua Jail Explosion

● Absolute: Meteor Shower - Removed the Super Armor effect when attacking.

Succession

● Prime: Voltaic Pulse - Reduced the All Accuracy buff from +30% to +12%.

● Prime: Voltaic Pulse - Removed the Super Armor effect.

● Prime: Meteor Shower: Areal - Removed the Super Armor effect when attacking.

● Prime: Equilibrium Break - Improved skill to now combo into Prime: Earthquake: Evade.

● Prime: Equilibrium Break - Changed the PvE damage as follows:

Before	Now
780% x 9	936% x 9

Awakening

● Increased the damage of the following skills:

Skill	Before	Now
Flow: Arne's Guidance	Hit damage 981% x 12	Hit damage 1090% x 12

Flow: Arne's Stream	Hit damage 814% x 4	Hit damage 942% x 4
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- Aqua Jail Explosion - Improved skill to allow Flow: Magical Evasion during use.
- Flow: Magical Evasion - Improved skill to combo smoothly into Flame Knot.
- Aqua Jail Explosion - Increased PvP damage by approx. +18.7%.
- Bolide of Destruction - Increased PvP damage by approx. +17.4%.
- Dark Flame I~IV - Added Critical Hit Rate +25% for PvE only.
- Bolide of Destruction III - Changed the PvE damage as follows:

Before	Now
1339% x 6	1606% x 6

- Changed the descriptions of the following skills to mention the correct skills that cannot be learned after learning one of them:
 - Core: Aqua Jail Explosion
 - Core: Chilling Wave
 - Core: Water Sphere
 - Core: Bolide of Destruction
- Black Spirit: Meteor Shower I-III, Blizzard I-III, Ultimate: Blizzard - Fixed to show PvP Damage reduction correctly in the skill description.
 - However, there was no change to the actual damage applied from before.



- Eradicate - Added a new awakening skill that can be learned at Lv. 59 or higher.

Succession

- Prime: Gale - Changed the skill's PvE damage and Critical Hit Rate as follows, and adjusted the area of effect to match the visual effect.
 - PvP damage remains the same.

Skill Name	Before	After
Prime: Gale I	1,2 Hit Damage 603% x 3 3 Hit Damage 633% x 6 Critical Hit Rate +20%	1,2 Hit Damage 922% x 3 3 Hit Damage 922% x 6 Critical Hit Rate +30%
Prime: Gale II	1,2 Hit Damage 684% x 3 3 Hit Damage 718% x 6 Critical Hit Rate +30%	1,2 Hit Damage 1098% x 3 3 Hit Damage 1098% x 6 Critical Hit Rate +40%
Prime: Gale III	1,2 Hit Damage 1084% x 3 3 Hit Damage 1247% x 6 Critical Hit Rate +30%	1,2 Hit Damage 1462% x 3 3 Hit Damage 1462% x 6 Critical Hit Rate +50%

- Prime: Carver - Changed the PvE damage as follows, and marginally increased the area of effect.
- PvP damage remains the same

Skill Name	Before	After
Prime: Carver	684% x 2 684% x 3	958% x 2 958% x 3

- Prime: Divider - Changed the PvE damage as follows, and added a Critical Hit Rate +50% buff for PvE only.
- PvP damage remains the same

Skill Name	Before	After
Prime: Divider I	622% x 2, Max 2 Hits 682% x 4	715% x 2, Max 2 Hits 784% x 4
Prime: Divider II	732% x 2, Max 2 Hits 774% x 4	842% x 2, Max 2 Hits 890% x 4
Prime: Divider III	862% x 2, Max 2 Hits 933% x 4	991% x 2, Max 2 Hits 1073% x 4
Prime: Divider IV	1153% x 2, Max 2 Hits 1206% x 4	1326% x 2, Max 2 Hits 1387% x 4

- Prime: Cyclone Slash - Changed the PvE damage and Critical Hit Rate as follows.
- PvP damage remains the same.

Skill Name	Before	After
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Prime: Cyclone Slash I	744% x 5, 962% x 4 Critical hit rate 20%	1106% x 5, 1106% x 4 Critical hit rate 30%
Prime: Cyclone Slash II	797% x 5, 1002% x 4 Critical hit rate 30%	1152% x 5, 1152% x 4 Critical hit rate 40%
Prime: Cyclone Slash IV	806% x 5, 1068% x 4 Critical hit rate 30%	1228% x 5, 1228% x 4 Critical hit rate 50%

- Prime: Blind Slash - Changed the PvE damage as follows.
- PvP damage remains the same.

Skill Name	Before	After
Prime: Blind Slash	615% x 3, 756% x 2	750% x 3, 922% x 2

- Prime: Rising Storm - Increased the PvE damage by 36% when used on cooldown.
- PvP damage remains the same

Awakening

- Changed the PvE damage for the following skills.
- PvP damage remains the same.

Skill Name	Before	After
Below the Belt I	813% x 5 813% x 3	976% x 5 976% x 3
Below the Belt II	944% x 5 944% x 3	1133% x 5 1133% x 3
Below the Belt III	1075% x 5 1075% x 3	1290% x 5 1290% x 3

Skill Name	Before	After
Crust Crusher IV	1413% x 8	1583% x 8

- Projection - Changed the summon's PvE damage as follows, and added a Critical Hit Rate +100% effect for the summon's hits in PvE only.
- PvP damage remains the same.

Skill Name	Before	After
Projection I	585% x 11	1002% x 11
Projection II	709% x 11	1214% x 11
Projection III	819% x 11	1403% x 11

- Core: Projection - Fixed the issue where the Blade summon would be summoned twice in certain situations after having learned the skill.

- Flow: Dash Slash - Increased the PvE damage and changed the number of extra hits as follows.
- Overall PvP damage remains the same

Skill Name		Before	After
Flow: Dash Slash		840% x 4, 1048% x 3	1048% x 4, 1258% x 4

- Flow: Foul Play - Increased the PvE damage and changed the number of hits as follows.
- PvP damage remains the same

Skill Name	Before	After
Flow: Foul Play	1522% x 7	1674% x 8

- Flow: Nemesis Slash - Changed the skill to have its own damage.
- Flow: Nemesis Slash - Changed the skill to combo smoothly into Flow: Dash Slash and Below the Belt.
- Flow: Dash Slash, Eradicate - Fixed the issue where the skills' descriptions displayed the wrong commands.
- Eradicate - Removed details on comboing into Flow: Nemesis Slash from the skill's description.
- Counter Assassination - Fixed the issue where the skill dealt higher damage than displayed. (PvP damage remains the same)
- Blind Thrust - Improved skill so now combos into Stub Arrow: Evasive Shot.
- Fixed the issue where the cooldown for the following skills would reset when used on cooldown.

- Absolute: Carver and lower ranks, Absolute: Stub Arrow and lower ranks, Stub Arrow: Double Shot, Stub Arrow: Triple Shot

- All skill ranks of Upper Kick, Blunt Kick, Sweep Kick, and Roundhouse Kick"

Succession

- Chase - Improved skill so now combos more smoothly into Prime: Carver.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Prime: Rising Storm IV	1301% x 6	1561% x 6
Prime: Crust Crusher	1413% x 6	1583% x 6
Prime: Blooming	Hit Damage: 754% x 3 Extra Hit Damage: 1004% x 3, Max 4 Hits	Hit Damage: 754% x 3 Extra Hit Damage: 1255% x 3, Max 4 Hits

Awakening

- Musa's Soul - Increased All AP +20 to +30.
- Eradicate - Changed the skill to no longer activate first when Crosscut was used after using Chase in the forward direction.
- Black Spirit: Flow: Dash Slash - Added the Super Armor effect.
- Spinner - Improved skill to increase Attack Speed upon using the skill and not on the 3rd hit.
- Fiery Crevice - Changed the number of hits as follows:

Skill	Before	Now
Fiery Crevice	Reduced number of hits for PvP	Reduced number of hits when used on cooldown.

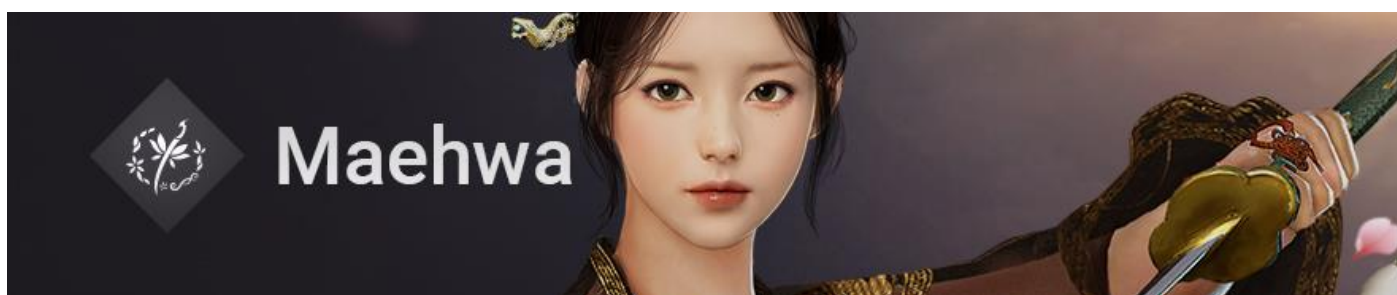
- Flow: Dash Slash - Increased PvP damage by approx. +17%.
- Below the Belt - Increased PvP damage by approx. +13%.
- Crust Crusher - Improved skill so now combos more smoothly into Eradicate.
- Below the Belt III - Changed the PvE damage as follows:

Before	Now
Hit Damage: 1290% x 5 Extra Hit Damage: 1290% x 3	Hit Damage: 1483% x 5 Extra Hit Damage: 1483% x 3

- Changed the number of hits for PvE as follows:

Skill	Before	Now
Eradicate	1376% x 3, Max 2 Hits	1376% x 5, Max 2 Hits
Flow: Backflow	1213% x 5	1213% x 7

- Charged Stub Arrow - Fixed the issue where the arrow appeared abnormal when comboing with other skills.
- Stub Arrow, Charged Stub Arrow - Fixed the issue where the Horn Bow appeared abnormal when comboing into other skills.
- Fixed the sample videos of the following skills where the sub-weapon appeared abnormal.
 - Stub Arrow, Arrow Grapple, Stub Arrow: Double Shot, Stub Arrow: Triple Shot, Charged Stub Arrow, Charged Stub Arrow: Evasion, Charged Stub Arrow: Enhanced, Blooming, Blooming: Phantom
- Charged Stub Arrow, Charged Stub Arrow: Enhanced - Fixed to show PvP Damage increase correctly in the skill description.
 - However, there was no change to the actual damage applied from before.
- Absolute: Charged Stub Arrow, Black Spirit: Prim: Dragon Bite I-IV - Fixed to show PvP Damage reduction correctly in the skill description.
 - However, there was no change to the actual damage applied from before.



- Core: Petal Bloom - Fixed issue with the skill's graphic effects so that they're properly displayed when the skill is used after Chase.
- Flow: Frostflower - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Absolute: Divider, Prime: Divider I - Fixed the issue where you could learn both skills at once.
 - If you had learned both skills, using either will now activate Prime: Divider, and resetting your skills will return the skill point you used to learn Absolute: Divider.
- Core: Sticky Snowflake - Fixed the issue where the non-Core version of the skill would activate when using the skill from the Quick Slot.
- Blind Thrust - Improved skill so now combos into Stub Arrow: Evasive Shot.
- Fixed the issue when using the following skills on cooldown would reset their cooldown time.
 - Absolute: Carver and lower ranks, Absolute: Stub Arrow and lower ranks, Stub Arrow: Double Shot, Stub Arrow: Triple Shot
 - All ranks of Upper Kick, Blunt Kick, Sweep Kick, Roundhouse Kick

Succession

- Prime: Decapitation, Prime: Sticky Snowflake - Improved to now activate after Prime: Red Moon's 1st hit.
- Prime: Red Moon II, III - Fixed the issue where skills wouldn't activate with the Shift + Q command input on the last hit of Prime: Divider without having learned Ultimate Chaos: Red Moon.
- Prime: Sticky Snowflake - Added Critical Hit Rate +25% for PvE only.

- Prime: Decapitation IV - Changed the number of hits for PvE as follows:

Before	Now
Hit Damage: 977% x 3 Extra Hit Damage: 1388% x 4	Hit Damage: 977% x 3 Extra Hit Damage: 1388% x 6

- Changed the PvE damage of the following skills:
- Prime: Sticky Snowflake's damage when used on cooldown remains the same as before.

Skill	Before	Now
Prime: Blooming III	Hit Damage: 1392% x 3 Extra Hit Damage: 723% x 10	Hit Damage: 1392% x 3 Extra Hit Damage: 939% x 10
Prime: Sticky Snowflake	1010% x 5	1212% x 5

Awakening

- Petal Bloom, Flow: Moonlight Dash - Improved skill so now combos into Chase, Stigma.
- Black Spirit: Sticky Snowflake I~IV - Fixed the issue where the All Evasion -3% for 10 seconds debuff wouldn't apply on hit.
- Sticky Snowflake I~IV - Added Critical Hit Rate +25% for PvE only.
- Flow: Tip of an Iceberg - Added Critical Hit Rate +30% for PvE only.
- Petal Bloom III - Changed the PvE damage as follows:

Before	Now
Hit Damage: 1219% x 5 Charged Hit Damage: 1219% x 8	Hit Damage: 1462% x 5 Charged Hit Damage: 1462% x 8

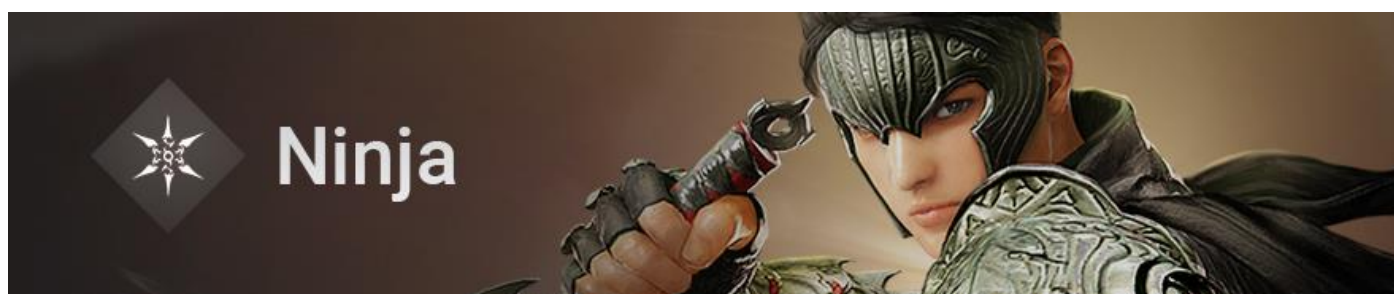
- Frost Pillars III - Changed the number of hits for PvE as follows:

Before	Now
Hit Damage: 1526% x 4	Hit Damage: 1526% x 6

- Charged Stub Arrow - Fixed the issue where the arrow appeared abnormal when comboing with other skills.
- Stub Arrow, Charged Stub Arrow - Fixed the issue where the Horn Bow appeared abnormal when comboing into other skills.
- Charged Stub Arrow, Charged Stub Arrow: Enhanced - Fixed to show PvP Damage increase correctly in the skill description.
- However, there was no change to the actual damage applied from before.

- Flow: Cloud Stab, Absolute: Charged Stub Arrow, Black Spirit: Chaos: Red Moon I-III, Black Spirit: Absolute: Red Moon - Fixed to show PvP Damage reduction correctly in the skill description.
- However, there was no change to the actual damage applied from before.
- Black Spirit: Chaos: Red Moon I-III, Black Spirit: Absolute: Red Moon - Fixed the Hit Damage descriptions to match the actual motion of the skills.

Before	After
1st Hit Damage 365% x 7	1 Hit Blade Damage 365% x 7
1st Hit Damage 547% x 2	1 Hit Slash Damage 547% x 2
2nd Hit Damage 365% x 7	2 Hit Blade Damage 365% x 7
2nd Hit Damage 547% x 2	2 Hit Slash Damage 547% x 2
3rd Hit Damage 365% x 7	3 Hit Blade Damage 365% x 7
3rd Hit Damage 547% x 3	3 Hit Slash Damage 547% x 3



- Fixed issue where Shuriken Throw would be prioritized over other skills when used in combination after Ninja Step.
- Flashing Light - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Suicide Fall - Improved skill to now be usable via Quick Slot.
- Ghost Claw - Changed the 10-second Attack Speed buff from +10% to +17%.

Succession

- Prime: Shadow Slash II, III - Fixed the issue where the Attack Speed effect would stack with Ghost Claw's.
- Prime: Shadow Slash II, III - Changed the 10-second Attack Speed buff from +6%, +7% to 10%.
- Prime: Black Moonlight I~III - Added Critical Hit Rate +25% for PvE only.
- Prime: Blade Spin I~III - Added Critical Hit Rate +15% for PvE only.

Awakening

- Asura - Changed the 30 second All Accuracy buff from +15% to +20%.

- Suicide Fall - Improved skill to now be usable via Quick Slot with the Sura Katana.
- Flashing Light - Improved skill to combo faster into Bloodthirst: Katana Shower and Drastic Measure.
- Flashing Light - Improved skill to combo into Ninjutsu: Shadow Stomp by pressing Space after use.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Flow: Execution	1115% x 4	1448% x 4
Corrupt Sword Dance I~IV	585% / 694% / 804% / 913% x 3, Max 3 Hits	661% / 784% / 909% / 1032% x 3, Max 3 Hits
Flow: Mach Explosion	Explosive Hit Damage: 1236% x 7	Explosive Hit Damage: 1422% x 7
Vacuum Slash	Hit Damage: 753% x 6 Slash Hit Damage: 978% x 4	Hit Damage: 902% x 6 Slash Hit Damage: 1100% x 4
Serpent Ascension III	Hit Damage: 968% x 7 Blade Hit Damage: 1120% x 6	Hit Damage: 1161% x 7 Blade Hit Damage: 1344% x 6

- Drastic Measure I~III - Changed the number of hits for PvE as follows:

Before	Now
Hit Damage: 1383% / 1502% / 1624% x 3 Charged Hit Damage: 1383% / 1502% / 1624% x 6	Hit Damage: 1383% / 1502% / 1624% x 5 Charged Hit Damage: 1383% / 1502% / 1624% x 8

- Flashing Light - Changed the PvE damage and number of hits as follows:

Before	Now
1401% x 7	1541% x 9

- Flashing Light - Changed Critical Hit Rate +50% to +100% for PvE only.
- Bloodthirst: Katana Shower IV - Changed the number of hits for PvE as follows:

Before	Now
Slash Hit Damage: 1485% x 1 Blade Hit Damage: 1485% x 7 Last Hit Damage: 1862% x 2	Slash Hit Damage: 1485% x 1 Blade Hit Damage: 1485% x 8 Last Hit Damage: 1862% x 3

- Murderous Intent I~III - Changed the number of hits for PvE from 3 hits to 5 hits.

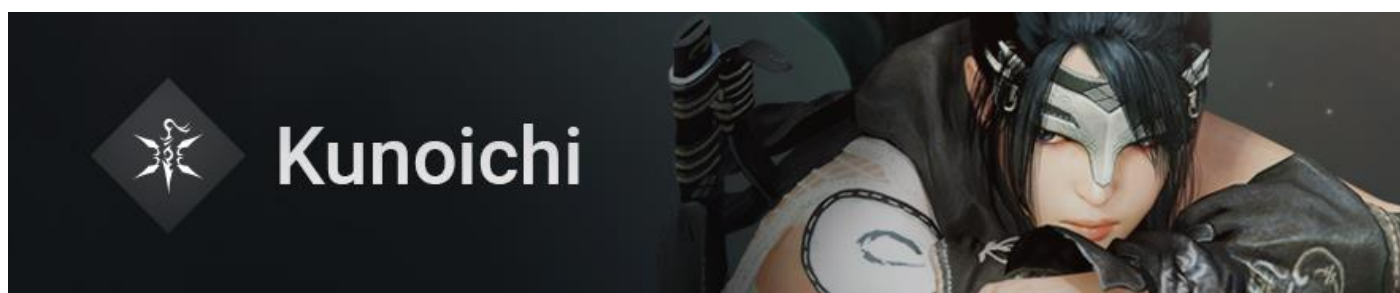
- Flashing Light - Changed to activate in the direction the character is facing after moving backward.
- Corrupt Sword Dance I~IV - Added Critical Hit Rate +100% for PvE only.
- Double Sword Stance - Increased the skill's speed for activating and comboing into Corrupt Sword Dance, Sudden Decapitation, and Seamless.
- Double Sword Stance - Improved to combo more smoothly into Sura ChaoSpree after using Seamless during the skill.
- Double Sword Stance - Changed so the skill is maintained and can activate Corrupt Sword Dance and Sudden Decapitation when used after Ghost Step and Ninja Step.
- Ghost Step, Ninja Step - Changed to now combo into Seamless.
- Removed collision detection during the following skills' hits:
 - 2nd and 3rd Hits of Seamless
 - 2nd Hit of Corrupt Sword Dance in Double Sword Stance
 - 3rd Hit of Sudden Decapitation in Double Sword Stance
- Increased the attack range of the following skills' hits:
 - 1st Hit of Seamless
 - 2nd Hit of Corrupt Sword Dance in Double Sword Stance
- Ghost Claw, Ghost Slash - Improved to activate even when not standing in place after switching to Awakening stance while using the skills.
- Flashing Light - Fixed the issue where the backward movement of the skill would be shorter if it was used after hitting Bloodthirst: Katana Shower.
- Ninjutsu : Shadow Stomp I-IV, Absolute: Shadow Stomp - Fixed the issue where Awakening skills could not be used after pressing space bar when having comboed the skills with Flashing Light.
- Ninjutsu : Oni Shadow - Fixed the issue where using Ghost Step from a quick slot while using the skill causes you to get out of stealth.
- Shuriken : Moon Dive - Removed the following line about comboing with Ghost Step.
 - When using Ghost Step while maintaining the effect of being invisible to enemies, the character's state will convert to Concealment.
- Flashing Light - Fixed to combo properly into Ninjutsu: Shadow Stomp when pressing the Spacebar during use.
- Flashing Light - Fixed the issue where the backward movement of the skill would be shorter if it was used after hitting Core: Bloodthirst: Katana Shower.
- Sura ChaoSpree - Fixed the Hit Damage descriptions to match the actual motion of the skill.

Before	After
Hit Damage 1055% x 12	1st Hit Damage 1055% x 6 2nd Hit Damage 1055% x 6

- Shuriken: Flight I-III - Fixed to show PvP Damage reduction correctly in the skill descriptions.
 - However, there was no change to the actual damage applied from before.

- Brace - Fixed the issue where pressing Space Bar after using the skill while Prime: Smokescreen was on cooldown would cause the character to stop moving for a moment.
- Flashing Light - Fixed the issue where the backward movement of the skill would be shorter if it was used after a particular motion of Bloodthirst: Katana Shower.
- Killer Training I-XXI - Changed the numbers for the Melee Evasion Rate effect on the skills to match their actual effect. - However, the evasion rate is still the same as before.

Before	After
Melee Evasion Rate +1%	Melee Evasion Rate +0.25%



- Moon Storm - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Prime: Shadow Stomp - Fixed the issue where the Shadow Clone buff would apply when Kunoichi was hit while using the skill.
- Absolute: Shadow Explosion - Fixed the issue where the skill demo video was displayed abnormally.
- Flow: Chakram Rise - Changed the PvE damage and number of hits as follows. - Overall PvP damage remains the same.
- Kunai Block - Fixed the issue where the Kunai would disappear when using the skill.

Skill Name	Before	After
Flow: Chakram Rise	1245% x 4	1185% x 6

- Flow: Chakram Rise - Decreased cooldown from 6 to 5 seconds.
- Flow: Chakram Rise - Improved the skill to now combo into Moon Storm.
- Half Moon Slash - Added the "no collision while moving" effect to the skill.
- Changed the PvE damage for the following skills. - PvP damage remains the same.

Skill Name	Before	After
Wheel of Wrath I	770% x 5, Max 2 hits	750% x 6, Max 2 hits
Wheel of Wrath II	978% x 5, Max 2 hits	958% x 6, Max 2 hits
Wheel of Wrath III	1186% x 5, Max 2 hits	1080% x 6, Max 2 hits

Skill Name	Before	After
Flow: Indignation	1450% x 4	1180% x 6

Skill Name	Before	After
Moon Storm	Extra Hit Damage 1141% x 7	Extra Hit Damage 1270% x 7

Skill Name	Before	After
Lethal Spin Spree IV	Hit damage 939% x 12 Extra Hit Damage 939% x 8	Hit damage 969% x 12 Extra hit damage 969% x 8

Skill Name	Before	After
Chain Crash: Sah Chakram	1254% x 9	1312% x 9

- Chain Crash: Sah Chakram - Added Critical Hit Damage +5% for 10 sec to the skill.
- Suicide Fall - Improved skill to now be usable Quick Slot.

Succession

- Prime: Shackles - Increased PvP damage by approx. +12.8%.
- Prime: Wheel of Wrath - Changed the PvE damage as follows:

Before	Now
1st Hit Damage: 636% x 5 2nd Hit Damage: 1214% x 8	1st Hit Damage: 827% x 5 2nd Hit Damage: 1214% x 8

- Prime: Shadow Explosion - Added Critical Hit Rate +25% for PvE only.
- Prime: Tendon Cutter III - Added Critical Hit Rate +25% for PvE only.
- Prime: Shadow Clone IV - Changed the number of hits for PvE as follows:

Before	Now
1686% x 5	1686% x 7

Awakening

- Suicide Fall - Improved skill to now be usable via Quick Slot with the Sah Chakram.
- Chain Crash: Sah Chakram - Fixed the description to match the actual skill effect as follows:

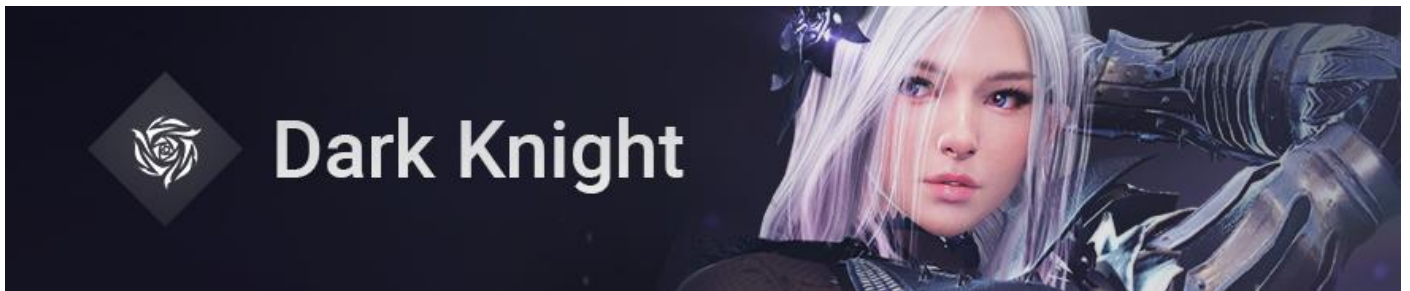
Skill	Before	Now
Chain Crash: Sah Chakram	Critical Hit Damage +5% for 10 seconds	Critical Hit Damage +5% for 10 seconds (not applied when used on cooldown)

- Changed the PvE damage of the following skills:
- Chain Crash: Sah Chakram's damage when used on cooldown remains the same as before.

Skill	Before	Now
Moon Storm	Hit Damage: 754% x 4 Extra Hit Damage: 1270% x 7	Hit Damage: 1270% x 4 Extra Hit Damage: 1450% x 7
Chain Crash: Sah Chakram	1312% x 9	1574% x 9
Flow: Wrath	1297% x 6	1491% x 6
Flow: Indignation	1180% x 6	1357% x 6
Flow: Chakram Rise	Hit Damage 1185% x 6	Hit Damage 1555% x 6

- Lunatic Discus - Added Critical Hit Rate +40% for PvE only.
- Halo - Reduced DP -15 to -20.
- Moon Storm - Improved the 2nd hit to now combo into Flow: Indignation and Flow: Wrath.
- Ninjutsu : Oni Shadow - Fixed the issue where using Ghost Step from a quick slot while using the skill cause you to get out of stealth.
- Killer Training I-XXI - Changed the numbers for the Melee Evasion Rate effect on the skills to match their actual effect.
- However, the evasion rate is still the same as before.

Before	After
Melee Evasion Rate +1%	Melee Evasion Rate +0.25%



- Dark Nebula - Added a new awakening skill that can be learned at Lv. 59 or higher.

Succession

- Changed the PvE damage and number of hits for the following skills.

- Overall PvP damage remains the same

Skill Type	Before	After
Prime: Spirit Legacy	981% x 8	1128% x 8

Skill Type	Before	After
Prime: Lunacy of Vedir III	1403% x 6	1403% x 8

Skill Type	Before	After
Prime: Twilight Dash	880% x 6 616% x 6	1056% x 6 840% x 6

Skill Type	Before	After
Prime: Pervasive Darkness	1 Hit damage 1440% x 3 2 Hit damage 1440% x 1, max 4 Hits	1 Hit damage 1440% x 4 2 Hit damage 1440% x 1, max 4 Hits

- Prime: Wheel of Fortune IV - Added a Critical Hit Rate +25% effect for PvE only.
- Prime: Kamasylyvia Slash III - Added a Critical Hit Rate +25% effect for PvE only.

Awakening

- Core: Spirit Hunt - Fixed the issue where the regular version of Spirit Hunt would activate when used in a combo after certain skills.
- Changed the PvE damage and number of hits for the following skills.
 - However, their overall PvP damage remains the same.

Skill Type	Before	After
Seed of Catastrophe IV	1178% x 5	1178% x 7

Skill Type	Before	After
Flow: Root of Catastrophe	1297% x 5	1297% x 7

Skill Type	Before	After
Shattering Darkness III	1070% x 5 (Phantom Blade Damage)	1351% x 5 (Phantom Blade Damage)

Skill Type	Before	After
Flow: Bombardment	1032% x 3 (Phantom Blade Damage)	1032% x 5 (Phantom Blade Damage)

Skill Type	Before	After
Unveiled Fate	405% x 8 (Extra Hit Damage)	730% x 8 (Extra Hit Damage)

- Fixed the issue where switching to a non-combat stance while moving forward in awakening stance would allow her to activate main weapon skills quicker than normal.
- Core: Spirit Hunt - Fixed the issue where using this skill while in Main Weapon stance would cause the skill to trigger in place.
- Dusk I-II, Dusk: Hallucination - Increased the maintained duration of the Invincibility effect.
- Nocturne, Absolute: Nocturne - Changed to keep the camera facing the same direction as the character after failing to attack the enemy's rear with ↑ or RMB during use.
- Nocturne, Absolute: Nocturne - Increased combo speed into other skills after Backward Evasion (↓) during use.
- Absolute: Enforcement - Increased PvP damage by approx. +8%.

- Absolute: Kamasylyvia Slash - Increased PvP damage by approx. +21.9%.
- Absolute: Wheel of Fortune - Increased PvP damage by approx. +11.5%.

Succession

- Prime: Spirit Absorption - Changed the All Accuracy buff from +15% to +20%.
- Prime: Nocturne Changed to keep the camera facing the same direction as the character after failing to attack the enemy's rear with ↑ or RMB during use.
- Prime: Nocturne - Increased combo speed into other skills after Backward Evasion (↓) during use.
- Prime: Twilight Dash - Added the Super Armor effect during use.
- Prime: Slanted Balance - Changed how damage is applied as follows:
- However, the Floating debuff is applied in the same area as before."

Before	Now
Hit damage 1120% x 1, Max 5 Hits	Hit damage 1120% x 5

- Increased PvP damage of the following skills:
- Prime: Air Strike - Approx. +15.8%
- All ranks of Prime: Kamasylyvia Slash - Approx. +18.2%
- All ranks of Prime: Wheel of Fortune - Approx. +11.5%
- Prime: Spirit Legacy - Approx. +14.1% (However, PvP damage when used on cooldown is the same as before.)
- Prime: Kamasylyvia Slash I~III - Changed the skill as follows:
- Fixed the issue where the skill wouldn't activate in certain directions after comboing from Dusk.
- Changed the skill to now activate even while charging after comboing from Dusk.
- Prime: Kamasylyvia Slash III - Changed the number of hits for PvE as follows:

Before	Now
Hit Damage: 1710% x 4 Charged Hit Damage: 1710% x 6	Hit Damage: 1710% x 5 Charged Hit Damage: 1710% x 7

- Prime: Kamasylyvia Slash III - Changed Critical Hit Rate +50% to 100% for PvE only.
- Prime: Wheel of Fortune IV - Changed Critical Hit Rate +25% to 50% for PvE only.

Awakening

- Overlord - Changed All Accuracy +15% to +20%.
- Twilight Dash - Added the Super Armor effect during use.
- Spirit Hunt I~III - Increased combo speed into other skills.
- Flow: Spirit Blaze - Replaced Knockdown with Down Smash on hit.
- Spirit Legacy I~III - Increased PvP damage by approx. +14.1%.
- However, PvP damage when used on cooldown is the same as before.

- Shattering Darkness I~III, Flow: Bombardment - Increased PvP damage by approx. +16.2%.
- Dark Nebula - Increased PvP damage by approx. +8.3%.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Spirit Hunt III	1164% x 4	1338% x 4
Seed of Catastrophe IV	1178% x 7	1354% x 7
Flow: Root of Catastrophe	1297% x 7	1491% x 7
Dark Nebula	1st Hit Damage: 1118% x 6 2nd Hit Damage: 1118% x 4	1st Hit Damage: 1341% x 6 2nd Hit Damage: 1341% x 4
Spirit Legacy III	1128% x 8	1297% x 8
Spirit Blaze IV	Hit Damage: 603% x 3 Extra Hit Damage: 603% x 3	Hit Damage: 1205% x 3 Extra Hit Damage: 1205% x 3

- Changed the number of hits for the following skills in PvE only:

Skill	Before	Now
Shattering Darkness III	Phantom Blade Damage: 1351% x 5 Magic Hit Damage: 616% x 1, Max 11 Hits	Phantom Blade Damage: 1351% x 7 Magic Hit Damage: 801% x 1, Max 11 Hits
Flow: Bombardment	Phantom Blade Damage: 1032% x 5 Magic Hit Damage: 593% x 1, Max 11 Hits	Phantom Blade Damage: 1032% x 7 Magic Hit Damage: 771% x 1, Max 11 Hits

- Core: Spirit Hunt - Fixed the issue where your character moved abnormally when using ↑ + RMB while the skill was on cooldown after switching to your Main Weapon.
- Soul Snatch - Fixed to show PvP Damage reduction correctly in the skill description.
- However, there was no change to the actual damage applied from before.
- Nocturne, Absolute: Nocturne, Prime: Nocturne - Fixed the issue where other skills that do not combo with Nocturne could be used while invisible.
- Nocturne, Absolute: Nocturne, Prime: Nocturne - Fixed the issue where your character would turn the other way while standing in place instead of moving behind the enemy when pressing W while targeting the enemy from a certain distance.
- Dusk, Chain: Dusk - Fixed the issue where your attack would be canceled when attacking with the skills moving left while charging Prime: Kamasyvia Slash I~III during the cooldown of the skills.
- Prime: Enforcement III - Fixed the issue where the actual number of hits was lower than the number of hits in the skill description.

- Core: Seed of Catastrophe, Seed of Catastrophe IV - Fixed the issue where the actual number of hits was lower than the number of hits in the skill description.
- Absolute: Hidden Strike - Changed the description to match the actual Critical Hit Rate.
- However, the actual PvE and PvP damage applied is the same as before.

Before	After
Critical Hit Rate 100%	Critical Hit Rate 100% (Applied only to monsters)



- Wolf's Hunger - Fixed the issue where the character would chase the previous target when using Rampaging Predator or Absolute: Rampaging Predator after Wolf's Hunger or Absolute: Wolf's Hunger.
- Autumn Blaze - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Crouching Wolf - Fixed the issue where Striker would sporadically freeze when using the skill.
- Fixed the issue where using the following Core skills would summon an extra summon.
 - Core: Ultimate Crush
 - Core: Endless Explosion
 - Core: Infernal Destruction
 - Core: Skull Crusher
- Flow: Nimbus Strike - Increased the distance traveled.
- Improved the following skills to activate with the Martial Spirit effect.
 - Prime: Wolf's Fang, Prime: Rage Hammer, Prime: Wolf's Hunger, Prime: Adamantine I~IV, Ultimate Crush I~IV, Ferocious Assault, Autumn Blaze, Flow: Crosswind

Succession

- Prime: Unleashing Potential - Added All AP +20 for 30 seconds.
- Prime: Wolf's Hunger - Increased the speed of comboing into Massive Suppression from the skill's last hit.
- Prime: Wolf's Hunger - Improved skill to now combo into the following skills during use:
 - Prime: Rage Hammer, Knee Hammer, Adamantine, Crimson Fang, Prime: Rampaging Predator, Twisted Collision

Awakening

- Descent of Fury - Added All Evasion +15% for 30 seconds.
- Ferocious Assault - Fixed the issue where getting hit during use would reduce the distance traveled.

- Black Spirit: Echo Spirit - Increased the duration of the Invincibility effect during use.
- Twisted Collision - Improved skill to now combo into Flow: Crosswind after use.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Autumn Blaze	1st Hit Damage: 1211% x 2 Last Hit Damage: 1211% x 5	1st Hit Damage: 1393% x 2 Last Hit Damage: 1393% x 5
Skull Crusher IV	1026% x 7	1282% x 7

- Flow: Skull Hammer - Changed the number of hits for PvE from 4 hits to 5 hits.
- Echo Spirit - Fixed to show PvP Damage reduction correctly in the skill description.
- However, there was no change to the actual damage applied from before.
- Black Spirit: Rage Hammer I~V - Changed its description to match its actual damage.
- The actual amount of damage dealt is the same as before.

Before	Now
Hit Damage 461% x 16	Hit Damage 654% x 16



- Gushing Waters - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Changed the PvE damage for the following skills.
- PvP damage remains the same.

Skill Name	Before	After
Prime: Thunder Pound IV	Hit damage 904% x 9 Last hit damage 720% x 5	Hit damage 1139% x 9 Last hit damage 828% x 5

Skill Name	Before	After
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Prime: Tornado Kick III	888% x 6	1156% x 6
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Skill Name	Before	After
Prime: Soul Basher III	Hit damage 655% x 3 Combo damage 655% x 6 Last hit damage 655% x 6	Hit damage 734% x 3 Combo damage 734% x 6 Last hit damage 734% x 6

- Prime: Rage Hammer - Added a Critical Hit Rate +50% effect for PvE only.
- Prime: Roaring Tiger - Added a Critical Hit Rate +25% effect for PvE only.
- Fixed the issue where using the following Core skill would summon an extra summon.
- Core: Sea Burial activated with 30 Martial Spirit Shards

Succession

- Succession: Flash Step - Improved skill to allow for consecutive use backward twice.
- Succession: Silent Step - Added the skill for Succession. Improved skill to allow for consecutive use 2 times laterally when holding the command after Silent Step III.
- Martial Spirit Shard - Improved skill so now recovers additional shards when using Succession skills consecutively for 2 times instead of 3.
- Increased the PvP damage of the following skills:
 - Prime: Thunder Pound - Approx. +30%
 - Prime: Sea Burial - Approx. +21%
 - Prime: Wave Orb - Approx. +25%
 - Prime: Rage Hammer - Approx. +19%
 - Prime: Roaring Tiger - Approx. +26%
 - Prime: Tornado Kick - Approx. +32%
 - Prime: Soul Basher - Approx. +30%

- Changed the PvE damage of the following skills:

Skill	Before	Now
Prime: Thunder Pound IV	Hit Damage: 1139% x 9 Last Hit Damage: 828% x 5	Hit Damage: 1366% x 9 Last Hit Damage: 993% x 5
Prime: Soul Basher III	Hit Damage: 734% x 3 Combo Damage: 734% x 6 Last Hit Damage: 734% x 6	Hit Damage: 880% x 3 Combo Damage: 880% x 6 Last Hit Damage: 880% x 6

- Prime: Sweeping Kick I-III - Added Critical Hit Rate +25% for PvE only.

Awakening

- Dragonize - Added All AP +20 for 30 seconds.
- Infinite Fortitude - Improved skill to combo into Flash Step, Silent Step during use.

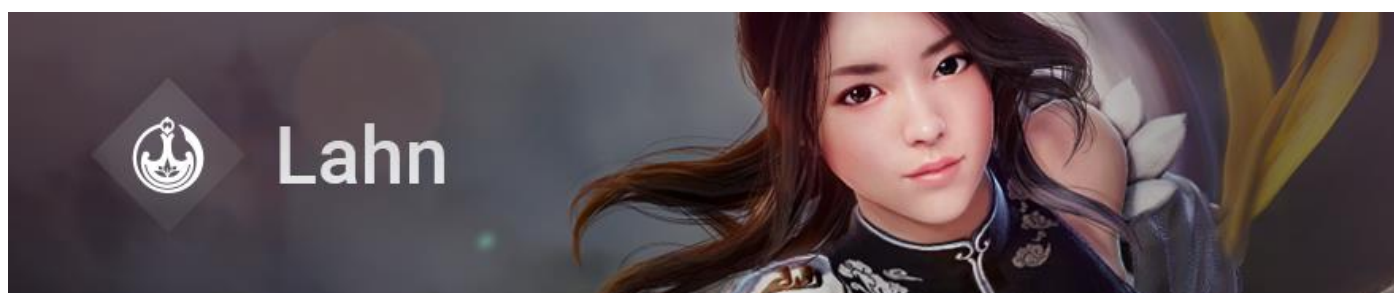
- Comboing into Flash Step or Silent Step before Infinite Fortitude's explosion attack goes off will not apply the skill's buff effect.

- Infinite Fortitude - Improved the skill's explosion attack to apply All Damage Reduction +60% for 3 seconds.
- Dragon's Rip - Improved skill so now applies Movement, Attack, and Casting Speeds -30% on hit.
- Increased PvP damage of the following skills:
 - Wave Orb - Approx. +11%
 - Sea Burial - Approx. +10%
 - Rising Dragon - Approx. +14%
 - Flow: Wave Orb - Approx. +31%

• Changed the PvE damage of the following skills:

Skill	Before	Now
Sea Burial III	1004% x 6	1205% x 6
Hurricane Sweep	830% x 5, Max 3 Hits	1003% x 5, Max 3 Hits
Wave Orb I~III	886% / 976% / 1064% x 7	1001% / 1103% / 1202% x 7

- Rising Dragon IV - Changed Critical Hit Rate +25% to 50% for PvE only.
- Hidden Claw I-IV, Absolute: Hidden Claw in Succession - Fixed the issue where the consecutive hits would not active when using these skills.
- Infinite Fortitude - Fixed to show PvP Damage reduction correctly in the skill description.
 - However, there was no change to the actual damage applied from before.



- Morning Dew - Fixed issue with character's motion being abnormal when using this skill under a certain situation.
- Binding Chains - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Dismemberment III~IV, Absolute: Dismemberment - Reduced the Stamina consumed from 200 to 150.
- Stately Dignity I~III - Added the following effect:
 - Attack/Movement Speed +3% for 15 seconds during use
- Stately Dignity I~III - Increased the range of attracting the attention of nearby opponents when using the skill.
- Stately Dignity III - Reduced the cooldown from 20 to 15 seconds.

Succession

- Prime: Crescent Charm - Added Critical Hit Rate +20% for 30 seconds.
- Prime: Bleeding Hearts - Increased PvP damage by approx. +23%.
- Prime: Salp'uri Purge - Increased PvP damage by approx. +11%.
- Prime: Blooming Nether Flower I-IV - Added Critical Hit Rate +25% for PvE only.

Awakening

- Annihilator - Added All AP +25 for 30 seconds.
- Flow: Vice - Reduced cooldown from 18 seconds to 15 seconds.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Furor IV	941% x 4, Max 3 Hits	1082% x 4, Max 3 Hits
Bleeding Hearts	Throw Hit Damage: 933% x 1, Max 8 Hits Pull Hit Damage: 933% x 1, Max 5 Hits	Throw Hit Damage: 1119% x 1, Max 8 Hits Pull Hit Damage: 1119% x 1, Max 5 Hits
Bridled Despair	1388% x 7	1596% x 7
Binding Chains	1st Hit Damage: 822% x 1, Max 6 Hits 2nd Hit Damage: 1622% x 4	1st Hit Damage: 1033% x 1, Max 6 Hits 2nd Hit Damage: 1622% x 4
Flow: Mangler	1066% x 10	1279% x 10
Flow: Vice	1125% x 6	1350% x 6

- Absolute: Blade Dance - Fixed the numbers in the skill descriptions to match their actual damage.
- However, there was no change to the actual damage applied from before.

Before	After
1st Hit Damage 882% x 3 2nd Hit Damage 882% x 2 3rd Hit Damage 882% x 3	1st Hit Damage 811% x 3 2nd Hit Damage 811% x 2 3rd Hit Damage 811% x 3



- Core: Luthrathon's Call - Fixed issue with the skill's graphic effects so that they're properly displayed when the skill is used after Glide.
- Mountain Breeze - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Mountain Breeze - Improved the skill to combo more smoothly into Radiant Explosion.
- Righteous Fire - Added info regarding Mountain Breeze to the skill's effect description.
- Tactical Strike - Improved skill to combo smoothly into Glissade, Glide, Ultimate: Zephyr Leap.
- Piercing Light - Reduced the number of charges.
- Piercing Light - Improved skill to fire faster after the casting animation during use.
- Core: Piercing Light - Fixed the issue where the Knockdown debuff was being applied to an area smaller than where the damage was being registered.
- Righteous Smite - Increased PvP damage by approx. +36%.
- Bolt of Radiance - Increased the speed of the animation prior to attacking.
- Spear of Sylvia IV - Changed the PvE damage as follows:

Before	Now
938% x 10	1125% x 10

- Luthrathon's Call I~IV - Changed the number of hits for PvE as follows:

Before	Now
Hit Damage: 1521% x 4 Charged Hit: 1521% x 5	Hit Damage: 1521% x 5 Charged Hit: 1521% x 6

- Uproot I~III - Added Critical Hit Rate +25% for PvE only.
- Absolute: Arrow Explosion - Changed from 6 hits to 8 hits for PvE only.
- Absolute: Bolt of Radiance - Changed Critical Hit Rate +50% to 75% for PvE only.
- Piercing Cry - Fixed to apply the correct amount of damage as mentioned in the description with Spirit Arrow II learned.
- Light's Mark - Added to the list of skills that have the Righteous Fire effect applied.

- The actual skill's effect will occur in the same manner as before.

- Luthraghon's Call I-IV - Changed to apply the correct number of the hits as mentioned in the description when used while mounted.

- Volant Kick I-II - Removed the following unnecessary information from the skill descriptions.

- (Damage reduced in PvP)

- However, there was no change to the actual damage applied from before.

- Glide - Fixed the issue where the skill did not activate when used immediately after Tab is pressed while moving forward in combat stance.

- Glide - Changed so that the skill takes priority in activating over sprint when Shift is pressed after Tab is pressed while moving forward in combat stance.



- Changed the effects gained from setting up a bonfire through a Bonfire Tool.

- HP Auto Recovery +25 for 10 sec.

- Energy Recovery +1 for 10 sec.

- We're Gonna Win! - Added a talent awakening skill that can be learned at Lv. 59 or higher.

- Fixed the issue where playing an instrument while under the effects of a debuff would cancel the debuff.

- Fixed the issue where using your Talent weapon to enter combat, move forward, then pressing the TAB key to leave combat would display irregular animations.

- Come Out, Come Out, Sprinkle-Sparkle - Improved to now recover additional Florin's Leaves on hit.

- Come Out, Come Out - Changed the duration of the All DP reduction debuff from 10 seconds to 30 seconds.

- Come Out, Come Out - Fixed the issue where the hidden name effect wouldn't be canceled within the skill's range.

- Play Dead - Improved to slowly recover HP when maintained.

- Shout to the Sky III - Added HP Recovery +150 for 2 seconds every 10 seconds to self and allies.

- Delusive Light - Added All AP & All Accuracy reduction effects.

- Changed the PvE damage of the following skills:

Skill	Before	Now
One-Two-Three I~V	1st Hit Damage: 241% / 342% / 438% / 556% / 674% x 1, Max 29 Hits 2nd Hit Damage: 241% / 342% / 438% / 556% / 674% x 1, Max 27 Hits 3rd Hit Damage: 245% / 328% / 405% / 512% / 629% x 1, Max 37 Hits	1st Hit Damage: 265% / 356% / 482% / 612% / 741% x 1, Max 29 Hits 2nd Hit Damage: 265% / 356% / 482% / 612% / 741% x 1, Max 27 Hits 3rd Hit Damage: 257% / 344% / 425% / 538% / 660% x 1, Max 37 Hits
Twirl I~IV	1st Hit Damage: 162% / 239% / 348% / 425% x 1, Max 26 Hits 2nd Hit Damage: 162% / 239% / 348% / 425% x 1, Max 35 Hits	1st Hit Damage: 186% / 275% / 400% / 510% x 1, Max 26 Hits 2nd Hit Damage: 186% / 275% / 400% / 510% x 1, Max 35 Hits

- One-Two-Three I~V - Improved the 3rd Hit to now deal damage to all nearby enemies.
 - One-Two-Three I~V - Added Critical Hit Rate +50% to the 3rd Hit for PvE only.
 - Eat This! - Added Knockback for PvE only.
 - Eat This! - Added Critical Hit Rate +100% for PvE only.
 - Go! - Changed the 2nd Hit to now combo into One-Two-Three.
 - Twirl-Boom! - Changed Critical Hit Rate +25% to 100% for PvE only.
 - Shout to the Sky III - Changed the following buff effect to not stack.
- Recover +150 HP every 2 sec for 10 sec (Applied to self and allies)
- We're Gonna Win! - Fixed the issue where the following effects of the skills listed below were not being applied after using the skill.
 - Changed right-clicking while stopping after sprinting in non-combat stance to switch her to combat stance.
 - Rage Absorption, Rage Transfer, Emergency Escape - Fixed the issue where her weapon was in an abnormal location in the demo video.
 - Fixed the issue where the effect Evasion Rate reduction on the Talent gear "Sol" was being applied lower than intended.
 - Fixed the issue where her underwear appeared abnormal when wearing certain outfits and standing on a slope.
 - Fixed the issue where her knees would go through the outfit when there was a knee-bending motion in idle/combat stance.
- The above issue was resolved for the following outfits:

Outfits

Descendant of Sherekhan Outfit
Florin Herb Gatherer Clothes
Skippity Hoppity
Marine Romance
Da-Dum Da-Dum Diving Suit
Splat Fisher's Clothes
Desert Camouflage
Treant Camouflage
Whimsical Alchemist
Venecil Dress
Pavilla Costume
Canape
Florchestra
Curious Gatherer
Twinkle Star
Marigold Sunset
Coco

Drieghanese Winter Clothes
Kanna's Naga Disguise
Crayodel Soldier Outfit
New Year Hanbok Outfit
Glorious Shudad
Shudad Black
Kibelius Divinus
Kibelius
Stolen Heartstrings
Jolly Winter Dream
Rosa De Sharon Outfit
Spring Blossom Outfit
Cantabile Outfit
Tantu Outfit
Terminé Outfit
BUGATTI Outfit
Heidel Masquerade
Tick-Tock Great Detective



● Fixed the issue where the weapon would appear on the back of your character in standby while wearing the Descendant of Sherekhan outfit.

● Changed certain dye targets that could be dyed on the Outlaws of Margoria outfit.

- Some of the targets that were changed are shown below:



▲ Number 9 Dye Target



▲ Number 9 Dye Target



▲ Number 10 Dye Target (Front)



▲ Number 10 Dye Target (Back)



▲ Number 10 Dye Target (Back)



▲ Number 10 Dye Target (Back)



▲ Number 11 Dye Target



▲ Number 11 Dye Target



- Flow: To Ashes - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Fixed the issue where switching to a non-combat stance while moving forward in awakening stance would allow her to activate main weapon skills quicker than normal.
- Jordun Training - Changed and added the following:
 - Jordun Training I–V - Changed the hit counts to match the actual description.
 - Jordun Training I–V - Added PvP related damage reduction text to skill descriptions.
 - Jordun Training I–V - Changed the descriptions for lateral hits to match the actual skills.

Skill Name	Before	After
Jordun Training I	Lateral Attack Damage 412% x 2, Max 3 Hits	Lateral Attack Damage 412% x 3, Max 2 Hits
Jordun Training II	Lateral Attack Damage 448% x 2, Max 3 Hits	Lateral Attack Damage 448% x 3, Max 2 Hits
Jordun Training III	Lateral Attack Damage 484% x 2, Max 3 Hits	Lateral Attack Damage 484% x 3, Max 2 Hits
Jordun Training IV	Lateral Attack Damage 520% x 2, Max 3 Hits	Lateral Attack Damage 520% x 3, Max 2 Hits
Jordun Training V	Lateral Attack Damage 556% x 2, Max 3 Hits	Lateral Attack Damage 556% x 3, Max 2 Hits

- Jordun Training V - Changed the skill so that PvP damage reduction will be applied to the 3rd hit while attacking forwards.

- Searing Fang - Changed the skill so that Super Armor would apply when comboing it after Awakening: Juggernaut.
- Infernal Steps - Fixed the issue where the skill's PvE stun effect would apply in certain situations during its cooldown.
- Omua's Circle - Improved the skill to combo more naturally into other skills from Awakening stance.
- Omua's Circle - Fixed the issue where both the battle axe and shield appeared in awkward locations while using the skill in Awakening stance.

Succession

- Juggernaut - Improved to now activate Prime: Frigid Wind by pressing ↑ + LMB during use.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Prime: Mountain Slam IV	944% x 9	1086% x 9
Prime: Black Blood Circle IV	963% x 10	1107% x 10

Awakening

- Flow: To Ashes - Changed the attack animation to connect naturally with forward movement speed.
- Flow: To Ashes - Improved skill so now attacks towards the direction of the camera.
- Cleansing Flame I~IV - Slightly increased the combo speed into Fireborne Rupture.
- Searing Fang - Fixed the issue where comboing into the skill after switching from Main to Awakening Weapon wouldn't activate the Super Armor effect.
- Flow: Suppress - Changed the PvE damage as follows:

Before	Now
1039% x 8	1195% x 8

- Cleansing Flame I~IV - Added Critical Hit Rate +25% for PvE only.
- BlackSpirit : BlackBlood Circle I-IV, Black Spirit: Absolute: Black Blood Circle, Black Spirit: Prime: Black Blood Circle

I-IV - Added the following PvE-only effects to the description:

- Spins the target on hits (PvE only)
- The actual skill's effects will occur in the same manner as before.
- Omua's Objurgation V - Changed the duration of the on-hit AP reduction effect to match the skill description.
- Fixed the issue where the character's motion appeared abnormal when attempting to do consecutive jumps while putting away the weapon by pressing Tab and moving forward.
- Prime: Frostbitten Axe I~V - Fixed an issue where the critical hit increase effect wasn't being applied.



- Silent Breach - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Black Blood's Descent - Fixed the issue where main weapon skills would not activate when the skill is used via Quick Slot while in awakening stance.
- Haladie Throw - Fixed the issue where the skill's hitbox was applied improperly when used on cooldown.
- Arid Assault, Succession: Arid Assault - Added an initial movement animation.
- Haladie Assault, Prophecy Blade - Changed the skills' explosion hit animations to finish first when comboing into Arid Assault.
- Ensnaring Sands I-IV - Changed skill to now apply the reduced Movement Speed debuff to the 1st hit.
- Flow: Condemnation - Changed cooldown from 15 seconds to 12 seconds.
- Collapse - Improved skill so now combos into Flow: Condemnation after the 1st hit.
- Arid Assault - Improved skill to combo into Silent Breach after use.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Serpent's Coil III	Hit Damage 856% x 1, Max 16 Hits Combo Damage 856% x 1, Max 14 Hits Last Hit Damage 856% x 3	Hit Damage 942% x 1, Max 16 Hits Combo Damage 942% x 1, Max 14 Hits Last Hit Damage 942% x 3
Ensnaring Sands IV	Hit Damage: 1122% x 9 Last Hit Damage: 1361% x 5	Hit Damage: 1346% x 9 Last Hit Damage: 1633% x 5
Collapse III	1st Hit Damage: 1108% x 1, Max 3 Hits 2nd Hit Damage: 1108% x 5	1st Hit Damage: 1329% x 1, Max 3 Hits 2nd Hit Damage: 1329% x 5

- Succession: Arid Assault - Fixed the issue where the Bound effect was applied even when the skill was used while on cooldown.
- Flow: Condemnation - Fixed the issue where you couldn't combo into the skill if Core: Collapse was learned.
- Fixed the issue where the character's motion appeared abnormal when attempting to do consecutive jumps while putting away the weapon by pressing Tab and moving forward.
- Fixed the issue where he could activate another attack skill when transitioning into non-combat stance after sprinting.

- Fixed the issue where certain skills could not be comboed immediately after Tab is pressed while moving forward in combat stance.
- Sand Warp, Prime: Sand Warp, Flow: Sand Warp - Changed so that the skills take priority in activating over sprint when Shift is pressed after Tab is pressed while moving forward in combat stance.



- Improved combo transitions from Quorum's Binding to Icy Fog and Prime: Star's Call.
- Quorum's Opening - Sprint will now be used if you hold down Shift + W after using the Quorum's Opening.
- Storming Star - Regeneration of stamina is now possible while using Storming Star.
- Vengeful Star 3-hit combo can now be activated after using Bitter Star.
- Quorum's Ascension - Fixed issue with stamina not recovering when using a movement skill after Quorum's Ascension.
- Quorum's Protection - Fixed issue where Icy Fog for normal stance would be cast instead of Icy Fog for Quorum's Protection stance when using other skills during Quorum's Protection stance.
- Changed to allow 'Accel:' skills to be added to the skill cooldown slots.
- Break Orbit - Fixed issue with stamina recovery delay when holding directional keys after using Break Orbit.
- Accel: Royal Fencing: Fleche - Fixed issue with the last hit of the skill not applying Super Armor Effects.
- Accel: Swooping Ring - Fixed issue with the last hit of the skill not applying Super Armor Effects.
- Royal Fencing: Riposte - Improved combo transitions to Royal Fencing: Riposte when shifting to automatic protection stance after using other skills during Quorum's Protection.
- Improved combo transitions from Prime: Entangling Icy Thorns to Icy Kiss, Icy Fog, Prime: Icy Thorns, and Rabam skills.
- Prime: Stamma's Mate - Improved combo transitions from Prime: Stamma's Mate to other skills.
- Improved combo transitions from Command: Rime Ice to Prime: Stamma's Mate, Prime: Fianchetto, Prime: Frozen Darkness, and Rabam skills.
- Improved combo transitions from Prime: Frozen Earth to Command: Rime Ice.
- Improved combo transitions from Prime: Bitter Reign to Vengeful Star 2-hit combo.

- Improved combo transitions to Prime: Frozen Darkness after using Prime: Fianchetto.
- Prime: Frozen Darkness - Improved skill transitions from other skills to Prime: Frozen Darkness.
- Icy Fog - Improved combo transitions from Rear Icy Fog to other skills after attaining Succession.
- Command: Rime Ice can now be used as a combo after Succession: Quorum's Opening.
- Succession: Quorum's Opening - Directional changes can be made while using Succession: Quorum's Opening.
- Succession: Quorum's Opening - Reduced cooldown time from 6 sec. to 5 sec.
- Succession: Quorum's Protection - Changed so that character no longer recoils back when succeeding in blocking during Quorum's Protection. However, if your Guard Gauge is below 40%, the character will recoil on blocks as before.
- Quorum's Protection - Combo transitions are now faster when using other skills after attaining Succession even though Quorum's Protection is cast automatically.
- Absolute: Punishing Trap - Improved skill to easily hit close range targets when using Absolute: Punishing Trap.
- Improved combo transitions from Prime: Icy Prison, Command: Opening to Icy Fog, Prime: Star's Call.
- Prime: Star's Call - Increased rear movement range of Prime: Star's Call.
- Increased All DP increase effect duration from 5 sec. to 10 sec. which can be obtained by summoning Thornwood Guards and going into protection stance after learning Succession: Quorum's Protection.
- Succession: Quorum's Protection- Stamina recovers during skill motions of Succession: Quorum's Protection.
- Improved Axian and Thornwood Guards to deliver their attacks faster when using Command: Opening after attaining Succession.
- Command: Opening -Axian applies Stiffness effects when using Command: Opening.
- Axian's attacks now apply All DP decrease and Pain Damage effects.
- Axian and Thornwood Guards will now prioritize orders when casting Prime: Icy Prison, even when carrying out other actions.
- Axian and Thornwood Guards will now prioritize attack on the target aimed by the character when casting Prime: Icy Prison or Command: Opening.
- Increased viable movement range for Axian and Thornwood Guards when casting Prime: Icy Prison or Command: Opening.
- Axian will now attack targets more fiercely during its berserk mode.
- Prime: Vengeful Star - Fixed issue where only 4 hits would be applied in the final hit of Prime: Vengeful Star.
- Brutal Ring - Added a new awakening skill that can be learned at Lv. 59 or higher.
- Star's Ring - Fixed the issue where the skill would still activate even after locking Accel: Star's Ring.
- Quorum's Protection - Fixed the issue where the Forward Guard effect would disappear when using Icy Fog after using certain skills while the skill is active.

- Fixed the issue where certain commands were displayed incorrectly in the skill combo guide.
- Royal Fencing: Fleche - Fixed the issue where the Super Armor effect would not apply on the last hit.

Succession

- Succession: Quoratum's Protection - Improved to now recover Stamina even when moving in Guard state.
- Succession: Quoratum's Opening - Changed to now consume Stamina when used on cooldown.
- Fixed the issue where Axian wouldn't go berserk if Nova switched out of combat with her HP at 40% or below.
- Fixed the issue where Axian would remain in a berserk state even when Nova's HP was restored to 40% or higher out of combat.
- Changed the PvE damage of the following skills:

Skill	Before	Now
Prime: Frozen Earth	1169% x 10	1344% x 10
Prime: Entangling Icy Thorns III	1st Hit Damage: 1078% x 1, Max 6 Hits Last Hit Damage: 1078% x 6	1st Hit Damage: 1201% x 1, Max 6 Hits Last Hit Damage: 1201% x 6

Awakening

- Star's Ring - Changed so the area of the star's explosion will slowly shrink, reducing both the intensity and range of its pulling effect.
- Slicing Ring, Frozen Ring - Improved to combo more quickly into Brutal Ring during use.
- Fixed the issue where her main weapon would not be displayed in the character creation screen.



- Updated Sage's idle animation during customization.
- Black Spirit: Prime: Ator's Energy IV - Fixed the issue where no sound would come out for the last hit in the Skill Demo screen.
- Kyve Mastery - Fixed the issue where damage would intermittently not apply.
- Fixed the issue where Succession would be disabled after opening and closing the Skill window either before having learned Succession skills or after resetting all skills.

- Fixed the issue where Sage's stamina would decrease while taking out his weapon during basic movement.
- Flow: Form Recall - Fixed the issue where the Super Armor Effect would not apply for the last hit.
- Fixed the issue where Sage would not revert to basic animations after putting his kyve away with the Tab key while sprinting.
- Fixed the issue where more than one Ancient Kyve would materialize at a time.
- Improved Sage's movement so that by pressing LMB, he could take out his weapon while moving.
- Fixed the issue where Sage would continue to move even after stopping and while having taken out his weapon with the Tab key.
- Increased the speed with which Sage takes out his weapon while standing still.
- Gravity Rift - Improved the skill by applying the Forward Guard effect to last until Sage's attack animation.
- Rift Chain - Reduced the skill's cooldown to 4 seconds and stamina consumed to 200.
- Rift Chain II - Improved to allow Sage to move while using the skill.
- Illusion Compression - Improved to cast faster after certain skills.
- Rift Chain - Improved to allow Sage to move faster after using the skill.
- Spatial Collapse I to IV - Improved to cast faster.
- Ator's Fist- Improved to cast faster after using Illusion Expansion.
- Ator's Mark I to IV - Improved to cast faster.
- Void Gateways I to V - Improved to cast faster.
- Prime: VoidGateways - Improved to cast faster.
- Prime: Ator's Energy I to III - Improved to cast faster.
- Spatial Collapse, Ator's Mark - Fixed the issue where damage would not be applied due to a difference in terrain altitude.
- Illusion Compression - Improved so that Illusion Expansion will be used first when Shift + F is pressed after using the skill.
- Changed the Sage to now display the falling motion after jump attacking above a certain height.
- Rift Chain - Fixed the issue where using the skill on a cliff would return Sage to the place where he first used the skill.
- Overdrive - Fixed the issue where the skill's effects would not be applied in the following situations:
 - When using Flow: Form Recall
 - When using Form Shift after certain skills
 - When using Void Gateways after certain skills
 - When using Illusion Expansion after certain skills
- Prime: Optimization, Reset - Fixed the issue where using these skills would consume stamina.
- Illusion Expansion, Void Gateways - Increased the vertical attack range of these skills.

- Prime: Optimization- Fixed the issue where the skill's Super Armor effect would be removed by Rift Chain's Super Armor effect.
- Flow: FinishingTouch - Changed the skill's input to LMB.
- Illusion Compression - Improved to combo faster with Rift Chain after using the skill.
- Kyve Mastery - Fixed the issue where he would recover MP even when the skill missed.
- Prime: Ator's Mark - Fixed the issue where the Overdrive buff would not apply when using this skill with another skill.
- Fixed the issue where the Kyve would be in an awkward location when attempting to transfer Black Spirit's Rage.
- Added Sage combo guides.
- Fixed the issue where some sound effects were being omitted when Sage attacked with his barehands.
- Fixed the issue where the damage dealt by Sage would be abnormally low in Node/Conquest Wars.
- Prime : Rift Chain - Added to the skill's description that the "Super Armor for 1 sec" effect is not applied when the skill is on cooldown.
- Added Skill Enhancement - Rabam's Enlightenment
 - Sage can obtain his first Enhanced Skill at Lv. 56 or higher, and the second at Lv. 57 or higher.
 - Sage must learn the preceding skills to learn the Enhanced Skills.
 - Sage can only learn one of the two Enhanced Skills available per level.
- Rift Chain - Fixed the following phenomenon: Use a skill > Rift Chain during the skill > Hit by debuff during attack animation after Rift Chain > Use Rift Chain at the end of debuff > First skill activates
- Form Shift - Improved to activate first when pressing W + RMB while Sprinting.
- Ator's Energy - Improved to activate Realm of Anguish with S + RMB after using the skill.
- Flow: Finishing Touch, Flow: Illusion Detonation - Fixed the issue where hits would not apply when rapidly rotating the camera while using the skills.
- Ator's Thorn - Fixed the issue where using the skill while mounted would apply a Critical Hit Rate buff.
- Spatial Collapse - Improved to activate Ator's Energy and Spatial Fissure first when pressing S + LMB and Shift + LMB after using the skill, respectively.
- Illusion Expansion - Improved to activate Ator's Fist and Spatial Collapse first when pressing W + F and S + F through Rift Chain, respectively, after using the skill.
- Ator's Energy - Fixed the issue where Atomagia would intermittently not activate through Rift Chain after using the skill.
- Ator's Thorn - Fixed the issue where Ator's Thorn would disappear after attempting certain motions when using the skill while mounted.
- Realm of Anguish, Black Spirit: Ator's Mark - Using these skills during the Old Moon Grand Prix will no longer bring out damage-dealing summons.

- Realm of Anguish, Form Shift, Void Gateways - Changed the skills so that they would be activated faster after Ator's Energy.
- Changed Sage's Succession damage to now be affected by both his awakening weapon and main weapon due to the release of his awakening. Previously, his Succession damage was only affected by 100% of his main weapon after his initial release.
- Added 2 new skills to Sage Succession:
 - Prime: Rift Storm
 - Prime: Spear Bolt
- Ator's Palm, Ator's Illusion, Energized Thorn, Piercing Thorn - Improved combat dynamics.
- Energized Thorn, Piercing Thorn - Fixed the issue where using the skills would consume stamina.
- Rift Chain - Changed the skill so that you can deactivate Rift Chain by pressing any skill key, with the exception of Shift and movement keys.

E.g.) If you press F to use Ator's Fist while using Rift Chain, Rift Chain will deactivate and Ator's Fist will activate.

- Fixed the issue where an abnormal system message would appear when attacking forwards with bare hands.

[Succession]

- Prime: Spear Bolt - Changed the order of certain entries in the skill description.
- Prime: Rift Storm, Prime: Spear Bolt - Fixed the issue where Skill Enhancements were unavailable for these skills.
- Prime: Rift Chain - Fixed the issue where using the skill on cooldown would activate the Super Armor effect.

[Awakening]

- Fixed the graphical issue with the Kibelius that occurred when Sage, in his Awakened state, would come to a stop right before falling off a cliff.
- Lightning Surge - Fixed the issue where using the skill after jumping from a high place transported him back to his original location.
- Spear Bolt - Fixed the issue where the skill's Enhancement effects would not apply in certain situations to its hits/dash hits, the first hit of Divine Executioner, and the first action of Upsurge.
- Radiant Annihilation - Fixed the issue where some hits of the Arkanon effect would not apply to targets far away.
- Changed the requirement for learning the following skills to Lv. 56.

-Rift Storm I

-Upsurge I

-Lightning Prison I

-Impaling Flash

- Impaling Flash - Increased the attack range for dash hits.
- Impaling Flash - Added more specific details to the skill's key guide.

- Upsurge - Changed the skill so that all hits will apply regardless of attack range when activated forwards.
- Chain Lightning - Changed the skill so that Radiant Annihilation can be activated quickly afterwards.
- Radiant Annihilation - Increased the attack speed of the Arkanon.
- Flow: Interrogate - Fixed the issue where you couldn't combo into the skill from Bolt after activating Lightning Prison while using another skill.
- Lightning Surge - Fixed the issue where the skill wouldn't activate while holding the front or back directional keys.
- Spear Bolt, Flow: Aftershock - Fixed the issue where the All AP Increase buff was not applied when activating the skills on a dash hit.
- Enlightening Bolt - Improved the skill to fire in the same direction that the camera is facing when used after certain skills.
- Electrify - Fixed the issue where using the skill again after using the Reset skill would cause two buff icons to appear.
- Impaling Flash - Changed the skill to only apply to enemies in the front.
- Impaling Flash - Improved to now cancel the skill's dash with the S key.
- Impaling Flash - Fixed the issue where using the skill would cause the Main and Awakening Weapons' durability to display irregularly.
- Shock Relay - Improved the skill so that it can now be used while on cooldown.
- Bolt - Improved the skill so that the Sage moves more smoothly after using the skill.
- Bolt - Fixed the issue where the skill was activating first when comboing from Enlightening Bolt into Rift Storm.
- Radiant Annihilation - Fixed the issue where the Arkanon effect's Additional Hit damage would sometimes not apply.
- Fixed the issue where the window with the Awakening descriptions did not appear when switching to Awakening upon completing the Awakening questline without having switched to Succession after completing the Succession questline.
- Kibelius Training - Fixed the MP recovery effect to better reflect the skill description.
- Added Core skills to Sage Awakening.
 - You can only learn one Core skill at a time. (Black Spirit's skill effects won't apply to Core skills.)
- Impaling Flash, Flow: Interrogate, Ator's Spear - Added Black Spirit versions of these skills.
 - Added Black Spirit: Impaling Flash, Black Spirit: Flow: Interrogate, and Black Spirit: Ator's Spear to the Skills window.
 - When your Black Spirit's Rage reaches 10%, 25%, or 50%, you can use commands such as "LMB" or "F + LMB" to use the Black Spirit version of each skill, introducing a dynamic aspect to using each skill.
 - Each skill will gain special effects such as additional hit targets, increased casting speed, etc.
- Added an Elvia-exclusive skill to Sage Awakening. You can only use this skill while having an Elvia Awakening Weapon equipped.
- Fixed the issue where resetting only all of your character's learned Succession skills would cause your character's Succession state to reset.

- Rift Chain - Changed the skill to slowly consume Stamina even if you are not moving while using the skill.
- Rift Chain - Changed the skill so that other Adventurers can see Sage's movements when the skill is used during its cooldown.
- Added 2 types of the third Skill Enhancements.
 - The third Skill Enhancement can be learned by lv. 58 or higher characters.
 - The character must have learned the necessary preceding skills to learn the Enhanced Skills.
 - The character can only learn one of the two Enhanced Skills available for that level.

Void Blast	Void Eruption
Required Level : 58 or Higher Required Points : 0	Required Level : 58 or Higher Required Points : 0
Extend the kyve forward to pull in all nearby enemies, then burn them all with a powerful light.	Use the kyve to open a rift and blast its light forward.
Required MP : 120 Cooldown : 11s Unavailable during cooldown	Required MP : 120 Cooldown : 10s Unavailable during cooldown
Quick Slot Available	Quick Slot Available
1 Hit Damage 1080% x 5 2 Hit Damage 1080% x 5 Critical Hit Rate +50% Accuracy Rate +5% Maximum 10 targets Forward Guard while using skill HP Recovery +50 per every hit Pulls in the target on 1 hit (PvE Only) Spins the target on 1 hit (PvE Only) Down Attack Damage reduced in PvP.	1 Hit Damage 1372% x 2 2 Hit Damage 1372% x 6 Critical Hit Rate +25% Accuracy Rate +9% Maximum 10 targets Super Armor while using skill MP Recovery +40 per hit Down Attack Damage reduced in PvP.

- Changed the Overcharged state to no longer apply for skills used on cooldown. Consequently, the following skills' descriptions have been changed.
 - Awakening: Ancient Kibelius
 - Shock Relay
 - Lightning Surge
- Bolt - Fixed the skill to now display the beginning animation when used during the Overcharged state.
- Void Eruption - Fixed the issue where the skill's PvP damage was being dealt 5.8% less.
- Void Blast - Fixed the issue where the skill's PvP damage was being dealt 4.8% more.
- Electrify - Fixed the skill demo to match the actual skill animations.
- Fixed the issue where if the awakened Sage's guard broke while moving backwards and was under the effects of the No Guard Gauge recovery debuff, he couldn't move until he could recover his Guard Gauge once more.



- Riding Waves - Fixed the issue where Mareca Swing would be used before the skill when holding ↑ + Shift when there isn't enough stamina.
- Fixed the issue where she would not start auto-running when T is pressed while stopping to move forward in combat stance.
- Storm Surge - Improved to combo smoother with skills and movements.
- Wipe Out - Fixed the issue where pressing the commands for the skill after using Splashin' Around and Mareca: Jet Stream would activate Overflow instead.
- Flow: After the Storm - Improved to be able to combo with the skills Whirlpool, Crashing Wave, and Mareca: Spiral Soak.
- Flow: After the Storm - Fixed the issue where pressing the commands for the skill after the 2nd hit of Wave Lash would activate Crashing Wave.
- Prime: Wave Lash I-IV - Fixed the issue where the damage was not applied when the skill is used on the spot while on cooldown.
- Prime: Wave Lash II - Fixed the issue where the damage reduction was not being applied when using the skill while sprinting or when comboing after Riding Waves.
- Wave Lash - Changed to no longer move forward when using the skill while sprinting.
- Mareca: Sea Stroll - Changed how the camera moves to turn towards the character before the last hit.
- Smooth Sailin' - Improved to combo smoothly with Wave Lash when using the skill left or right.
- Riding Waves - Changed to now combo into Wave Lash and Ocean's Pearl regardless of the direction in which the skill was used.
- Smooth Sailin' - Improved to be usable while on cooldown.
- Prime: Wave Lash I-IV - Fixed the issue where the sound effect would not be played when using the skills during their cooldown.
- Mareca: Sea Stroll I-Absolute - Fixed the issue where the last hit would not be performed even when ↓ key was pressed during the skills.
- Improved her motion to appear smoother when stopping to move in combat stance.
- Changed the damage of the following skills.

Skills	Before	After
Absolute: Storm Surge	1088% x 1, Max 5 Hits, 1088% x 4	938% x 1, Max 5 Hits, 938% x 4

Prime: Storm Surge I	758% x 1, Max 5 Hits, 758% x 4	820% x 1, Max 5 Hits, 820% x 4
Prime: Storm Surge II	918% x 1, Max 5 Hits, 918% x 4	962% x 1, Max 5 Hits, 962% x 4
Ocean Melancholy IV	905% x 1, Max 8 Hits	705% x 1, Max 8 Hits
Absolute: Ocean Melancholy	1090% x 1, Max 8 Hits	948% x 1, Max 8 Hits
Prime: Ocean Melancholy	720% x 1, Max 8 Hits	767% x 1, Max 8 Hits

- Smooth Sailin' - Improved to be able to combo with Tidal Slash and Ocean's Pearl during the skill.
- Flow: Squall - Changed to activate when used during cooldown.
- Crashing Wave - Changed to activate Storming Gale when holding the commands Shift + F when the skill is on cooldown.
- Whirling Slash - Changed to have no collision until the rope is thrown when the skill is uses moving sideways.
- Ocean's Pearl, Mareca: Whale Song - Adjusted the attack range to be able to hit targets near and to the side of the character.
- Splashin' Around - Fixed the issue where the character would attack diagonally when pressing left, right, or back while using the skill.
- Storm Surge - Improved to cast faster by shortening its initial motion.
- Prime: Heirloom of the Crow - Changed to increase the attack range for every level of the skills Overflow and Flow: Tide's Kiss.
- Prime: Wave Lash - Fixed the issue where the cooldown version of the skill effect was being displayed when used during Riding Waves and Smooth Sailin'.
- Fixed the issue where the effect would remain on the serenaca when using Emergency Escape after certain skills.
- Fixed the issue where the sound the character made seemed close when using skills with the mareca at a distance.
- Prime: Mareca: Jet Stream - Improved to combo with Mareca: Whale Song and Mareca: Spiral Soak smoothly after using the skill.
- Prime: Mareca: Spiral Soak - Improved to combo with Mareca: Whale Song after the 2nd hit of the skill.
- Mareca: Spiral Soak - Improved the 2nd hit to apply its effect to all targets regardless of the attack range.
- Riding Waves - Improved to combo smoothly with Mareca: Spiral Soak during the skill.
- Fixed the issue where other skills could not be used if a skill was activated using a quick slot in a non-combat state.
- Crashing Wave - Fixed the issue where the 1st hit damage was not applied in certain situations.
- Prime: Mareca: Spiral Soak - Fixed the issue where the 2nd hit's max targets hit would be applied abnormally.

- Changed the location of certain NPCs during the Succession questline to better fit the narrative.
- Mareca: Jet Stream - Improved to combo faster into other skills.
- Mareca: Jet Stream - Improved to now allow Riding Waves and Flow: Wave Skedaddle to be used during the skill.
- Mareca: Sea Stroll - Improved to allow you to activate the last hit immediately by pressing certain keys when moving in Mermaid form.
- Mareca: Jet Stream - Improved to now combo into Mareca: Spiral Soak.
- Mareca: Sea Stroll - Improved to now activate the last hit quicker by pressing the ↓ key during the skill.
- Improved Corsair to now swim in the same direction as the camera when underwater in Mermaid form.
- Sea Lungs - Changed to now be learnable from Lv. 1.
- Mareca: Spiral Soak I to Absolute - Fixed the description to display the correct number of Max Hits for the 2nd hit damage.
- Prime: Mareca: Spiral Soak - Fixed the description to display the correct information regarding the 2nd hit damage (instead of the 1st hit damage).
- Switched the character's 1st and 2nd pose in the Beauty Salon (F4).
- Black Spirit: Mareca: Sea Stroll, Black Spirit: Prime: Mareca: Sea Stroll - Changed the description to explain the HP recovery to ally effect in greater detail.
- Mareca Swing - Changed to add the first hit damage of Splashin' Around to improve the impact of the skill.
- Riding Waves - Changed to activate Wave Breaker by pressing ↑ + LMB while using the skill sideways.
- Riding Waves - Changed to activate Whirling Slash by pressing ↑ + RMB if Storm Surge is not learned or on cooldown while using the skill sideways.
- Wipe Out - Changed to activate Flow: Squall faster by pressing F after using the skill.
- Wipe Out I to Absolute - Changed the attack range of the last hit to be the same as the last hit of Prime: Wipe Out.
- Overflow - Increased the attack range for all levels of the skill.
- Overflow - Changed to not activate by pressing Shift + Q.
- Regardless of what skill was used before, Wipe Out will be activated when the above command is pressed.
- Storming Gale - Changed to not activate by pressing ↑ + F or ↓ + F.
- Regardless of what skill was used before, Storming Gale will only be activated when F is pressed alone.
- Sea Prowler - Changed to not activate by pressing ↑ + RMB or ↓ + RMB.
- Regardless of what skill was used before, Sea Prowler will only be activated when only RMB is pressed.
- Improved to start sprinting in non-combat stance when Shift + ↑ is pressed while she is putting away her weapons after Tab was pressed.
- Wave Lash - Changed to be able to combo into other skills smoothly after the 2nd hit.

- Mareca: Jet Stream - Improved to turn the character in the direction the camera is facing when comboed into Mareca: Spiral Soak.
- Smooth Sailing' - Improved to now cancel by pressing the S key when used sideways.
- Smooth Sailing' - Improved to now be comboable during the stop animations.
- Smooth Sailing', Riding Waves - Improved to combo more smoothly into Prime: Mareca: Jet Stream, Mareca: Spiral Soak, and Mareca: Sea Stroll.
- Ocean Melancholy - Improved to combo more smoothly into other skills.
- Wave Lash - Improved to combo more smoothly into other skills after the 2nd hit.
- Wave Pout - Improved to now combo into Flow: Raging Torrent.
- Mareca: Whale Song, Mareca: Spiral Soak, Mareca: Jet Stream - Increased the activation speed.
- Mareca: Sea Stroll - Improved to combo more smoothly into other skills that use the serenaca.
- Whirling Slash - Increased the activation speed.
- Absolute: Whirling Slash, Prime: Whirling Slash - Added All Accuracy +9% for 10 sec.
- Splashin' Around - Improved to combo more smoothly into other skills.
- Improved backward movement to combo more smoothly into other skills after guarding successfully.
- Tidal Slash III - Absolute - Fixed the issue where no Critical Hit Rate marker was being displayed.
- Mareca: Spiral Soak - Changed the description to match the actual hit damage effect.
- Changed the PvE damage for the following skills (PvP damage remains the same, but PvP damage reduction rates have been adjusted accordingly):

Skill	Before	Now
Prime: Mareca: Jet Stream	1st Hit Damage 1167% x8 2nd Hit Damage 1228% x6 Last Hit Damage 1228% x5	1st Hit Damage 1239% x8 2nd Hit Damage 1304% x6 Last Hit Damage 1304% x5
Prime: Mareca: Whale Song	1st Hit Damage 1209% x6 2nd Hit Damage 1209% x10	1st Hit Damage 1308% x6 2nd Hit Damage 1308% x10
Prime: Mareca: Spiral Soak	1st Hit Damage 1202% x6 2nd Hit Damage 1202% x10	1st Hit Damage 1402% x6 2nd Hit Damage 1402% x10

- Mareca: Sea Stroll - Improved to now combo into Prime: Mareca: Jet Stream even after the 2nd hit.
- Wave Pout - Improved to combo smoother with Storming Gale and Wave Lash after using the skill.
- Whale Song - Improved to activate the last hit when used during Mareca: Sea Stroll.
- Flow: Tide's Kiss - Improved on the issue where hitting with the skill caused her to move slower.
- Crashing Wave - Decreased the range she moved when using the skill.
- Wipe Out - Improved to combo smoother with Riding Waves after using the skill.
- Wave Breaker - Fixed the issue where stamina was being consumed twice when using this skill.
- Wave Breaker - Fixed the issue where the skill would stop when used with insufficient stamina.
- Absolute: Smooth Sailin' - Changed the on use effect "All Evasion" to +9% for 10 sec.
- Smooth Sailin' - Changed to turn slightly when used right in front of an enemy.
- Wipe Out - Improved to be able to combo with Prime: Mareca: Jet Stream, Prime: Mareca: Sea Stroll, and Mareca: Spiral Soak during the skill.
- Fixed the issue where her appearance moved abnormally in the Pearl Shop and Customization window.
- Fixed the issue where the Whirling Slash, Wave Breaker skills would work on the right in certain situations during Mareca Swing.
- Mareca: Sea Stroll - Fixed the issue where your outfit appeared abnormal during the skill demo in the Skills window.
- Fixed the issue where movements after stopping appeared abnormal.
- Added 2 new skills to Corsair Succession with the Awakening release.

- Prime: Ocean's Allure

- Prime: Cap'n's Orders: Open Fire!

 <p>Prime: Ocean's Allure</p> <p>Required Level : 58 or Higher Required Points : 20</p> <p>Preceding Skill: [Succession: Song of the Waves] Use Mareca Swing to pull in your foes and send them flying into the air. Make a great slash with the serenaca, dealing substantial damage.</p> <p>Required MP : 40 Cooldown : 9s Unavailable during cooldown</p> <p>↑ + C Quick Slot Available</p> <p>Hit Damage 884% x 3 Slash Damage 884% x 8 Critical Hit Rate +100% Accuracy Rate +5% Maximum 10 target(s) All Evasion Rate -9% for 10 sec on hits Float upon first hit Air Attack Damage -40% for PvP only.</p>	 <p>Prime: Cap'n's Orders: Open Fire!</p> <p>Required Level : 60 or Higher Required Points : 50</p> <p>Preceding Skill: [Succession: Song of the Waves] Throw the Ocean's Pearl quickly forward, dealing damage over a large area.</p> <p>Required MP : 100 Cooldown : 9s Unavailable during cooldown</p> <p>↓ + C Quick Slot Available</p> <p>Hit Damage 1420% x 6 Critical Hit Rate +100% Accuracy Rate +6% [Song of the Waves] Maximum 10 target(s) All Evasion Rate -9% for 10 sec on hits Forward Guard while using skill Bound on hits (PvE Only) Down Attack Damage -40% for PvP only.</p>
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- Added Rabam's Enlightenment - Skill Enhancement.

- The first enhanced skill can be learned at Lv. 56 or higher, the second at Lv. 57 or higher, and the third at Lv. 58 or higher.
- You must learn the preceding skills in order to learn the enhanced skills.
- You can only learn one of the two enhanced skills for each level.

 <h3>Rising Whirlpool</h3> <p>Required Level : 56 or Higher Required Points : 0</p> <p>Preceding Skill: [Overflow III] Preceding Skill: [Whirlpool IV] Gather your power into the serenaca and slash while charging.</p> <p>Required Stamina : 100 Cooldown : 7s Unavailable during cooldown</p> <p>Shift + X Quick Slot Available</p> <p>Hit Damage 1295% x 7 Critical Hit Rate +25% Accuracy Rate +6% Maximum 10 target(s) All DP +15 for 10 sec upon using skill Front Guard before the attack Bound on hits MP Recovery +35 per hit Down Attack Down Smash Damage -55% for PvP only.</p>	 <h3>Tidal Surge</h3> <p>Required Level : 56 or Higher Required Points : 0</p> <p>Preceding Skill: [Overflow III] Preceding Skill: [Tidal Slash IV] Strike down on the surface causing a tidal wave to rush over the enemy's location.</p> <p>Required MP : 60 Cooldown : 10s Unavailable during cooldown</p> <p>Shift + X Quick Slot Available</p> <p>Hit Damage 1165% x 6 Critical Hit Rate +50% Accuracy Rate +9% Maximum 10 target(s) Floating on hits (PvE Only) Target's Guard Gauge -20% on hit Down Attack Damage -40% for PvP only.</p>
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 <h3>Pearl Blast</h3> <p>Required Level : 57 or Higher Required Points : 0</p> <p>Preceding Skill: [Mareca: Whale Song III] Preceding Skill: [Ocean's Pearl IV] Throw a large spherical manifestation of the tides, then make it explode.</p> <p>Required MP : 75 Cooldown : 20s Unavailable during cooldown</p> <p>Shift + Z Quick Slot Available</p> <p>1 Hit Damage 723% x 3 Extra Hit Damage 723% x 6 Critical Hit Rate +50% Accuracy Rate +15% Maximum 10 target(s) Target's Guard Gauge -10% on hit Super Armor before the attack Float upon first hit Air Attack Damage -45% for PvP only.</p>	 <h3>Wave Blast</h3> <p>Required Level : 57 or Higher Required Points : 0</p> <p>Preceding Skill: [Mareca: Whale Song III] Preceding Skill: [Wave Lash IV] Send a powerful wave blasting forward to deal substantial damage.</p> <p>Required MP : 60 Cooldown : 15s Unavailable during cooldown</p> <p>Shift + Z Quick Slot Available</p> <p>Hit Damage 1308% x 12 Critical Hit Rate +50% Maximum 10 target(s) Front Guard before the attack Down Attack Damage -70% for PvP only.</p>
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Mareca: Sea of Dreams	Mareca: Spiral of Dreams
<p>Required Level : 58 or Higher Required Points : 0</p> <p>Preceding Skill: [Mareca: Sea Stroll III] Preceding Skill: [Mareca: Jet Stream III] Submerge into the Lost Sea of Dreams for awhile, then unleash an enormous stream of water to inflict huge damage to nearby enemies.</p> <p>Required Stamina : 300 Cooldown : 1m0s Unavailable during cooldown</p> <p>Quick Slot available Use directional keys to move underwater LMB for Standing Attack while underwater</p> <p>1 Hit Damage 1238% x 5 Last Hit Damage 1238% x 3 Critical Hit Rate +100% Accuracy Rate +15% Maximum 10 target(s) Grapple Resistance +50% for 5 sec upon using skill Target's Guard Gauge -20% on hit Invincible, then Super Armor Underwater for 3 sec when using skill Not affected by effects which increase/decrease Attack and/or Movement Speeds. Damage -35% for PvP only.</p>	<p>Required Level : 58 or Higher Required Points : 0</p> <p>Preceding Skill: [Mareca: Sea Stroll III] Preceding Skill: [Mareca: Spiral Soak IV] While in Mermaid form, swim with the Dream Whales and drench the surrounding area.</p> <p>Required Stamina : 300 Cooldown : 45s Unavailable during cooldown</p> <p>Quick Slot Available</p> <p>Wave Hit Damage 451% x 1, Max 8 Hits Last Hit Damage 1308% x 10 Critical Hit Rate +100% Maximum 10 target(s) Grapple Resistance +50% for 5 sec upon using skill HP Recovery +35 per hit on last hits Invincible while moving Down Attack Not affected by effects which increase/decrease Attack and/or Movement Speeds. Damage -65% for PvP only.</p>

- Splashin' Around - Increased the attack range of the 1st and 2nd hits for both the standing and forward attacks.
- Storm Surge - Improved the skill to work instantly regardless of the skill level when used during Smooth Sailing'.
- Wipe Out - Improved the skill to turn the character in the direction of the camera when using the skill.
- Increased the MP recovered on hit for the following skills:

Skill	Before	After
Whirlpool II	MP Recovery +10 on hits	MP Recovery +20 on hits
Whirlpool III	MP Recovery +15 on hits	MP Recovery +30 on hits
Whirlpool IV		MP Recovery +40 on hits
Absolute: Whirlpool	MP Recovery +20 on hits	MP Recovery +50 on hits
Ocean Melancholy I	MP Recovery +5 on hits	MP Recovery +10 on hits
Ocean Melancholy II		
Ocean Melancholy III	MP Recovery +10 on hits	MP Recovery +15 on hits
Ocean Melancholy IV		

Absolute: Ocean Melancholy	MP Recovery +15 on hits	MP Recovery +20 on hits
Prime: Ocean Melancholy I	MP Recovery +10 on hits	MP Recovery +20 on hits
Prime: Ocean Melancholy II	MP Recovery +15 on hits	MP Recovery +25 on hits
Prime: Ocean Melancholy III		
Prime: Ocean Melancholy IV		MP Recovery +30 on hits
Overflow I	MP Recovery +10 on hits	MP Recovery +20 on hits
Overflow II	MP Recovery +15 on hits	MP Recovery +30 on hits
Overflow III	MP Recovery +20 on hits	MP Recovery +40 on hits
Absolute: Overflow	MP Recovery +25 on hits	MP Recovery +50 on hits
Smooth Sailin' I ~ Absolute	-	MP Recovery +10 on hits

- Changed Corsair's Succession damage to now be affected by both her awakening weapon and main weapon due to the release of her awakening. Previously, her Succession damage was only affected by 100% of her main weapon after her initial release.
- Fixed the issue where the guard effect would not be applied in certain situations while moving backwards.
- Fixed the issue where her motion appeared abnormal when successfully blocking while holding her guard moving backwards.
- Prime: Wave Lash - Fixed the issue where using this skill on cooldown while mounted wouldn't consume MP.

Item Changes

- Added reform formulas to Blackstar armor.
 - Each Blackstar armor gear (Helmet, Armor, Gloves) can be reformed once to unlock its potential.
 - You require a very rare and special material called the 'Obsidian Specter's Energy' to reform Blackstar armor gears.
 - The main material required in crafting Obsidian Specter's Energy can be obtained at monster zones tainted by Hadum and can be combined with other rare materials to produce Obsidian Specter's Energy. This is a very special kind of material that requires a large deal of skill to harness it so it is cannot be traded in the Central Market.
 - Reforms cannot fail and can be used at any given enhancement level. Any applied crystals and item brands are maintained when reformed as well as durability.
 - Reformed Blackstar armor can be enhanced at any given moment regardless of enhancement level like other gears. Enhancement chances, required cron stones, set effects are identical to normal Blackstar armor.

- Added crafting formulas for Obsidian Specter's Energy which is a material required for reforming Obsidian Blackstar armor.

- Reformed Blackstar armor has better performance stats than normal Blackstar armor.


※ However, in PEN (V) enhancement level, it has identical performance to normal Blackstar armor.

Enhancement Level	Additional Obsidian Blackstar armor effects
PRI (I)	No additional effects
DUO (II)	Evasion 2 (+2)
	Damage Reduction +1
	Max HP +30
TRI (III)	Evasion 2 (+2)
	Damage Reduction +1
	Max HP +30
TET (IV)	Evasion 2 (+2)
	Damage Reduction +2 (+2)
	Max HP +40
PEN (V)	No additional effects

Equipment	Equipment	Equipment
<p>PRI: Obsidian Blackstar Armor</p> <p>DP: 71</p> <ul style="list-style-type: none"> - Evasion : 34 (+102) - Damage Reduction : 37 (+12) Weight: 23.00 LT - Repairable Item - Personal Transaction Unavailable - Cannot be dyed Empty Slot You can add crystals through Transfusion. Empty Slot You can add crystals through Transfusion. - Description: Armor made with the claw obtained by defeating the Incarnation of Corruption at Star's End. It is imbued with the powers of the ancient Ator and the Obsidian Specter. ✗ This item cannot be enhanced with Caphras Stones. - Item Effect Max HP+200 Max MP/WP/SP +100 Monster Damage Reduction +2 - Enhancement Effect Monster Damage Reduction Up (enhancement level PRI or up) - 3-Set Effect Max Stamina +200 - 4-Set Effect Attack Speed +1 Level Casting Speed +1 Level - Blackstar Armor 2-Set Effect Monster Damage Reduction +5 - Blackstar Armor 3-Set Effect Resistance to Debuffs from Monsters +10% - Blackstar Armor 4-Set Effect Max HP+100 ✗ Debuff Resistance Against Monsters and normal Resistance are applied separately. ✗ The Blackstar Armor's 3-Set Effect will be applied when the Blackstar Gloves appears in this world. ✗ The Blackstar Armor 4-Set Effect will be applied when the Blackstar Shoes appears in this world. ✗ Obsidian Blackstar gear shares set effects with Blackstar gear. - Price : N/A - Durability 100/100 (100) 	<p>DUO: Obsidian Blackstar Armor</p> <p>DP: 83</p> <ul style="list-style-type: none"> - Evasion : 39 (+112) - Damage Reduction : 44 (+14) Weight: 23.00 LT - Repairable Item - Personal Transaction Unavailable - Cannot be dyed Empty Slot You can add crystals through Transfusion. Empty Slot You can add crystals through Transfusion. - Description: Armor made with the claw obtained by defeating the Incarnation of Corruption at Star's End. It is imbued with the powers of the ancient Ator and the Obsidian Specter. ✗ This item cannot be enhanced with Caphras Stones. - Item Effect Max HP+250 Max MP/WP/SP +100 Monster Damage Reduction +4 - Enhancement Effect Monster Damage Reduction Up (enhancement level PRI or up) - 3-Set Effect Max Stamina +200 - 4-Set Effect Attack Speed +1 Level Casting Speed +1 Level - Blackstar Armor 2-Set Effect Monster Damage Reduction +5 - Blackstar Armor 3-Set Effect Resistance to Debuffs from Monsters +10% - Blackstar Armor 4-Set Effect Max HP+100 ✗ Debuff Resistance Against Monsters and normal Resistance are applied separately. ✗ The Blackstar Armor's 3-Set Effect will be applied when the Blackstar Gloves appears in this world. ✗ The Blackstar Armor 4-Set Effect will be applied when the Blackstar Shoes appears in this world. ✗ Obsidian Blackstar gear shares set effects with Blackstar gear. - Price : N/A - Durability 140/140 (140) 	<p>TRI: Obsidian Blackstar Armor</p> <p>DP: 88</p> <ul style="list-style-type: none"> - Evasion : 41 (+118) - Damage Reduction : 47 (+18) Weight: 23.00 LT - Repairable Item - Personal Transaction Unavailable - Cannot be dyed Empty Slot You can add crystals through Transfusion. Empty Slot You can add crystals through Transfusion. - Description: Armor made with the claw obtained by defeating the Incarnation of Corruption at Star's End. It is imbued with the powers of the ancient Ator and the Obsidian Specter. ✗ This item cannot be enhanced with Caphras Stones. - Item Effect Max HP+250 Max MP/WP/SP +100 Monster Damage Reduction +6 - Enhancement Effect Monster Damage Reduction Up (enhancement level PRI or up) - 3-Set Effect Max Stamina +200 - 4-Set Effect Attack Speed +1 Level Casting Speed +1 Level - Blackstar Armor 2-Set Effect Monster Damage Reduction +5 - Blackstar Armor 3-Set Effect Resistance to Debuffs from Monsters +10% - Blackstar Armor 4-Set Effect Max HP+100 ✗ Debuff Resistance Against Monsters and normal Resistance are applied separately. ✗ The Blackstar Armor's 3-Set Effect will be applied when the Blackstar Gloves appears in this world. ✗ The Blackstar Armor 4-Set Effect will be applied when the Blackstar Shoes appears in this world. ✗ Obsidian Blackstar gear shares set effects with Blackstar gear. - Price : N/A - Durability 160/160 (160)


- Added formula to craft Obsidian Specter's Energy, a material required for Obsidian Blackstar reforms.

Formula	Item obtained from Crafting





Passion of Valtarra x1	 <p>Obsidian Specter's Energy x1</p>
Reason of Okiara x1	
Courage of Narc x1	
Flower of Madness x1	
Specter's Energy x1	
Simple Alchemy	

- Formula to craft Obsidian Specter's Energy is as follows:

Item	Formula
 <p>Passion of Valtarra</p>	<p>Valtarra's Flame x100</p> <p>Garmoth's Scale x100</p> <p>Simple Alchemy</p>
 <p>Reason of Okiara</p>	<p>Okiara's Tide x100</p> <p>Oil of Void x100</p> <p>Simple Alchemy</p>
 <p>Courage of Narc</p>	<p>Narc's Lightning x100</p> <p>Fragment of All Creations x10</p> <p>Legacy of the Ancient x10</p>

	Simple Alchemy
 <p>Flower of Madness</p>	<p>Seed of Void x100</p> <p>Concentrated Boss' Aura x10</p> <p>Simple Alchemy</p>
<p>Specter's Energy can be looted from monsters all over Valencia, Kamasyllvia, and Drieghan.</p> <p>Chances of obtaining it are better in Thornwood Forest in O'dyllita and Shultz Guard in Mediah.</p>	

- You can obtain the following subsidiary materials from the places below:

Item	How to Obtain
 <p>Valtarra's Flame</p>	Gain as loot by defeating monsters in Elvia Castle Ruins and Orc Camp.
 <p>Okiara's Tide</p>	Gain as loot by defeating monsters in Elvia Imp Altar and Fogan Swamp.
 <p>Narc's Lightning</p>	Gain as loot by defeating monsters in Elvia Biraghi Den, Naga Swamp, and Bloody Monastery.
 <p>Seed of Void</p>	Gain as loot by defeating rare monsters and above in Elvia realms.



Oil of Void

Oil of Regeneration x10

Oil of Storms x10

Oil of Fortitude x10

Oil of Corruption x10

Oil of Tranquility x10

Simple Alchemy



Fragment of All Creations

Use Simple Alchemy on any of the following yellow grade accessories to obtain Fragment of All Creations.

- Deboreka Necklace

- Tungrad Necklace, Earring, Ring, Belt

- Laytenn's Power Stone

- Ogre Ring

- Sicil's Necklace

- Serap's Necklace

- Black Distortion Earring

- Dawn Earring

- Ethereal Earring

- Narc Ear Accessory

- Ominous Ring

- Eye of the Ruins Ring

- Ring of Crescent Guardian

- Ring of Cadry Guardian

- Forest Ronaros Ring


- Turo's Belt

- Valtarra Eclipsed Belt

- Basilisk's Belt

- Orkinrad's Belt

- Centaurus' Belt

 Legacy of the Ancient	Heat one of the following crystals to obtain Legacy of the Ancient. Combined Magic Crystal - Gervish Combined Magic Crystal - Macalod Combined Magic Crystal - Hoom
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- Using the Extraction through blacksmiths on Obsidian Blackstar armor with Mirror of Equilibrium can extract Obsidian Specter's Energy and Blackstar armor.
- Increased the price of Merv's Palette (30 Days) in NPC shops as below.

Before Change	After Change
45,000,000 silver	150,000,000 silver

- Added effects to the Value Pack.

Before Change	After Change
Value Pack Effect - Inventory Slot +16 - Storage Slot +16 - Combat/Skill/Life/Mount EXP +30% - Distant Node Investment (Consumes 10 Energy) - Max Weight Limit +200 LT - Marketplace Sales upon Silver Collection (Excluding Pearl Items) - Unlimited Beauty Salon - Barter Refresh Points +50 - Required Parley for Barter -10% - Allows you to remotely check or skip Special Barter	Value Pack Effect - Inventory Slot +16 - Storage Slot +16 - Combat/Skill/Life/Mount EXP +30% - Distant Node Investment (Consumes 10 Energy) - Max Weight Limit +200 LT - Marketplace Sales upon Silver Collection (Excluding Pearl Items) - (Added) Unlimited use of Merv's Palette - Unlimited Beauty Salon - Barter Refresh Points +50 - Required Parley for Barter -10% - Allows you to remotely check or skip Special Barter

	- (Added) Daily Challenge that gives an Item Collection Increase Scroll (60 min) x1
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Value Pack (30 Days) Bonus	
Before	After
- N/A	- Elion's Blessing x5

Value Pack (90 Days) Bonus	
Before	After
- N/A	- Elion's Blessing x15 - Item Collection Increase Scroll (60 min) x15 - Valks' Cry x15

- Changed the Value Pack (30 Days) to be sellable in the Central Market under the category Pearl Item > Function.
- The two Value Pack (30 Days) listed in the Central Market have the exact same effect.
- Increased daily challenge Loyalties rewards from 100 to 200.
- Added an idle animation for [Ranger] Pieris Outfit Set.
- Icons for Tier 3 Polar Bear, Kamasyllvia Brown Bear, Ferret, Marmot, and Haetae were updated
- [Hashashin] Karlstein - Added to the outfit's description that the top, shoes, and gloves are all together.
- Mandolf, the armor vendor in Trent, has begun selling 2 new accessories. He's restocked his wares to now include "Kaia Necklace" and "Chimera's Pupil Gem", which were briefly out-of-stock.

Item	Price
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Kaia Necklace	1,000,000 Silver
Chimera's Pupil Gem	100,000 Silver

● Added Elvia Marni's Stones.

- Purchase Elvia Marni's Stones and defeat the required number of enemies to exchange the stone with 1 of the possible items.

※ You can exchange Elvia Marni's Stones with Wacky Toshi when you're Lv. 61 or higher.

Marni's Stone	Objective	Exchange List
Elvia Marni's Stone (Northern Plain of Serendia)	Elvia Northern Plain of Serendia enemy x1,100	Shard of the Tearful Night
		Okiara's Tide
Elvia Marni's Stone (Biraghi Den)	Elvia Biraghi Den enemy x1,700	Shard of the Drained Night
		Narc's Lightning
Elvia Marni's Stone (Southern Cienaga - Swamp Fogan)	Elvia Southern Cienaga's Swamp Fogan enemy x1,100	Shard of the Tearful Night
		Okiara's Tide
Elvia Marni's Stone (Glish Swamp - Swamp Naga)	Elvia Glish Swamp's Swamp Naga enemy x1,400	Shard of the Drained Night
		Narc's Lightning

Elvia Marni's Stone (Castle Ruins)	Elvia Castle Ruins enemy x1,500	Heart of the Parche d Forest
		Shard of the Furious Night
		Valtarra's Flame
Elvia Marni's Stone (Orc Camp)	Elvia Orc Camp enemy x1,300	Heart of the Parche d Forest
		Shard of the Furious Night
		Valtarra's Flame
Elvia Marni's Stone (Bloody Monastery)	Elvia Bloody Monastery enemy x1,300	Narc's Lightning
		Shard of the Draine d Night

- Changed the text displayed when you use Combat/Skill EXP Exchange Coupons.
- Added Guardian, Hashashin, Nova, Sage outfit options to the Halloween Outfit Box.
- The "[Pet] Marumin's Squawky" quest, which was previously only available to season characters, is now available to normal characters.
 - This quest is only available once per family, so your normal characters cannot accept this quest if you have completed it before.
 - Normal characters can easily find the quest in the Suggested tab of the Quests (O) window.
- Fixed the issue so that the system message will not be displayed when you successfully enhance Naru Greatbow to TRI (III) - PEN (V).
- Added the explanation "Equipping the Snowflake Suit or Snowflake Dress will make your Main Weapon and Awakening Weapon invisible in standby" in the item descriptions of Snowflake Suits, Snowflake Dresses, and Snowflake Outfit Set

boxes for certain classes.

- Revised the item descriptions of [Sage] Royal Enforcer Outfit Set B and [Sage] Royal Enforcer Helmet B.
- Added to the message that appears when you open a PRI (I) – TET (IV) Kzarka's Sealed Weapon Box, Dandelion Weapon Box, Nouver's Sealed Sub-weapon Box, and Kutum's Sealed Sub-weapon Box, to display the enhancement level (PRI (I) – TET (IV)) of the gear obtained.
- Added information regarding the success rates of learning individual skills to show when using Theiah's Orb to change your fairy's skills.

Chance to Learn Skills

Skill Name	Success Rate
Feathery Steps I Weight Penalty Reduction (...)	3.66%
Feathery Steps II Weight Penalty Reduction (...)	7.15%
Feathery Steps III Weight Penalty Reduction (...)	10.21%
Feathery Steps IV Weight Penalty Reduction (...)	15.80%
Feathery Steps V Weight Penalty Reduction (...)	13.92%
Fairy's Tear I Instant Resurrection without...	4.91%
Fairy's Tear II Instant Resurrection without...	7.01%
Fairy's Tear IV Instant Resurrection without...	10.85%

Rates are rounded to the nearest thousandths.

Change Skill

Item Count: 10

- Tingling Breath IV
Underwater Breathing +20 sec.
- Morning Star
The summoned fairy will shine and light ...
- Fairy's Tear III
Instant Resurrection without losing EXP....
- Miraculous Cheer V
Auto-use Potion when HP/Resource is d...

All Skills View Details

Change Skill (4 required)

- Changed World Bosses to no longer drop "Response to Precious Courage" as loot.
- Added the following line to the item descriptions of [Mystic] Rakshande Armor and [Mystic] Rakshande Oufit Set: - Equipping the cestus will make parts of the Rakshande Armor invisible.
- It is said that Celestial Horse's Tears can be found in Krogdalo's Trace. Celestial Horse's Tears are resplendent embodiments of the sorrow and yearning roared about by Krogdalo when the three Krogdalo children Arduanatt, Diné, and Doom left Kamasylvia.

- You can get Celestial Horse Calling Horn by processing (L) Trainer's Flute (Permanent) and Celestial Horse's Tears.
- Celestial Horse Calling Horn is imbued with the roar of Krogdalo, and can summon horses at any location, with a few exceptions.
- You cannot use Celestial Horse Calling Horn in locations where you couldn't summon mounts.

Examples of Areas Where You Couldn't Summon Mounts
Red Battlefield, Battle Arena, Team Battle, Aakman Temple, Hystria Ruins, Old Moon Grand Prix, etc.

- **Celestial Horse Calling Horn is a character-bound item.**
- Celestial Horse Calling Horn cannot be used if the mount you are summoning is carrying Trade items.
- Added a daily quest that resets at midnight and a quest available once per family that rewards you with Celestial Horse's Tears.

Quest Name	Quest Acceptance Requirements	Quest Objectives	Reward(s)
Celestial Horse Calling Horn	None	Talk to Erfianso	Contribution EXP
[Daily] Atanis Confection	Must be under Training Level Artisan 1	Hand over Sweet Honey Wine x1 Oil of Fortitude x10 Fruit of Enchantment x30 Energy Potion (Extra Large) x1	Contribution EXP Atanis Confection x1
[Daily] Atanis Confection	Must be over Training Level Artisan 1	Hand over Sweet Honey Wine x1 Oil of Fortitude x10 Fruit of Enchantment x30	Contribution EXP Atanis Confection x2

		Energy Potion (Extra Large) x1	
Celestial Horse's Tears	Talk to Erfianso with Atanis Confection x30 in your inventory	Place Atanis Confection in Krogdalo's Trace	Celestial Horse's Tear x1

- Erfianso, the node manager of Atanis Pond, values the bond between Adventurers and horses. In the [Daily] Atanis Confection quests, he will reward more Atanis Confections to Adventurers with more training experience.

- You can choose one of the two [Daily] Atanis Confection quests according to your training level, and you may only complete one.


- Deleted the set effect conditions for Blackstar and Obsidian Blackstar Defense gear from the item descriptions.
- Changed the original items copied via Item Copy so that they can no longer be sold to vendors.
- Added information regarding the success rates of changing a mount's skills when using the Mount Skill Change Coupon.

Manage Skill

Learned Skill
Unlearned skill

Skill Change Point: +0


Skill to Change



Instant Accel
While Running F

100%

Desired Skill



Drift
← or → + ↓ while Running

⊗ The Skill Change Point stays the same even when you select a different Desired Skill.









⊗ The chance of learning the Desired Skill increases as the Skill Change Point increases.

⊗ Courser skills cannot be changed to other skills once a horse becomes a courser.

⊗ Press <Change Skill> to try to get the desired skill.

Change Skill

Mount Skill Change Rates

	Hind Kick Hind Kick ↓ + F	12.25%
	Fore Chop Fore Chop F	12.25%
	Drift ← or → + ↓ while Running	6.36%
	Sprint ↑ +Shift (Saddle required)	2.70%
	Start Accel Lift front leg with SPACE, then ↑	8.75%
	High Jump SPACE while running fast	5.83%
	Quick Stop While Riding ↓	5.83%
	Charge Q (Champron required)	3.50%

- Each rate reflects the Skill Change Point.
 - Each rate is rounded up to the thousandths.

- Added success rate details to the Premium Horse Appearance Change Coupon.

- Changed the "Cannot use if you have either an active Trainer's Flute or another Celestial Horse Calling Horn in your inventory" text to be more visible in the item description of the Celestial Horse Calling Horn (Permanent).
- [Archer] Karki Suit - Added text in the item description to state that equipping the Crossbow and Ra'ghon will make portions of the Karki Suit invisible.
- Changed Magical Draughts and Regular Draughts to refresh the duration and have the effect of the last draught used.







Before	After
<p>The effects and duration of a Magical Draught remain active when a Regular Draught is used before the effects of the Magical Draught expires.</p>	<p>The effects and duration of a Magical Draught are replaced when a Regular Draught is used before the effects of the Magical Draught expires.</p>

- Changed the item descriptions for Beginner Black Stone (Weapon) and (Armor) as follows:

Before	Now
<p>Characters who have completed the Calpheon main quest "Looking for Adventurers" can go to the Fughar in major cities to exchange it for goods that aid season characters with growth.</p>	<p>Characters who have completed the Serendia main questline can go to Fughar in major cities to exchange this for Naru Gear.</p>




- Added Crypt of Resting Thoughts - Excavation as a place to obtain Mass of Pure Magic in its item description.
- Added Crypt of Resting Thoughts as a place to obtain Trace of Battle in its item description.
- Added Mountain of Division - Excavation as a place to obtain Trace of Violence in its item description.
- The following names and icons of certain Underwear have been changed:
 - "[Sorceress] Nude Basic Underwear" has been changed to "[Sorceress] Nude Deep Black Underwear".
 - "[Mystic] Lahr Arcien Underwear A (No Stockings)" has been changed to "[Mystic] Lahr Arcien Underwear (No Stockings)".
 - "[Lahn] Lahr Arcien Underwear A (No Stockings)" has been changed to "[Lahn] Lahr Arcien Underwear (No Stockings)".
 - The icon for "[Kunoichi] Sileshi Underwear" has been changed to match the outfit's appearance.
- The descriptions for Trace items about the Crafting Notes will now take you directly to BDO Wiki's Crafting Notes page.
- Ebenruth's Nol - Change the color of the text effect displayed when equipping the item to yellow.
- Changed Leonar's Celestial Map's item description from "Press RMB" to "Press RMB to use the item."

- Fixed a typo for Contract: [Head Storage Butler] Sebastian.
 - Changed the item description of Treasure Map of a Sailor to say "Press RMB to use".
 - Changed the item description of Treasure Chest of a Sailor to say "Press RMB to use".
 - Changed the item description of Material Box for Some Ship to say "Press RMB to use".
 - Added the High Wind, Windy, and Draughty Trophies. These trophies are only awarded to the best riders of the Grand Prix, and can be exchanged for Gold, Silver, and Bronze Trophies, respectively.
- You will need the following items to exchange for these trophies from Gula at the Stonetail Horse Ranch:

Exchangeable Item	Required Items
 <p data-bbox="336 913 557 947">High Wind Trophy</p>	 <p data-bbox="1050 869 1248 902">Gold Trophy x40</p>
 <p data-bbox="363 1252 531 1285">Windy Trophy</p>	 <p data-bbox="1043 1205 1254 1238">Silver Trophy x50</p>
 <p data-bbox="347 1590 547 1624">Draughty Trophy</p>	 <p data-bbox="1031 1541 1264 1574">Bronze Trophy x100</p>

- The special function of each trophy is as follows:

Item	Special Function
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 <p>High Wind Trophy</p>	<p>Mount EXP +20%</p> <p>Training EXP +30%</p> <p>Training Mastery +25</p>
 <p>Windy Trophy</p>	<p>Mount EXP +10%,</p> <p>Training EXP +20%</p> <p>Training Mastery +15</p>
 <p>Draughty Trophy</p>	<p>Mount EXP +5%</p> <p>Training EXP +15%</p> <p>Training Mastery +10</p>

- Each trophy decoration's effect lasts for 10 hours upon use with 10 durability.

※ You cannot stack the effects of each trophy. Only the most recently installed trophy decoration's effect will be applied and overwrite any previously installed trophy effects.



- Increased the chance to obtain Blue Spirit Essence from Candidum, Black Rust, Nineshark, Saltwater Crocodile, and Lekrashan by 50%.
 - Blue Spirit Essence is an item used to craft Nineshark and Ocean Stalker Chandeliers.
- Increased the chance to obtain Saltwater Crocodile's Scale from defeating Saltwater Crocodiles by 50%.
 - Saltwater Crocodile's Scale is an item used to craft Violent Wave Plywood.
- Added the Cheer action to be displayed when obtaining the following items from a box.

List of Affected Items

Horse Emblem: Dream Doom	Resplendent Alchemy Stone of Life
Horse Emblem: Dream Arduanatt	JIN Glorious Crystal of Honor - Special Evasion
Horse Emblem: Dream Diné	BON Glorious Crystal of Honor - Special Evasion
Advice of Valks (+150)	WON Glorious Crystal of Honor - Special Evasion
Advice of Valks (+100)	Crystal of Honorable Courage – Ah'krad
Sharp Alchemy Stone of Destruction	Crystal of Honorable Courage - Olucas
Resplendent Alchemy Stone of Destruction	Energy of All Creations
Sharp Alchemy Stone of Protection	Gold Bar Box

Resplendent Alchemy Stone of Protection Sharp Alchemy Stone of Life	
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- Changed your character to no longer Cheer when acquiring a Mass of Pure Magic.
- Added a recipe to craft Ship Repair Material with Thornwood Plywood.
- Changed the item description of "[Event] Nostalgia Classic Box" to clearly state the classes that can get Classic Outfit Sets.
- Changed and fixed the typos in the class secret book item descriptions to match their names.
- Changed the boss in Succession/Awakening quests to be summonable as a party member.
- Changed the Mole that appears while farming to be summonable as a party member.
- Changed the item description of [Warrior] Kairos outfits to mention that accessories will be hidden when worn with it.
- Added the Kibelius outfit effect to the wings of the [Nova] Kibelius outfit.
- Added the [Corsair] Maretakant Classic Set (7 Days) to the [Event] Classic Outfit Box (7 Days), an item given to new Adventurers as a login reward.
- Changed the item descriptions of Succession Classic Box, [Event] Succession Classic Box to list each of the outfits obtainable for each class in detail.
- Increased the DP by 1 on Naru Sub-weapons between the enhancement levels of 0-3 as certain Militia Sub-weapons were being displayed as being better than Naru Sub-weapons.
- Added more information to the item "[Season] Boss Gear Exchange Coupon."
- The weights of the five different materials needed to enhance Naru and Tuvala gear were reduced to 0.1LT per x1,000.

Items
Time-filled Black Stone Refined Magical Black Stone Tuvala Ore Beginner Black Stone (Weapon) Beginner Black Stone (Armor)

- Reduced the Excavation work time at the Star's End and Crypt of Resting Thoughts nodes by 50%.
- Changed the drop rate for Mass of Pure Magic via Excavation at the Star's End and Crypt of Resting Thoughts nodes to 100%.
- Quadrupled the drop rate for Mass of Pure Magic via Excavation at the Mountain of Division.

- In addition to the increased drop rate via Excavation at certain nodes, defeating monsters in the following regions now have a higher chance to drop Mass of Pure Magic than before.

Region	
Desert Naga Temple Bashim Base Titium Valley Fadus Habitat Crescent Shrine Tshira Ruins Cadry Ruins Gahaz Bandit's Lair Polly's Forest Waragon Nest Protty Cave Blood Wolf Settlement Centaurus Herds Basilisk Den	Roud Sulfur Mine Pila Ku Jail Sherekhan Necropolis (Day), (Night) Navarn Steppe Shultz Guard Sycraia Upper Zone Manshaum Forest Forest Ronaros Mirumok Ruins Aakman Temple Thornwood Forest Marie Cave (Traitor's Graveyard) Hystria Ruins Kratuga Ancient Ruins

- Added the Darkened Parchment I & II, which can turn a bunch of awakened boss summon scrolls into ones that can summon even powerful foes.
 - Darkened Parchment I & II can be obtained through a Repeat quest you can accept by talking to the Black Spirit if you have 10 or more of the same awakened boss summon scrolls mentioned below.
 - Using Simple Alchemy on 10 of the same awakened boss summon scrolls mentioned below with a Darkened Parchment I or II will make a Darkened Boss Summon Scroll.

Materials			Simple Alchemy Product
Awakened Imp Captain Summon Scroll			Darkened Boss Summon Scroll I
Awakened Goblin Chief Summon Scroll			
Awakened Altar Imp Captain Summon Scroll	x10	Darkened Parchment I x 1	
Awakened Manshaum Chief Summon Scroll	(same type)		
Awakened Forest Ronaros Guardian Summon Scroll			

Awakened Monastery Boss Summon Scroll			
Awakened Dim Tree Spirit Summon Scroll			
Awakened Frightening Witch Summon Scroll	x10 (same type)	Darkened Parchment II x1	Darkened Boss Summon Scroll II
Awakened King of Navarn Steppe Summon Scroll			
Awakened Gyfin Rhasia Raid Captain Summon Scroll			

Ex) Using Simple Alchemy on Awakened Monastery Boss Summon Scroll x10 and Darkened Parchment II x1 will produce a Darkened Boss Summon Scroll II x1.

- You can use Simple Alchemy on a Darkened Parchment I with an awakened boss summon scroll obtained from a daily quest, and on a Darkened Parchment II with an awakened boss summon scroll obtained from a weekly quest.
- The Darkened Parchment and awakened boss summon scroll will expire 7 days upon obtaining.
- Darkened Boss Summon Scrolls can be used all over the world of Black Desert by characters Lv. 60 or higher.
- Using the Darkened Boss Summon Scroll will summon the following bosses based on the scroll type.

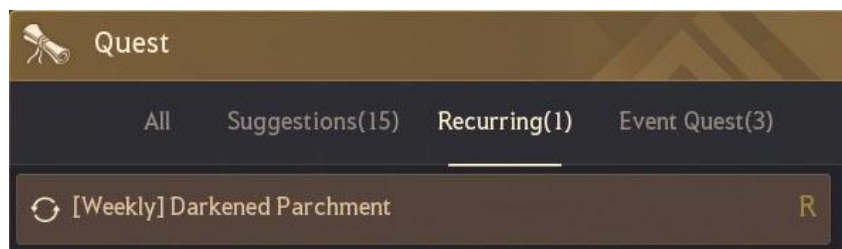
Darkened Summon Scroll I	
Random one-time appearance	[Darkened Boss] Red Nose [Darkened Boss] Giath [Darkened Boss] Dastard Bheg
One-time appearance	[Darkened Boss] Narc Brishka
One-time appearance	[Darkened Boss] Ronin
Darkened Summon Scroll II	

Random one-time appearance	[Darkened Boss] Muskan [Darkened Boss] Dim Tree Spirit [Darkened Boss] Hexe Marie
One-time appearance	[Darkened Boss] Griffon
One-time appearance	[Darkened Boss] Urugon

- Up to 5 Adventurers can obtain loot by defeating a boss summoned by a Darkened Summon Scroll together.

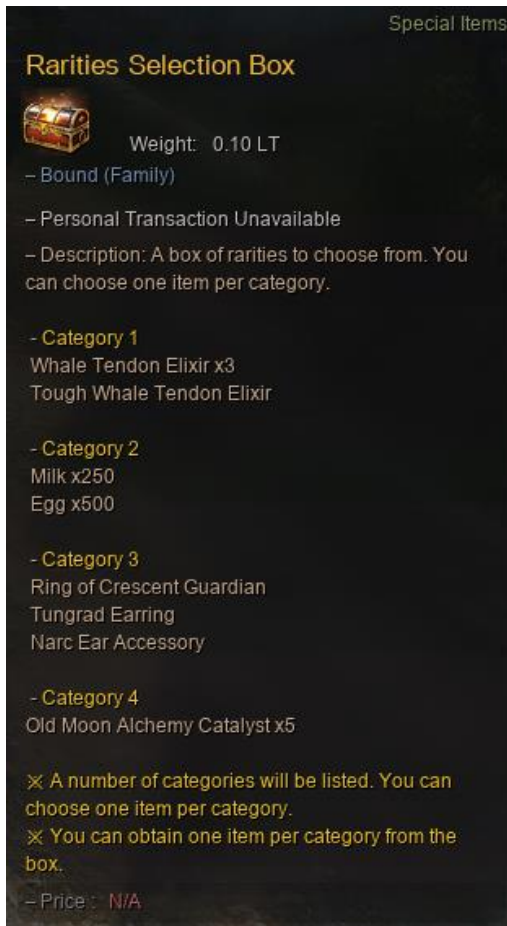
- Using the Darkened Summon Scroll will grant you the quest "[Co-op] Defeat Darkened Boss." However, you won't be able to accept the quest if you have more than 30 quests accepted.

- Completing the quest "[Co-op] Defeat Darkened Boss" will award you with a Darkened Boss Bundle, which you can use to obtain up to 9 items lootable from defeating awakened bosses. However, Remnants of the Rift will drop approx. 40% less compared to using a normal awakened boss summon scroll.

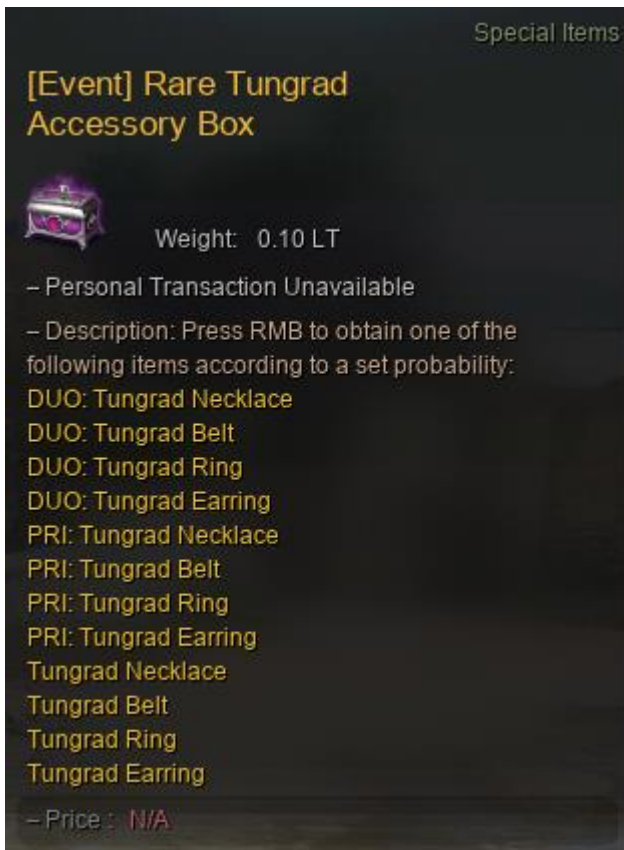


- Added that Race Horses can't benefit from Krogdalo's Feather in its item description.
 - Changed the world alert to now display when you obtain Moon's Split Nail or Tears of the Arid River in the Elvia Realm.
 - Added to Combatant's Stone (Weapon) and Combatant's Stone (Armor) item descriptions that both items can be used to reform Tuvala gear equipable by normal characters with a Tuvala Conversion Stone.
 - Added to the [Season] Crow Merchants Guild Contribution Certificate I, II item descriptions that having said items in the inventory of your season character will enable you to see and accept certain quests.
 - Fixed a typo in the medicine box for Imperial Delivery.
 - Fughar's Timepiece - Changed the item description to mention that Skill EXP acquired from combat and not the total amount of Skill Points are transferred when using the item.
 - Increased the drop rate of the item "Dragon Scale Fossil" in the following three monster zones: Tshira Ruins, Blood Wolf Settlement, and Sherekhan Necropolis (Day, Night).
 - Changed the appearance rate of Old Drieghanese Crate (in the Drieghan region monster zones: Sherekhan Necropolis, Blood Wolf Settlement, Tshira Ruins) to always appear when Garmoth does her fire attack.
- Additionally, increased the amount of "Dragon Scale Fossil" dropped by Old Drieghanese Crate from only [x1] to [x5 - x10.]

- Added a new type of box item where you will be able to select the reward you want for each of the categories.
- All the items in the item box have a category assigned to them. You will be given choices for each of the categories.
- You will be able to select one reward from each of the categories to obtain.
- This function was added to the Login Reward given on the last day "Rarities Selection Box" and to the Pearl Shop product "My Very Own Value Pack Box."
- You can see the items offered in each of the categories by looking at the item description of the aforementioned items.



- Changed the PRI (I) Tuvala Main and Sub-weapon Boxes exchanged from PEN (V) Naru Main and Sub-weapons to now open immediately upon receipt, granting you a suitable weapon for your class.
- Changed Rift's Fragments, obtainable on the Season Servers to form Rift's Echo, from character-bound to Family-bound.
- Added Nova and Corsair to the list of classes that can open [Event] Lorraine Bikini Box to get a Lorraine Bikini for their class.
- Added Sage to the list of classes that can open [Event] Luvis Swimsuit Box to get a Luvis Swimsuit for their class.
- Changed the description for Golden Terrmina regarding how to obtain the item.
- Improved the description for boxes that mention obtaining items according to a set probability.
- Changed the icon for the [Event] Rare Tungrad Accessory Box.



- Changed the Artina Sol converted by a [Season] Tuvala Awakening Weapon Conversion Stone to now be able to recover durability with a normal Artina Sol.
- Fixed the description for [Mystic] Outlaws of Margoria Armor (Tattoos) to correctly add the "(Tattoos)" portion to the armor name.
- Fixed typos in the following item descriptions:
 - [Event] Grandpa Cron's Gift
 - [Event] Spooky Halloween Furniture Box
 - Halloween Mystery Pumpkin Box
- Added details explaining certain restrictions to the item description of slot expansion items.
- Changed the item descriptions of the Atoraxxion rewards "Vahmalkea: Aakmah Chest," "Vahmalkea: Hystriah Chest," and "Vahmalkea: Desert Chest" to read more naturally.
- Changed the text displayed on the bottom part of a Pearl Shop (F3) item with selectable bundles.
- Separated the shoe portion of the item "Outlaws of Margoria Armor" as a separate item "Outlaws of Margoria Shoes."
 - Due to this change, you will now obtain 3 pieces when opening the "Outlaws of Margoria Outfit Set": Helmet, Armor, and Shoes.

Opening the "Outlaws of Margoria Outfit Set"	
Before	After
Obtained Helmet & Armor (2 pieces)	Obtain Helmet, Armor, & Shoes (3 pieces)

- Changed the descriptions for the [Season] Lv. 53: Leveling Aid Box to be more explicit about its requirements.
- Changed "Dehkima: Token of the Oath," "Seal of the Undying," "Crow's Black Jewel" to all be able to be moved to the Family Inventory.

Monster Changes

- Reduced Poisonous Swamp Plant's damage dealt to Adventurers in Elvia - Swamp Naga Habitat by approximately 50%.
- Reduced Chief Titium's AP increase when frenzied in Elvia - Swamp Naga Habitat by approx. 20%.
- Changed the recommended AP for Elvia - Biraghi Den to 250 AP.
- Reduced normal monster AP in Biraghi Den by approx. 10%.
- Reduced normal monster HP in Biraghi Den by approx. 20%.
- Fixed the issue where alert levels in Elvia - Biraghi Den would sometimes not increase.
- Changed the recommended AP for Elvia - Altar Imp Habitat to 250 AP.
- Reduced normal monster HP in Altar Imp Habitat by approx. 20%.
- Reduced normal monster AP in Altar Imp Habitat by approx. 2%.
- Fixed the issue where Dastard Bheg would sometimes refuse to appear in Elvia - Altar Imp Habitat.
- Adjusted the HP of monsters in Elvia - Orc Camp.
- Reduced normal monster HP in the Orc Camp by approx. 20%.
- Reduced the Red Orc Wizard's HP in the Orc Camp by approx. 30%.
- The loot obtained by defeating the [Chief of Flames] Org, which appears in the Orc Camp, will now be affected by Item Drop Rate effects.
- Changed Elvia - Bloody Monastery as follows:
 - Reduced Muskan's HP in the Bloody Monastery by approx. 30%.
 - Fixed the issue where you couldn't use the Crimson Bell item that drops from the Bloody Monastery in certain areas of the region.
 - Spread out the location of Cultist Shamans in the Bloody Monastery so they aren't too densely packed in certain areas.
- Added the following items to the item drop list information for the Elvia hunting grounds.
 - Shard of the Furious Night
 - Shard of the Tearful Night
 - Shard of the Drained Night
- Added Wacky Toshi to now appear in Glish.
- Fixed the issue where you could get additional Black Stone (Armor) items from Red Nose and Muskan while Hadum's Black Sun expanded its reach and tainted the Dark Rifts.
 - You can get 2-3 Black Stone (Armor) items by defeating Red Nose and Muskan, the same as before Hadum's Black Sun had tainted the regions.
- Updated the Worker List to have the worker icon blink red when their stamina is depleted.
- Added enhancement level display for enhanced items in the "View History for Guild Storage" list.

- Changed the check box UI in the message box for Party/Platoon Invite, Challenge to a Duel, when attempting to use quest navigation and other notices to a square-shaped button.
- The Vessel of Inquisition, emanating the scent of death, has been discovered in a part of Star's End where adventurers rarely set foot. The rotting stench of Blackstar from the Vessel of Inquisition envelopes all of Star's End, making Kzarka's apostles willingly sacrifice themselves as offerings.
 - Changed the locations of some Star's End monsters.
 - Placed a total of three Vessels of Inquisition around the edges of Star's End.
 - Strike the Vessel of Inquisition to call forth Kzarka's apostles, who covet the energy contained within it.
 - The apostles will attack the Vessel of Inquisition to obtain the energy spilling out from the fragment of the Blackstar. They will disperse once the Vessel of Inquisition is destroyed.
 - The apostles coveting the power within the Vessel of Inquisition are stronger than previous Star's End monsters.
 - The Vessel of Inquisition will shatter if too many apostles coveting its power gather.
- Fixed the issue where Al Rhundi summoned with the "Al Rhundi's Secret Orders" at Castle Ruins in Elva Realm disappeared.
- Fixed the issue where the alert system would stop activating after a certain amount of time for the Biraghi Den monster zone in Elvia Realm.
- Fixed the issue where the Elite Al Rhundi Rebels, summoned through Al Rhundi's Secret Orders in the Castle Ruins in Elvia Realm, would sporadically disappear.
- Changed the terrain of certain parts of Hystria Ruins. As a result, the location of certain monster groups was changed and the number of monsters increased.
- Fixed the issue where the camera shake effect was excessive when hit by the Cultist Shaman and Cultist Giant Warrior in Bloody Monastery.
- Changed the following monster zones so that the monster will not attack if the character and mount are 15 levels higher than the monsters.
 - Field monsters in Kamasyllia, Drieghan, and O'dyllita territories
 - Field monsters in Abandoned Monastery (Restricted Territory), Kratuga Ancient Ruins, Sycraia Underwater Ruins, Padix Island, Star's End, and Ash Forest
- Daphne DeLucci in Balenos Forest claims to have spotted Dastard Bheg in Balenos Forest after he finished gathering the Mine Imps.
 - Changed the appearance location of the field boss Dastard Bheg to Balenos Forest.
- Defeating monsters on the Season Server in regions recommended for parties of 3, such as Waragon's Nest, Basilisk Den, and Shultz Guard, now have a low chance to cause Afuaru to appear.
 - The aforementioned 3 regions are monster zones recommended for parties of 3, and thus will award up to 3 Adventurers with loot for defeating Afuaru.
 - Defeating Afuaru will drop Tuvala Ores and Refined Magical Black Stones, along with a chance to drop the "Frozen Tides

Black Stone," which grants guaranteed TET (IV) to PEN (V) enhancement of Tuvala gear excluding accessories.

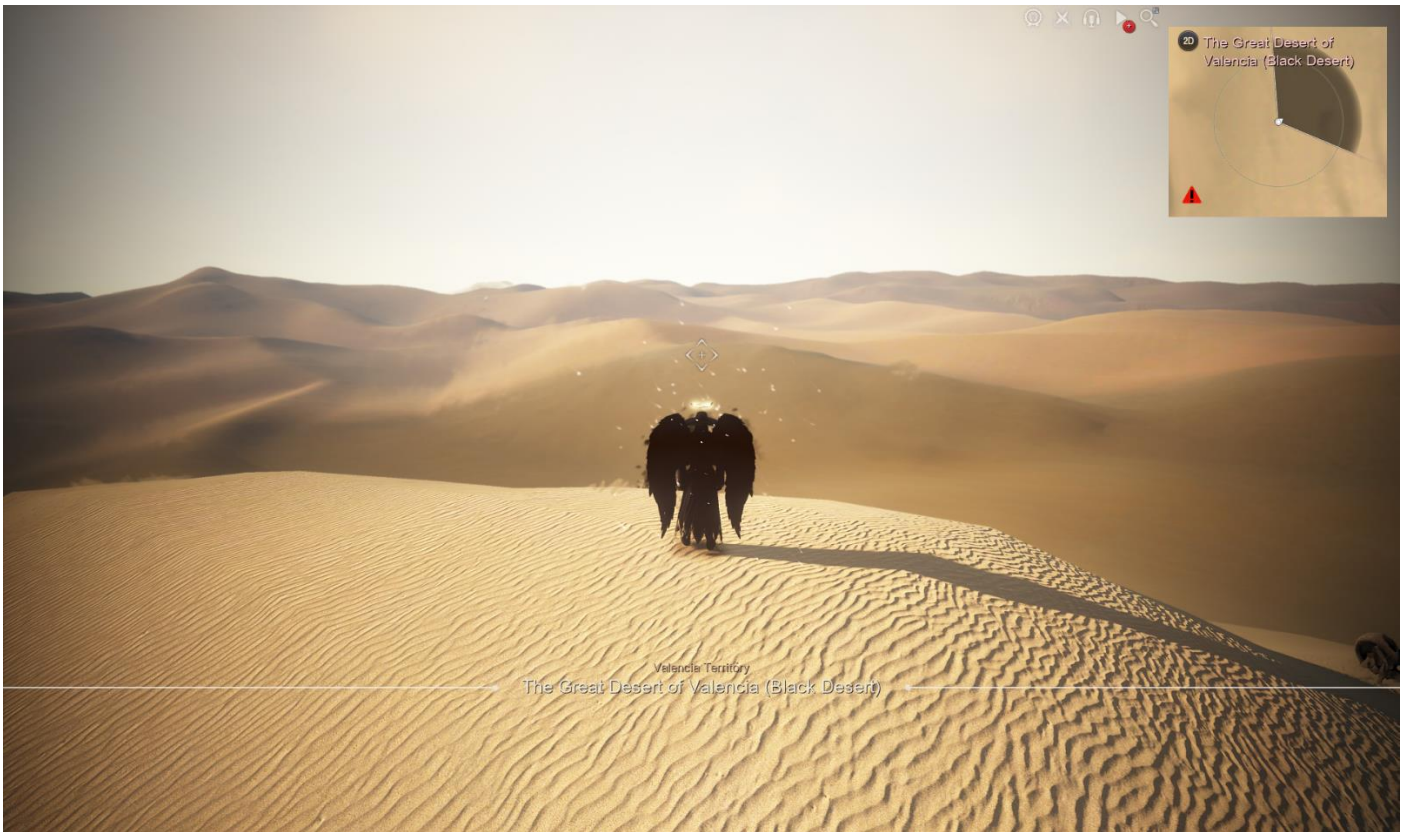
- Applied a minimum damage requirement to obtain loot from raiding certain World Bosses.
- You will now only receive loot if you deal more than the minimum amount of required damage on the boss.
- The minimum damage requirement is set to 0.01% of each World Boss's HP shared across the servers.
- The minimum damage requirement applies to the following bosses:

World Boss
Nightmarish Kzarka Bloodstorm Nouver Stormbringer Karanda Thundercloud Kutum

- Defeating monsters in the following regions will now drop Caphras Stones, and the drop rate of Caphras Stones has been increased.

Region	
Desert Naga Temple Bashim Base Titium Valley Fadus Habitat Crescent Shrine Tshira Ruins Cadry Ruins Gahaz Bandit's Lair Polly's Forest Waragon Nest Protty Cave Blood Wolf Settlement Centaurus Herds Basilisk Den Roud Sulfur Mine Pila Ku Jail Sherekhan Necropolis (Day), (Night)	Navarn Steppe Shultz Guard Sycraia Underwater Ruins (Upper), (Abyssal) Manshaum Forest Forest Ronaros Mirumok Ruins Aakman Temple Thornwood Forest Marie Cave (Traitor's Graveyard) Hystria Ruins Kratuga Ancient Ruins Star's End Tunkuta Padix Island Gyfin Rhasia Temple Ash Forest Crypt of Resting Thoughts

- Changed the resurrection location when using Escape or Resurrect at the closest Safe Zone near Tyrant's Hill to be closer.



- Added a glittering effect to the body of Afuaru, the graverobber.



- Increased the drop rate of Caphras Stones and Ancient Spirit Dust from the golems in Olun's Valley.
- Increased the lowest possible chance to obtain knowledge from defeating monsters in Balenos to Mediah by 10%.
 - However, the rates to learn knowledge from Shultz Guard monsters remain the same as before.
- A bunch of Kzarka's followers have succeeded in unlocking the sinful power of the Vessel of Inquisition.
 - The Harbinger of Defilement monster now appears from the Vessel of Inquisition at Star's End.
 - Harbinger of Defilement will throw its sin-filled spear mightily from afar to provide support to power-hungry followers of Kzarka.



- Changed dying in Atoraxxion: Vahmalkea on the season and normal servers to no longer deal penalties.
- Reduced the damage of the falling rocks and rock attack patterns of Apex Urukios at Vaha's Cradle in both the season and normal versions of Atoraxxion: Vahmalkea.
- Changed defeating Apex Urukios to now drop Caphras Stones in Vaha's Cradle, Atoraxxion: Vahmalkea.
- Increased the DP reduction debuff applied to Apex Urukios in phase 3 at Vaha's Cradle, Atoraxxion: Vahmalkea.
- Changed Apex Urukios at Vaha's Cradle, Atoraxxion: Vahmalkea to enter phase 3 while invincible when its HP drops to a certain point while it is a statue.
- Added camera effects for Apex Urukios at Vaha's Cradle, Atoraxxion: Vahmalkea when entering phases 2 and 3.
- Changed Apex Lucretia at Vaha's Cradle, Atoraxxion: Vahmalkea to prioritize synchronizing when its health gets low.
- Fixed the issue where dying to [Vaha's Spite] Putrakium in Atoraxxion: Vahmalkea on the season or normal servers would still apply a penalty.
- Fixed the issue where defeating monsters during the season server-only Ancient Weapon Invasion event would give credit for certain quest objectives which required defeating Elvia Realm monsters.

◆ Quests & Knowledge

- There's news of some gossipy NPCs in each of the major city's taverns and inns offering interesting tales of this world. They talk of Adonna Rioblanc, who trudged through the harsh sandstorms of the desert to settle down in a quiet tavern somewhere in the western continent.

- You can find details regarding Adonna Rioblanc's actual location by talking to the following NPCs located in the taverns/inns listed below.

Town / Capital City	Inn / Tavern	NPC
Velia	Lunar Halo Inn	Kono
Heidel	Golden Toad Inn	Ponterra
Calpheon	Herba Tavern	Sauvinanc
Altinova	Mariam Inn	Taruc
Valencia	Sabi Inn	Akadula
Grána	Luansei Inn	Garkana
Duvenchrune	Bamam Inn	Dotanta
O'draxxia	Thornflower Tavern	Rune Terna

- Meet with Adonna Rioblanc, and solve her simple riddle quests to get your fortune read for a total of 9 times per family.

Each time you get your fortune read, you will be able to receive a special gift useful for the Black Spirit's Adventure.

- You will be able to get your fortune told a few days after the previous fortune reading session from Adonna Rioblanc.

Once you're able to get another fortune read, Adonna Rioblanc's Borky will announce in the inn/taverns of the towns/capital cities listed above that you can get another fortune read.

- Once her parrot makes the announcement, you can return to Adonna Rioblanc, who will eagerly read your fortune without the need to accept a separate quest.

- Adonna Rioblanc and her parrot will return to their wandering ways when the time comes. Right before they set off on their journey, adventurers will be able to accept a quest from the parrot Borky, who will reveal their hidden story, and also reward you with Adonna's last gift and title.

- However, Adonna does not wish to sour the still-bright futures of adventurers who are below Lv. 30, and will refrain from reading their fortunes.

- Added the word "Elvia" to titles of daily hunting quests only available on the Elvia server.
- Removed "PRI (I) Tuvala Awakening Weapon Box" from the Awakening quest reward list for all the classes.
- Fixed and changed the following aspects of Sage's Awakening questline.
 - Fixed the issue where using a skill in the Ancient Stone Chamber would allow you to pass through the closed stone door. If you exit the stone chambers during the questline, we've added an NPC in front of the stone door to return you to the chambers.
 - Added and fixed the text for "[Sage Awakening] Wholly Resurrected", "[Sage Awakening] Kibelius of Destiny - Combo/Practice" quests.
 - Added a screen effect if you interact with Talibre's Door during the "[Sage Awakening] A Strange Ancient Device" quest.
- Dalishain, an apprentice to Velia's alchemist, Alustin, has been sighted in major cities. Alustin's exceptionally gifted apprentice will be wandering from major city to major city, offering services to increase one's potential in Alchemy. At Alustin's behest, Dalishain will be taking his place to offer the simple test in Alchemy to Adventurers.
 - Dalishain's interests lie in crafting potions, so you will be able to find her near the potion vendors of each major city.
 - Changed the name of the Alchemy quest "[Bonus] A Simple Test from Alustin I" to "[Bonus] A Simple Test from Dalishain I."
 - Changed the quest to now be completed by talking to Dalishain.
- Added the quest "[Elvia] Elvia Realm: Dark Knights and the Ahib" to Quest (O) - Suggested.
- Added repeatable quests for the Elvia Realm to Quest (O) - Repeated.
- Fixed the issue where the text displayed when attempting to exchange a "Treasure Chest of a Sailor" was awkward.
- Fixed the quest descriptions for [Daily] Ravikel's Test and [Daily] For the Serendian Soldiers.
- Changed the way you accept the quest [Event] A Tulip for Your Heart. Whereas previously you could only accept the quest during the event period, you can now accept the quest as long as you have [Event] Tulip x3 or more in your inventory.
- Added a weekly quest that you can accept from Bave Rickxa in Oquilla's Eye.
 - This is a weekly quest, so it resets 7 days after completion at midnight (00:00).

Quest Name	Quest Condition	Quest Reward
[Weekly] Ferocious Saltwater Crocodile	Defeat Ferocious Saltwater Crocodile x10	Contribution EXP x300 Choose 1: Saltwater Crocodile's Scale x5

		Violent Sea Monster's Scale x5
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- Added the quest "Old Moon Guild's Trade Offer" where you can exchange accessories obtained from the quests for another accessory,

- The quests "[EXC] A New Choice" that can be accepted from Jetina are as follows:

Quest	Objective	Reward Choices
[EXC] A New Choice	Hand over a TET (IV) accessory obtained from the quest "Old Moon Guild's Trade Offer" to Jetina	TET (IV) Narc Ear Accessory/Tungrad Earring/Ring of Crescent Guardian
[EXC] A New Choice	Hand over a PEN (V) accessory obtained from the quest "Old Moon Guild's Trade Offer" to Jetina	PEN (V) Narc Ear Accessory/Tungrad Earring/Ring of Crescent Guardian

* These quests can be completed by having a TET (IV) or PEN (V) accessory obtained from the pertaining quest in your Inventory (not equipped).

* Only one of these quests can be accepted and completed once per family.

- Changed the quest "Shining Brighter: Narc Ear Accessory/Tungrad Earring/Ring of Crescent Guardian" so that only one of them can be completed per family.

- Fixed the typo in the quest "[Daily] Old Moon Guild Subjugation Request - Gyfin Rhasia Temple".

- Improved the Knowledge keyword Great Ocean Dark Iron to be more detailed.

- Added the buff item "Sea Legs" as rewards for the following two quests at Lake Kaia that is part of the Calpheon main questline.

- Take Away the Fish and Only a Corpse is Left

- [Boss] The Mastermind of the Catfishmen

* Sea Legs is a buff that is applied immediately after it has been accepted. Characters will be able to swim faster for 3 minutes after receiving this blessing from the water fairies living in Lake Kaia

- Added a method to obtain the following knowledge.

Category	Knowledge	Hint
Others	Trace of Wave	Talk to Paso Anca in Epheria Sentry Post and spend energy
Others	Trace of Death	Talk to Freharau in Glish and spend energy

- Changed the following knowledge to be learnable when lumbering Dry Pine Tree:

- Dead Tree Essence

- Changed the following knowledge to be learnable when lumbering and extracting from Cactus:

- Cactus Sap
- Cactus Thorn
- Cactus Rind

- Changed the content of the following knowledge to read more naturally.
 - Cox Pirates' Artifact (Parley Expert), Cox Pirates' Artifact (Parley Beginner), Khan's Tendon, Enhanced Island Tree Coated Plywood, Cobalt Ingot, Luminous Cobalt Ingot, Great Ocean Dark Iron
- Changed the hint for the knowledge Cox Pirates Extermination Seal to be more natural.
- Changed the dialogue when learning Usable Pirate Ship's Remains to be more natural.
- Lowered the difficulty of the quest "[O'dyllita] Turo Resistance" that is part of the main questline "[O'dyllita] Gem of Imbalance" by changing its objective.

Before	After
Defeat 50 Turo traitors	Defeat 1 Turo traitor

- Daily, Recurring, and Weekly quest rewards that awarded Caphras Stones or Ancient Spirit Dust have been adjusted as follows:
 - The rewards for the following villa quests in the Valencia Territory have been changed:

Quest Name	Reward Before	Reward Now
[Daily] Kunid's Message	Ancient Spirit Dust x1	Ancient Spirit Dust x25
[Daily] Karashu's Message		
[Daily] Amir's Message		
[Daily] Alsabi's Message		
[Daily] Gahaz's Message		
[Daily] Tasaila's Message		
[Daily] Shandi's Message		
[Daily] Atosa's Message		
[Daily] Dudora's Message		
[Daily] Oberin's Message		

- The rewards for the following quests in the Valencia Territory have been changed:

Quest Location	Quest Name	Reward Before	Reward After
Aakman Temple	[Daily] For Bolero	Caphras Stone x1	Caphras Stone x5
Roud Sulfur Mine	[Daily] Code of the Mine		
Hystria Ruins	[Daily] Endless Threats		
Pila Ku Jail	[Daily] Monstrous Force		
Bashim Base	[Daily] Hostile Tribe		
Taphtar Plain	[Daily] Redeeming Our Land		Caphras Stone x3
Waragon Nest	[Daily] Moria's Fervor for Research		
Basilisk Den	[Daily] Unsubdued Grudge		
Cadry Ruins	[Daily] You Wanna Tango?		
Gahaz Bandit's Lair	[Daily] Subduing the Force		
Crescent Shrine	[Daily] Fuming Frenzy		
Desert Naga Temple	[Daily] Disruption		
Titium Valley	[Daily] Deep Grudge		

- The rewards for the following quests in the Muiquun Territory have been changed:

Quest Name	Reward Before	Reward Now
Pila Ku Jail Extermination	Ancient Spirit Dust x1	Ancient Spirit Dust x5
Desert Fogan Extermination		
[Daily] Argos Black Crystal		

- The rewards for the following quests in the O'dyllita Territory have been changed:

Quest Location	Quest Name	Reward Before	Reward After
Thornwood Forest	[Daily] Defeat the Fallen Ahibs	Caphras Stone x2	Caphras Stone x5
	[Daily] Glowing Statues	Ancient Spirit Dust x5	Ancient Spirit Dust x10
	[Daily] What It's Like to be Subjugated		
Crypt of Resting Thoughts	[Daily] Flawed Turasil's Power	Caphras Stone x2 Ancient Spirit Dust x5	Caphras Stone x5 Ancient Spirit Dust x10
	[Daily] Gargoyles Gone Wild	Caphras Stone x1 Ancient Spirit Dust x5	Caphras Stone x2 Ancient Spirit Dust x10
	[Daily] A Greater Darkness for a Darkness	Caphras Stone x2 Ancient Spirit Dust x5	Caphras Stone x3 Ancient Spirit Dust x10
Tunkuta	[Daily] Unknown Stench	Caphras Stone x2 Ancient Spirit Dust x5	Caphras Stone x3 Ancient Spirit Dust x10
	[Daily] Turo Scouts Who Lost Their Minds	Caphras Stone x1	Caphras Stone x3
	[Daily] Foreign Invasion	Caphras Stone x2	Caphras Stone x5
	[Daily] Suppress the Strongest Ones	Caphras Stone x1	Caphras Stone x3
O'dyllita Territory	[Daily] Suspicious Black Things	Ancient Spirit Dust x5	Ancient Spirit Dust x10

- The rewards for the following quests in the Kamasyvia Territory have been changed:

Quest Location	Quest Name	Reward Before	Reward After
Manshaum Forest	[Repeat] Struggle for the Forest	Caphras Stone x1	Caphras Stone x3
	[Repeat] Unwincing Tenacity	Ancient Spirit Dust x1	Ancient Spirit Dust x5
Navarn Steppe	Caphras Stone x1	Caphras Stone x1	Caphras Stone x2

	Ancient Spirit Dust x1	Ancient Spirit Dust x1	Ancient Spirit Dust x5
	Ancient Spirit Dust x1		Ancient Spirit Dust x10
Tooth Fairy Forest	[Repeat] Forest Guardian? Pfft.	Ancient Spirit Dust x1	Ancient Spirit Dust x5
	[Repeat] Things that Bother Us		Ancient Spirit Dust x10
	[Repeat] Strange Forest Objects		
	[Repeat] Forest Ronaros Weapons		
	[Repeat] Forest Ronaros Feather		
	[Repeat] Using Spirit Stone Fragment		
	[Repeat] Raging Guardian of the Forest	Caphras Stone x1	Caphras Stone x5
Loopy Tree Forest	[Repeat] Supplying Acher Gear	Ancient Spirit Dust x1	Ancient Spirit Dust x5
	[Repeat] New Cleaning Tool		Ancient Spirit Dust x3
	[Repeat] Stubborn Fadus		
	[Repeat] Defeat the Boss		Ancient Spirit Dust x5
	[Repeat] Full-Scale War	Caphras Stone x1	Caphras Stone x3
Kamasylvia Territory	[Repeat] Bold Investment	Ancient Spirit Dust x1	Ancient Spirit Dust x5
	[Repeat] Master of Acting		Ancient Spirit Dust x3

- The rewards for the following quests in the Dreighan Territory have been changed:

Quest Location	Quest Name	Reward Before	Reward After
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Tshira Ruins	[Repeat] Bronks Closing In	Ancient Spirit Dust x1	Ancient Spirit Dust x5
	[Repeat] Move Bronks' Camp		
	[Repeat] Guides of the Swamp		
	[Repeat] Too Big to Not Notice		
	[Repeat] Can't Really Sit!		
	[Weekly] Tshira Ruins Elimination	Ancient Spirit Dust x150	Ancient Spirit Dust x250
Blood Wolf Settlement	[Repeat] A Moment in Time	Ancient Spirit Dust x1	Ancient Spirit Dust x3
	[Repeat] Signal of the Beacon Tower		
	[Repeat] Battle of the Canyon		
	[Repeat] Not Up for a Fight		
	[Repeat] Enormous Blood Wolf		
	[Repeat] Kagtum's Faith		Ancient Spirit Dust x3
	[Repeat] Defeat Main Forces		
	[Repeat] Before Gaining Strength		
	[Repeat] Wipe Out the Blood Wolf		Ancient Spirit Dust x5
	[Repeat] Wipe Out the Blood Wolf		Ancient Spirit Dust x15
	[Weekly] Blood Wolf Settlement Elimination	Ancient Spirit Dust x150	Ancient Spirit Dust x250
[Repeat] Desire for Revenge	Ancient Spirit Dust x1	Ancient Spirit Dust x3	

Sherekhan Necropolis	[Repeat] The One to Face the Test	Ancient Spirit Dust x1	Ancient Spirit Dust x15
	[Repeat] Mad Garud		Ancient Spirit Dust x5
	[Repeat] Destructive Lateh		
	[Repeat] Silent Belcadas		
	[Repeat] Swift Nybrica		
	[Repeat] Federik of Protection		
	[Weekly] Sherekhan Necropolis (Day) Elimination	Ancient Spirit Dust x150	
	[Weekly] Sherekhan Necropolis (Night) Elimination		
Ahib Conflict Zone	[Repeat] Locking the Backdoor	Ancient Spirit Dust x1	Ancient Spirit Dust x3
Dreighan Territory	[Repeat] The Moving Stone	Ancient Spirit Dust x1	Ancient Spirit Dust x3

- The rewards for the following quest in the Protty Cave have been changed:

Quest Location	Quest Name	Reward Before	Reward After
Protty Cave	[Daily] Detecting Danger	Ancient Spirit Dust x3	Ancient Spirit Dust x10

- The rewards for the following quests in the Sycraia Underwater Ruins have been changed:

Quest Location	Quest Name	Reward Before	Reward After
Sycraia Underwater Ruins	[Daily] Preparations for an Escape I	Ancient Spirit Dust x2	Ancient Spirit Dust x5
	[Daily] Get Me Some Time!	Ancient Spirit Dust x3	Ancient Spirit Dust x15
	[Daily] Preparations for an Escape II	Ancient Spirit Dust x5	Ancient Spirit Dust x10
Sycraia Underwater Ruins (Abyssal Zone)	[Daily] Mysterious Investigation	Ancient Spirit Dust x5	Ancient Spirit Dust x15
	[Daily] Hostile Monsters		Ancient Spirit Dust x25

- Carolin, the Lord of Heidel's Handmaid, became the center of attention as the long-forgotten "Heavy Duty Packaging Cord" is being sold again by the Old Moon Managers in every major city and town. You will be able to package 10 imperial delivery boxes at a time with the processing Knowledge from Carolin and a "Heavy Duty Packaging Cord."
- The following two quests can be accepted from Carolin, the Lord of Heidel's Handmaid, once per family with a character that has Processing Artisan Lv.1 or higher and has the Quest Type "Life" activated.

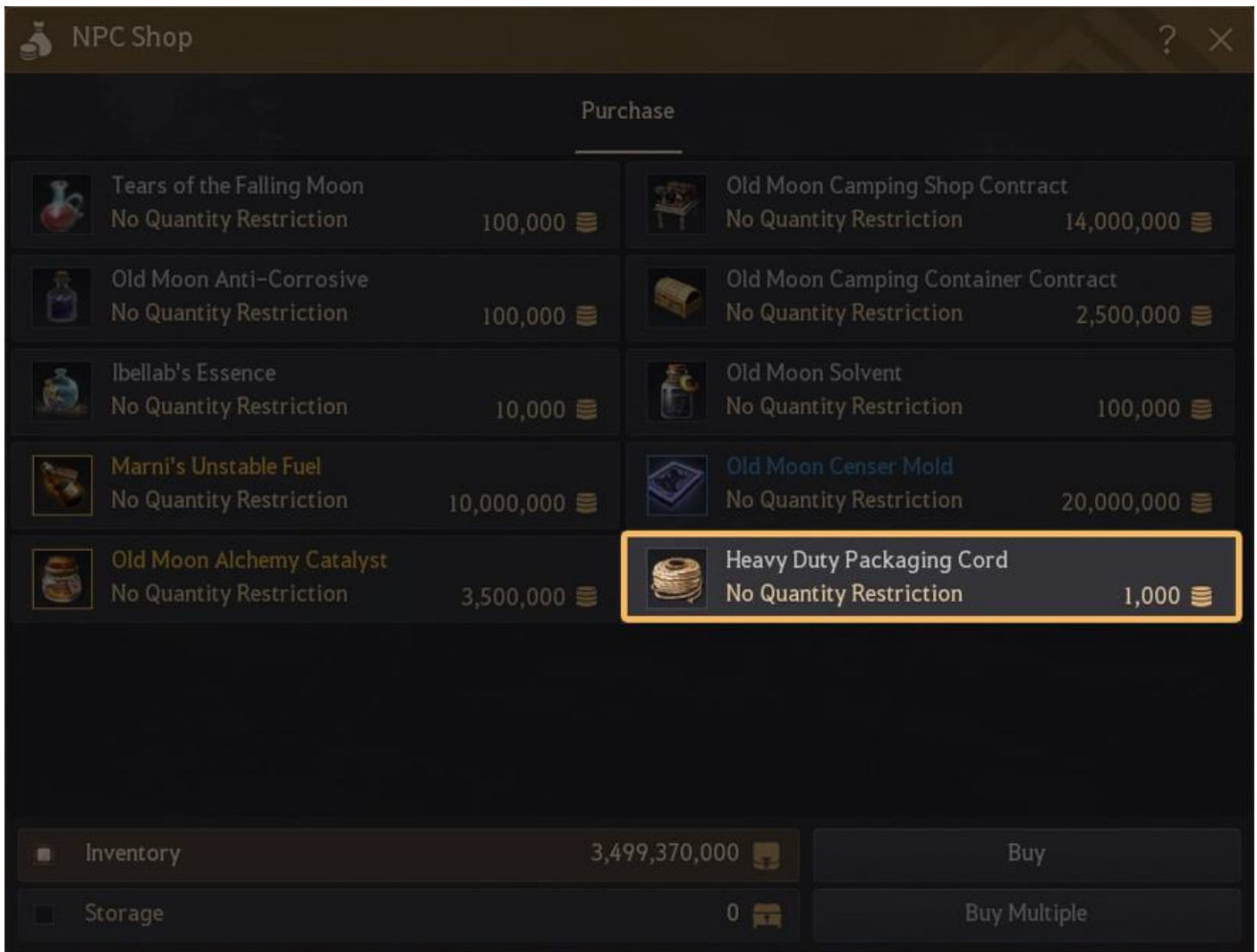
Quest	Objectives	Rewards
Carolin's Expert Packaging Skills (Cooking)	Show Golden Seal - [Imperial Cuisine] x500	Contribution EXP 500 Knowledge: Carolin's Expert Packaging Skills (Cooking)
Carolin's Expert Packaging Skills (Alchemy)	Show Golden Seal - [Imperial Alchemy] x500	Contribution EXP 500 Knowledge: Carolin's Expert Packaging Skills (Alchemy)

- Added the Knowledge "Carolin's Expert Packaging Skills (Cooking)" and "Carolin's Expert Packaging Skills (Alchemy)" to Knowledge (H) > Life Skill > Certificates category.
- If the two Knowledge are not learned and the character has Processing Artisan Lv.1 or higher, then talk to an Imperial Crafting Delivery manager and they will point you to Carolin.

City/Town	Imperial Crafting Delivery Manager
Heidel Calpheon Olvia Valencia Grána Duvencrune O'draxxia	Pasvinder Bech Lotz Pavarotti Shandi Yut Mizella Drexin Doxia

- Added the item "Heavy Duty Packaging Cord" to the list of items sold by Old Moon Managers in each of the major cities/towns.
- * Heavy Duty Packaging Cord cost 1,000 Silver to buy from the following NPC shops.

City/Town	Old Moon Manager
Velia Heidel Calpheon Altinova Valencia Grána Duvencrune O'draxxia	Klau Stee Lajee Jak Sahin Zya Taya Mene



- Added a way to package 10 portions worth when performing Imperial Cuisine or Alchemy. The character will need to have the appropriate Cooking or Alchemy level for the packaging, the Knowledge Carolin's Expert Packaging Skills (Cooking or Alchemy), Processing Artisan Lv. 1 or higher, and the item "Heavy Duty Packaging Cord."

* 10 boxes can be packaged together at once with the number of materials required for a single packing x10 and Heavy Duty Packaging Cord x1.

E.g. Balenos Meal x24 is required to package Guru's Cooking Box x1. Then you will need Balenos Meal x240 and Heavy Duty Packaging Cord x1 to package Guru's Cooking Box x10 at once.

- Recently in the town of Tarif, a strange phenomenon where the villagers' magical powers disappeared began. Ahon Kirus, the Chief of Tarif, is urgently asking for aid. If you help the town get to the bottom of this strange phenomenon, then you can receive the "Invitation from I."

- Added the quest "[Invitation from I] Someone Beckons" in Quests (O) > Suggested. This quest is only visible to Lv. 57 or higher characters.

- This quest is limited to once per family. Lv. 57 or higher characters can summon to Black Spirit (/) and go to Quest > Suggestions to accept the quest.

- You must have "Combat" activated in Quests (O) > Quest Type.

- The "I" of the "Invitation from I" will be revealed soon in the secret ancient stronghold.

- Fixed the issue where the item "Liverto Serenaca" could not be handed over for the quest "[Elvia Weekly] Ready for the End."

- Fixed the issue where quests that cannot be accepted by normal characters were still being displayed in the Quest Widget and the Quest List for the season character that was changed to a normal character by using the item "Fughar's Timepiece."

- Fixed the issue where the requirements listed in the Quest List for the quest "[Special Growth] Birth of a Prestigious Family" were different from the actual requirements.

- Fixed the required level displayed in the Quest List and the recommended level to match each other.

- [Oasis Quest] Facing Saunil Siege Captain (Daily)
- [Oasis Quest] Secret Behind the Treant Timber

- Changed the [Season Weekly] Stronger Tuvala Gear list displayed in Quest List window > Recurring window to be displayed on the top when logged in with a season character.
- Changed Black Spirit to show its different stages when going through the simplified questline like you would when going through the main questline.
- Fixed the issue where you could not complete parts of the Season Pass when the item "Fughar's Timepiece" was used on a character that already completed the quests "[Boss] Red Nose: Engulfed in Darkness" and "[Boss] Giath, the Goblin Chief."
 - These portions of the Season Pass can now be completed by talking with Black Spirit.
- Fixed the issue where completing some of the main quests before becoming a season character by using the item "Fughar's Timepiece" would prevent completion of some of the Season Pass objectives.
 - The objectives that could not be completed before can now be completed by summoning the Black Spirit (/) and talking (W) to it.
- Fixed the issue where characters with main quests before the main quest rework who become a season character by using the item "Fughar's Timepiece" could not complete some of the Season Pass objectives.
 - If the character completed the following quests, then they can now be completed by summoning the Black Spirit (/) and talking (W) to it.

Quest	Season Pass Title
[Boss] Black Spirit and the Giant Imp	Rudolph's Cousin?
[Boss] Confronting the Goblin Chief	Take Off the Mask!
Big Fish in a Small Pond	Ready? Then, Embark!
[Boss] Frenzied Altar Imp Captain	Hmph, a Coward!
To Enrico Mancini	Justice Theater! A Moment of Choice!
[Awakening] Artifacts of the Naga	Edan, Stay Out of This!
[Boss] Muskan of Madness	Equipping Naru Adventure Gear 1
[Boss] Org the Greedy	Equipping Naru Adventure Gear 2

Visit Calpheon City	Attended Parliament!
[Awakening] Bree Tree Cave	Equipping Naru Adventure Gear 3
[Boss] Black Mane	Equipping Naru Adventure Gear 4
Catfishman Extermination II	He's Qoobe!
[Boss] The Witch of Horrors	Equipping Naru Adventure Gear 5

- Changed characters who've accepted the pre-revamped main questline to now be able to exchange Beginner Blackstones for Naru Gear upon completing the [Boss] Witch of Horrors quest.
 - Fixed the issue where season characters who had been transferred via using the timepiece and had been proceeding with the pre-revamped main questline couldn't open Season Leveling Aid Boxes.
- Having completed the following pre-revamped main quests will now allow you to open the corresponding Leveling Aid Boxes below:

Quest	Season Leveling Aid Boxes
Big Fish in a Small Pond	[Season] Lv. 30: Leveling Aid Box
To Calpheon!	[Season] Lv. 50: Leveling Aid Box
[Boss] Witch of Horrors	[Season] Lv. 53: Leveling Aid Box

- Changed weekly quests to now reset according to a specific day.
- All weekly quests will now reset every Thursday after midnight.
- ※ If you have accepted and/or completed but haven't handed in a weekly quest prior to this week's maintenance, the changed reset rule will apply immediately. Weekly quests that were completed prior to maintenance will follow the previous rule (reset one week after completion) and will reflect the changed rule once the previous rule's reset period has ended.

Weekly quest was accepted and/or completed yet not handed in prior maintenance	Changed rule applies (Resets every Thursday after midnight)
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Weekly quest was completed and rewards obtained prior to maintenance

Quest can be re-accepted one week after its date of completion,
at which the changed rule will apply
(Resets every Thursday after midnight)

- The following weekly quests will now reset every Thursday after midnight.

Weekly Quest	
[Special II] The Terror Revived (1/W)	[Weekly] A Rattling Sound
[Special II] Confronting Hexe Marie (1/W)	[Weekly] Darkened Parchment
[Special II] A Scheme under the Monastery (1/W)	[Weekly] Lucretia's Ruby
[Special II] Confronting Dim Tree Spirit (1/W)	[Weekly] Vestige of Immortality Bestowed by Vaha
[Special II] Kzarka Shrine (1/W)	[Weekly] Vestige of an Era Bestowed by Vaha
[Special II] Confronting Muskan (1/W)	[Weekly] Trace of a Moment Left by Vaha
[Special III] Divine Power (1/W)	[Co-op][Weekly] Vestige of a Rift Bestowed by Vaha
[Special III] Confronting Ancient Puturum (1/W)	[Weekly] Black Abyssal Weapon Exchange
[Special V] The King of Navarn Steppe (1/W)	[EXC] Asula's Crimson Eye Necklace
[Special Quest V] Face Ahib Griffon (1/W)	[EXC] Asula's Crimson Eye Earring
[Special VI] The Mightiest Warrior (1/W)	[EXC] Asula's Crimson Eye Ring
[Special VI] Confronting Urugon (1/W)	[EXC] Asula's Crimson Eye Belt
[Special] Confronting Leebur (1/W)	[Weekly] A Special Fishing Rod
[Training Quest] Valtarra - To a Higher Place (1/W)	[Weekly] Fly Like the Wind
Sealing the Sycraia Underwater Ruins (Weekly)	[Weekly] Old Moon Grand Prix, Rider of Honor
[Event] To Vell's Realm	[Weekly] Old Moon Grand Prix, Rider of Honor
[Repeat] Alustin's New Experiment	[Weekly] Trophy: Kzarka
[Weekly] Morco & Patrigio's Apparel Bag	[Weekly] Trophy: Garmoth
Inverting the Energy	[Weekly] Trophy: Kutum
[Weekly] Inverting the Energy	[Weekly] Trophy: Karanda
[Weekly] Hordes of Bandits	[Weekly] Trophy: Offin
[Weekly] Rules of the Roud Sulfur Works	[Weekly] Trophy: Quint and Muraka
[Weekly] Impenitent Criminals	[Weekly] Delivering Essence of Tunta
[Weekly] Homesick Desert Naga	[Elvia Weekly] Ready for the End

<p>[Weekly] Dangerous Argos Saunils</p> <p>[Weekly] Help that Never Arrives</p> <p>[Weekly] New Mushroom Dish</p> <p>[Weekly] Rule of Power</p> <p>[Weekly] A Soldier Who Cannot Go Home</p> <p>[Weekly] For the Forest</p> <p>[Weekly] Frenzy of Manshaums</p> <p>[Weekly] Full-scale Cleaning of the Tshira Ruins</p> <p>[Weekly] Blood Wolf Extermination</p> <p>[Weekly] Training with the Shultz Guard</p> <p>[Weekly] Revenge against the Basilisk</p> <p>[Weekly] Sleep-disrupting Centaurus</p> <p>[Weekly] Accepted by the Bashim</p> <p>[Weekly] Purify the Sherekhan Necropolis</p> <p>[Weekly] Breeding Protties</p> <p>[Weekly] Preparing to Leave</p> <p>[Weekly] Bounty on the Cadries</p>	<p>[Weekly] Preparing to Set Sail for the Great Ocean</p> <p>[Weekly] Ferocious Saltwater Crocodile</p> <p>[Weekly Professional Cooking] Unforgettable Cooking I</p> <p>[Weekly Professional Cooking] Unforgettable Cooking II</p> <p>[Weekly Artisan Cooking] Unforgettable Cooking I</p> <p>[Weekly Artisan Cooking] Unforgettable Cooking II</p> <p>[Weekly Master Cooking] Unforgettable Cooking I</p> <p>[Weekly Master Cooking] Unforgettable Cooking II</p> <p>[Professional Day Fishing] The Good Feeling of Harpooning</p> <p>[Artisan Day Fishing] The Good Feeling of Harpooning</p> <p>[Master I Day Fishing] The Good Feeling of Harpooning</p> <p>[Master II Day Fishing] The Good Feeling of Harpooning</p> <p>Redeeming the Good Name of Xian</p> <p>Urgent Request from Calpheon Workshop</p> <p>Must-Haves for Calpheonian Madams</p> <p>Dreaming Little Girl</p> <p>Skin Care for Altinovan Nobles</p> <p>Parade of Research</p> <p>[Weekly] A Special, Healthy Meal for Horses</p>
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- Adjusted the quest objective for the "[O'dyllita] Arienne's Ouk Pill" quests in the O'dyllita main questline.

Before	Now
Defeat Fallen Ahib x300	Defeat Fallen Ahib x150

- Added "[5-person Co-op] The Last Stronghold, Atoraxxion" and "[Lv.60] Orzeca's Records: Time of Dragons" to the Recurring tab in the Quests (O) window.
 - You can look in the Recurring tab for other weekly quests similar to the above two quests.
- Fixed season characters who were proceeding with the pre-revamped main questline to be able to finish the Season Pass objectives listed below. Upon completing [Boss] Witch of Horrors, speak with the Black Spirit to complete the following Season Pass objectives:
 - [Season Pass] We Meet Her, Again!
 - [Season Pass] The Return of Kzarka
- Fixed the knowledge of "Dehkia's Will" and "Vaha's Records #22: Conclusion" to read more naturally.
- Fixed the quest objectives for the Atoraxxion main quests "Activation," "The Story Thus Far," and "Start of the Maze" to read more naturally.

- Fixed the issue where Yaz, who should be sleeping on the 2nd floor of the Heidel Inn, disappears during the Atoraxxion questline. She'll now reappear after completing the following quest:
- [Atoraxxion] Ancient Technology
- Added a notification that the item branding information will be removed when exchanging the item through the quest "[EXC] A New Choice" in the questline "Old Moon Guild's Trade Offer".
- Changed the reward PEN (V) accessory for the quest "Old Moon Guild's Trade Offer" to be exchangeable through the quest "[EXC] A New Choice".

Before	After
Standard Reward:	Standard Reward:
Contribution EXP 50	Contribution EXP 50
Select 1 Reward:	Dancing Moonlight Black Stone x1
PEN (V) Ring of Crescent Guardian	Select 1 Reward:
PEN (V) Narc Ear Accessory	PEN (V) Ring of Crescent Guardian
PEN (V) Tungrad Earring	PEN (V) Narc Ear Accessory
	PEN (V) Tungrad Earring

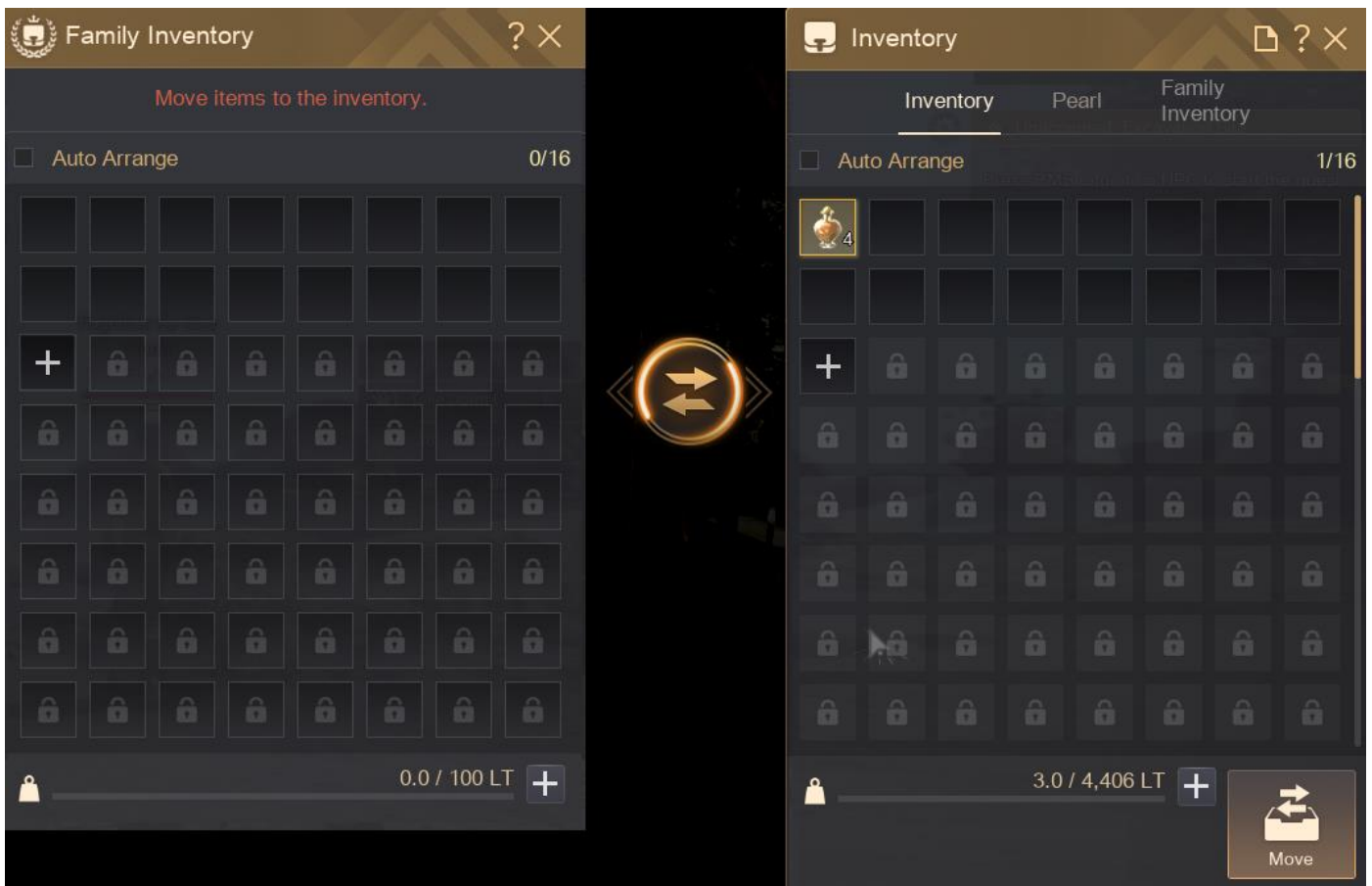
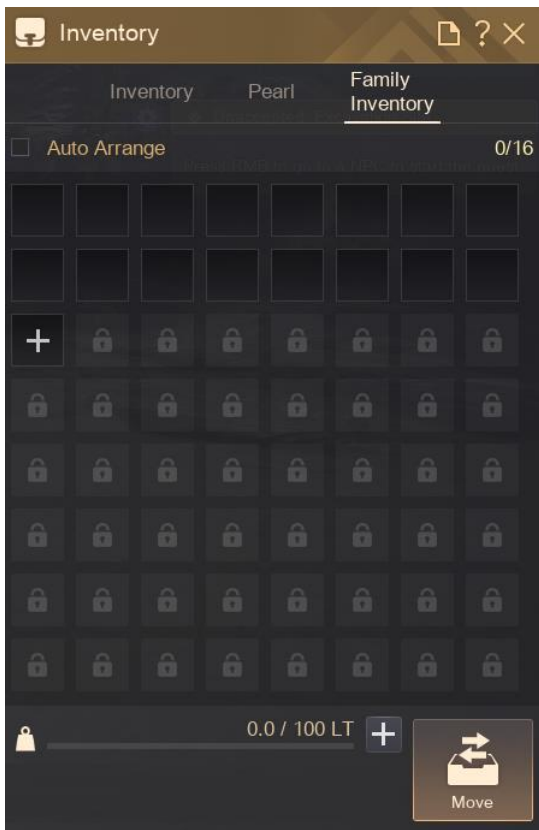
Interface Changes

- Fixed issue with different mail expiration dates that varied depending on the PC running Black Desert.
- Changed message descriptions to be more natural in translations when reverting settings from Settings UI and when gamepad has been disconnected.
- Changed CI design at the bottom-left side of the game start screen.
- Improved Boss Notifications to activate at actual in-game boss appearance instead of the timetable based in the client.
- Added a progress bar when shifting between tabs in Adventurer's Board.
- Expanded gamepad features.
 - You can now use the Gamepad Exclusive UI if you select "Use Gamepad UI" after activating gamepad by going to Settings -> Select Use Gamepad.
 - New control settings will be assigned to the player when using the Gamepad Exclusive UI and you'll see that the changed UI is identical to the one that can be seen in Black Desert on console.
 - Ring menu, World Map interface for gamepad, and other UI features will be optimized for gamepad but controls are not customizable.
 - Each class's skill cast and controls will be optimized for gamepad. However, commands to perform combos are identical to PC configurations.

- PvE is much more readily accessible if you play with gamepad UI and turn on Combat Assistance at the same time.
- Gamepad Exclusive UI allows basic controls needed in the game to be performed through the gamepad. However, a keyboard and mouse must be used when using Central Market and certain other UI features.
- You can switch between Normal Gamepad Mode and new Gamepad Mode (that uses a Gamepad Exclusive UI) without losing the control settings you've set into place."
 - Find out more information on the gamepad by reading the [New "Gamepad" Manual].
 - Added the Buff Details UI. Use LS Click + RS Click to see a descriptive list of buffs currently in effect.
 - Improved interface by allowing Elvia Main Weapon and Awakening Weapon to be instantly equipped by the Better Gear Widget at the top-right side of the screen without having to open inventory.
- When the time on is up on Elvia gears, the Widget will appear again to allow adventurers to instantly equip their original gear.
- This function is only applied on the Elvia Realm Servers.

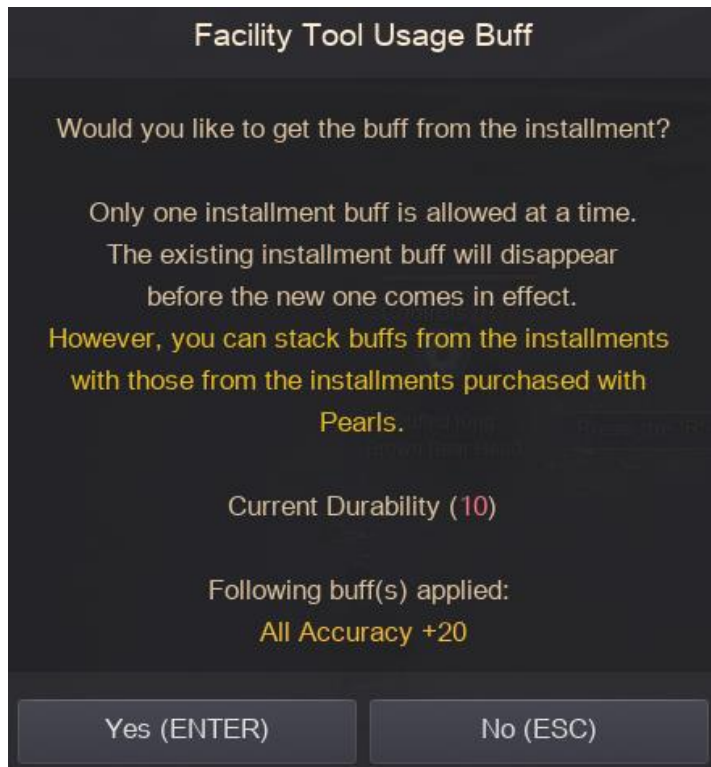


- Fixed issue in Pearl Shop so that when adventurers select a product that spans over different classes, the demonstration screen on the right side displays class that the adventurer is currently using.
- Changed design for Event Cart.
- Expanded target features in knowledge to work both for individual subjects as well as knowledge categories. Any subject under the selected category will be highlighted on the mini-map.
 - Target feature can only be used if the selected categories do not include other categories (Only contains individual knowledges).
 - Target feature doesn't apply to rare monsters.
- Updated the method of using the Family Inventory
 - Now when you click the Family Inventory tab, the Inventory window will switch over to the Family Inventory Item slots.
 - Click the Move button to move items to and from the Family Inventory.

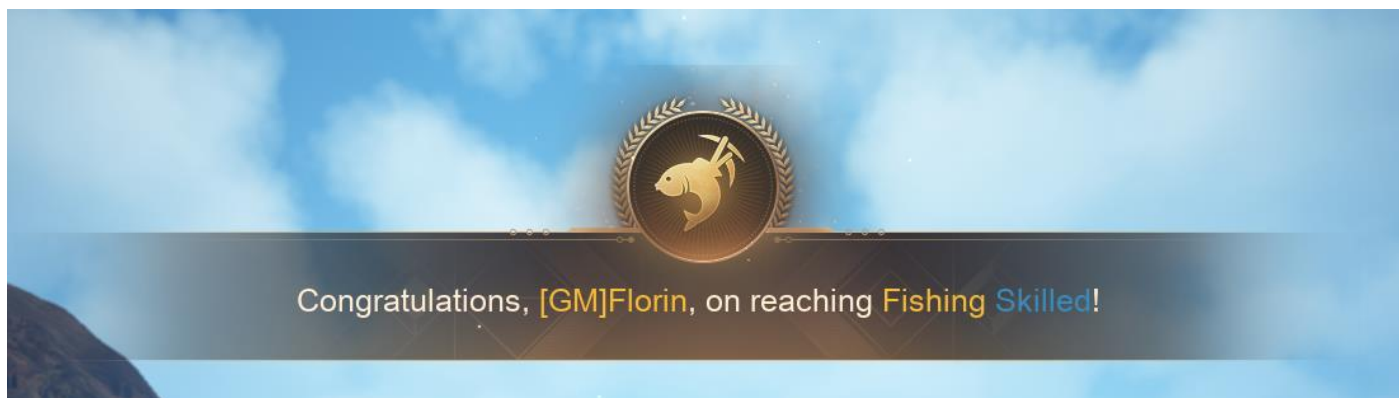


- Improved the world map to now remember the last information filter button you had selected.
- Added a gamepad button guide to appear below the Terms of Use window when Use Gamepad UI is toggled on.
- Added a "Close" key guide to display when having opened a letter-type item from your inventory.

- Fixed the available Active Effects window to no longer display unnecessary text while Use Gamepad is toggled on.
 - Added the Title Obtained notification.
- Click the notification that appears on the bottom right-hand portion of the screen to open the Title menu.
- Improved your residence to now display active buffs when interacting with installed tools.

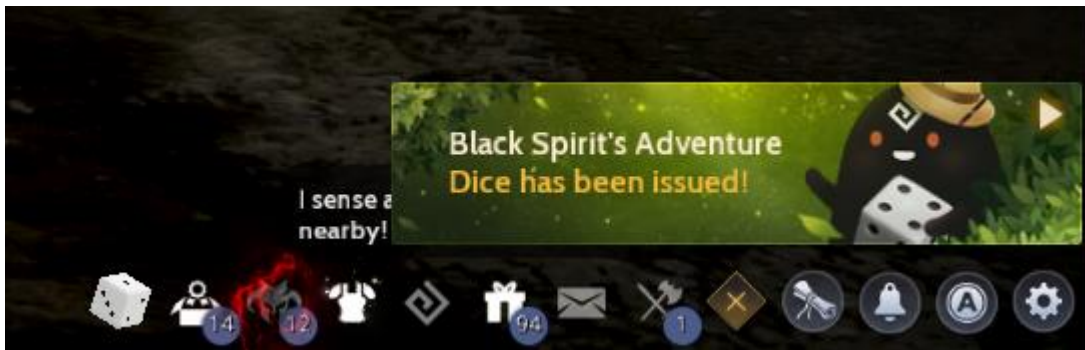


- Improved the Use Gamepad mode by adding the Skill Add-on UI for gamepads.
- Added a slightly more celebratory display to appear whenever you reach a certain Life Skill level.





- Updated the Worker List to have the worker icon blink red when their stamina is depleted.
- Added enhancement level display for enhanced items in the "View History for Guild Storage" list.
- Changed the check box UI in the message box for Party/Platoon Invite, Challenge to a Duel, when attempting to use quest navigation and other notices to a square-shaped button.
- Adjusted new gamepad mode so that you can now view Warehouse from Storage.
- Added the navigation function to the Fishing UI where you can click the Black Spirit icon to display the route to the fishing event location.
- Changed the text of the button that opens the gear UI in the enhancement UI to "Show Equipped Gear".
- Added an alert for when you can obtain Black Spirit's Adventure dice.



- Added a Check Duplicates feature for Character/Family/Guild names.
- Added more menus that can be added to the ring menu.

News	Boss Notification
Crafting Notes	Trade Info
Ranking	Alchemy Stone
Control Guide	Totem
Beauty	Red Battlefield

Escape	Battle Arena
Black Spirit's Rage	Arena of Arsha
Active Effects	Pit of the Undying
Challenges	Find Party
Black Spirit's Safe	Chat Group
Attendance Reward	Settings
Central Market	Edit UI
Adventure Log Bookshelf	Disconnect
Item Drop	Switch

- Added a feature that allows you to view item tooltips in the ring menu settings window.
- Added a loading image that shows the backs of Hashashin, Berserker, Warrior, Ranger, and Witch.
- Changed the "Canceled" message displayed when you cancel a worker's work to "Canceling."
- Changed the purchase icon that appears when you run out of inventory slots or reach your weight limit to display the Buy UI.
- Changed the following check box features so that they will be saved after reloading Settings Archives and changing characters.
 - Continuously use BreezySail
 - Send to tray when quitting
- Added a "Don't show again today" option to the notice on the Expiring Item window.
- Changed Gamepad UI so that you can save settings with hotkeys instead of pressing on the Apply/Confirm button in Settings.
- Added the Black Spirit's Rage menu to the New Menu in Gamepad UI.
- Removed the Fishing Event guide widget displayed with the Fishing UI, as the event period has ended.
- Changed the Server Selection window to no longer separate Elvia servers. They will be displayed with all the other servers in alphabetical order.
- Added a "My Stable" feature to view where all one's land mounts are stabled at from the World Map (M).



- Added the description that you cannot change courser skills to other skills for a mount undergoing Courser Training while changing a mount's skill at a stable.
- Added a key to exit the race track after finishing the Old Moon Grand Prix when using the Gamepad UI.
- Added text to display that the 1st family name change is free for New Adventurers who haven't yet changed their family name and are attempting to purchase a name change coupon from the Pearl Shop.
- Changed the Skills window button to read "Awakening Complete" upon completing the Awakening questline after Succession.
- Changed the Skills window to now have the Awakening tab selected after confirming the above button.
- Added text to the Guild Skill window and Node/Conquest War-only skill descriptions stating that the Spirit of Battle will cause Guild Skill effects to apply to all members of an Alliance.
- Fixed the text in the "About Fairy Skill Change" window.
- Rumor has it that a certain Adventurer is on verge of attaining the Rich Merchant's prize. Once they finish crafting the Rich Merchant's Ring, a somewhat special notification message will announce their achievement to the entire Black Desert world.
- Added the function to grant nicknames to Workers.
- Only you can see the nicknames you give to your Workers.
- Once a Worker is registered on the market, their name will reset to default.



- Changed the format of the Worker's Promotion Test results sent by the Work Supervisor. The in-game mail will now display the upgraded rank of the Worker if they pass the Promotion Test.
- Increased the UI space for quest titles in the Quests (O) and Quest Summary windows.
- Fixed the scrollable, upper portion of the (new) Menu bar to save settings even after loading a new screen or changing servers.
- Changed the Black Spirit's Rage skill lock UI for the Gamepad UI to display the key guide background at the bottom of the UI.
- Added a notification that will alert you that it is not possible when trying to connect to an undiscovered node when using the Connect Node Directly feature.
- All instances in the UI with "Additional Copy" have been changed to "Single Copy".
- Fixed the issue where Ancient Spirit Dust was not being displayed in the Item Drop window when hunting in the Aakman Temple and Hystria Ruins.
- The loading message on the reconnection screen after changing a Temporary Family name has been changed.
- Fixed the issue with the reconnection screen where pressing the ESC key after changing a Temporary Family name would exit the game.

- When buying items with a purchase limit through NPCs, the message alerting you of the amount you can purchase will now appear in red if you have reached the maximum number of purchases.
- Emergency Escape can now be added to the Ring Menu when using the Gamepad UI.
- Added the Courser icon to display if your horse has Courser skills for the following UI:

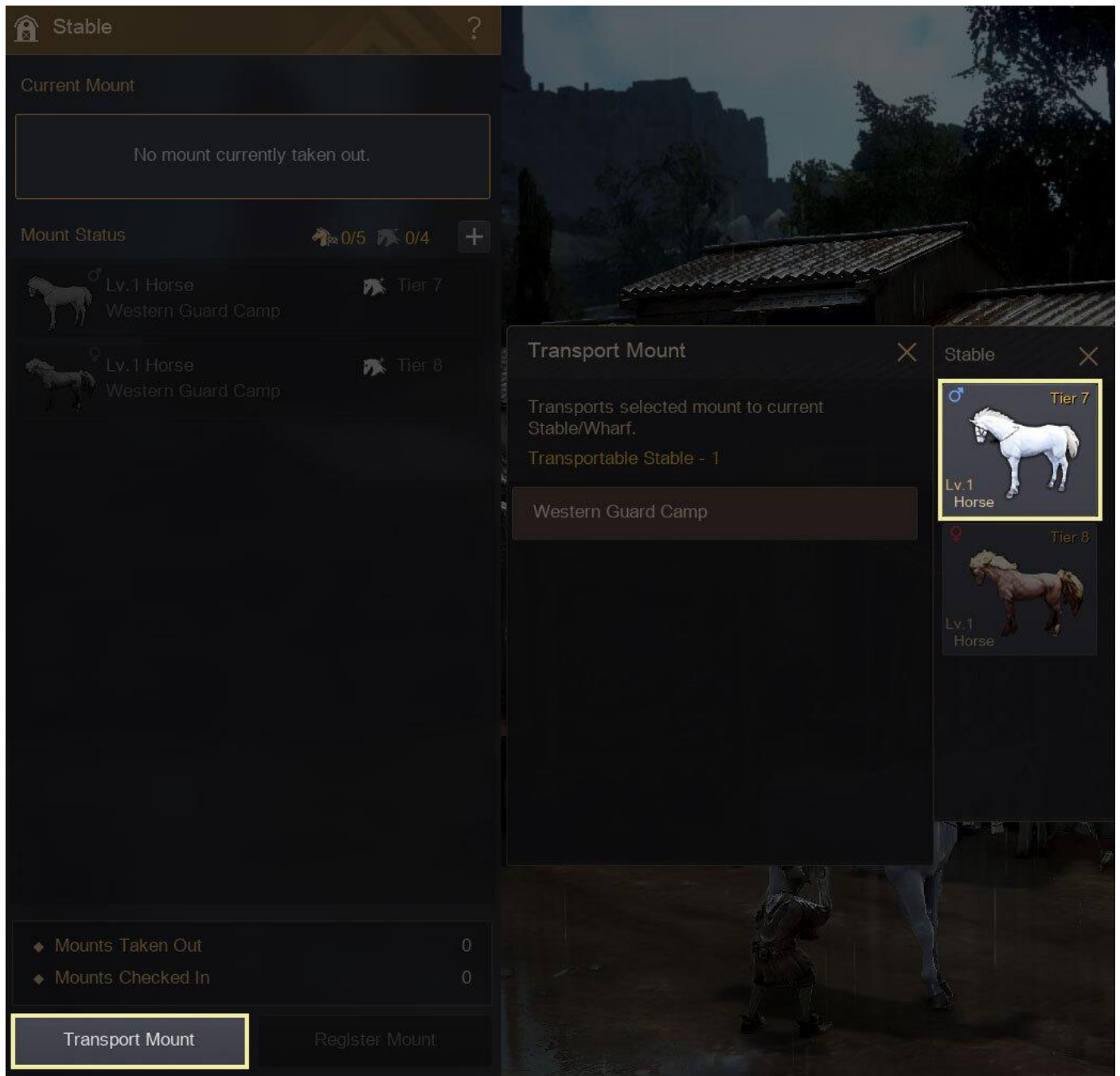
<p>Horse Information</p> <p>Horse information on the right-hand part of the Stable</p> <p>Horse Skill Change window</p> <p>Premium Horse Skill Change rates window</p>	<p>My Stable in the World Map (M)</p> <p>Horse Market</p> <p>Rent</p> <p>Breeding Market</p>
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- Added the function to preview the items stored in horses not-yet checked out of the stable.



- Added the ability to use your gamepad with "My Stable" in the Worldmap for the Gamepad UI mode.
- Changed in-game words or phrases that did not properly imply a "set probability" to be more clearly stated.
- Added the Head Storage Butler and the Group Command function that can be used with the Head Storage Butler.
- The Group Command function through the Head Storage Butler allows you to move as many items (in weight) as the total number Maids/Butlers you've employed allows you to move (in weight).
- Added Main Weapon AP, Awakening Weapon AP, and DP numbers to the View Inventory window of characters in the ESC - Disconnect menu.
- Fixed the campsite UI to show the campsite window when you press ESC while using the campsite storage.
- Fixed the issue where the production and crafting node icons of certain islands on the World Map (M) would overlap with the Barter item list.
- Changed the text that is displayed when trying to assign an additional Advisor in a Guild that already has an Advisor to be easier to understand.
- Fixed the Black Spirit's Rage skill toggle window's key guide to appear properly in the Gamepad UI mode.

- Fixed the issue where the item descriptions of the Secret Books given as rewards for completing the Awakening and Succession questlines would not be displayed properly.
- Fixed the size of the mount View Inventory window to match the actual number of slots it has when viewing it in the Stable.
- Added a sound effect to the message which announces the completion of the Rich Merchant's Ring.
- Fixed the issue where long text appeared awkwardly in the Maid/Butler List.
- Added the mount's tier show in the list for mounts available for Mount Delivery/Transport Mount in the Stable.



- Changed Black Spirit's Adventure to now be usable with a gamepad.
- Added Barter to be set in the Ring Menu for Gamepad UI mode.

- Changed the cursor's default position to hover over "Repair Equipped" when using the repair function at a campsite for the Gamepad UI mode.
- Added a "Cheer" functionality to all types of the Golden Bell (including the Pearl Shop version) that will allow Adventurers to express their thanks to the Adventurer who activated the Golden Bell.



- Added a pop-up warning saying that the Value Pack buff is going to expire if the listing time goes over the buff duration.
- Changed the in-game loading image to the Heidel Ball.
- Changed items with long names listed in the Central Market to now display in 2 lines.
- Changed the loading screen with the "Into the WAVES" image.
- Changed/removed the Black Spirit's Adventure and Find NPC tags from the (New) Menu.
- Added an icon to display if the Krogdalo's Feather effect is active for the Stable, Mount Information, or Horse Market windows.
- Added the function "Auto-move to Storage" to move overlapping items in your Inventory to the Storage all at once.
 - You can select up to 10 items to be excluded from being moved by this function. (Items like food, potions/elixirs, worker stamina recovery items, pet feeds, etc.)
 - This function only works for items that can stack.



- Fixed the issue where the Courser icon would not be displayed in the Desired Skill list on the Change Mount Skill window.
- Adjusted the timing of the dialogue displayed when a Rich Merchant's Ring is completed.
- Changed the Stance key guide to not be displayed while riding a mount.
- Changed the Ranking window to refresh the Adventurers' guild information immediately.
- Added an explanation about the Tab key in the Skill Guide.
- Changed the item description of Clorince's Travel Bag to show the weight of the items inside of the bag.
- Fixed the message displayed after the roulette appears and an item is obtained from a box even if the character gets hit during the roulette.
- Changed the text in the disconnect confirmation window.
- Changed the menu buttons in the bottom right side of the game screen to better fit the surrounding UI.
- Improved on the issue where the game playtime displayed on the My Information (P) window would be off.
- Fixed the issue where an abnormal message was displayed when moving a character by using the Assemble! icon.
- Added an effect and tooltip to be displayed on the bottom right corner of the game screen where there are new rewards in the Black Spirit's Safe. This alert will be displayed for Adventurers until their highest-level character reaches Lv. 49.
- Fixed the following displays when registering a horse to the Breeding Market in the Stable.
 - Added commas (,) to the price displayed.
 - Added the word "Silver" to the price displayed.

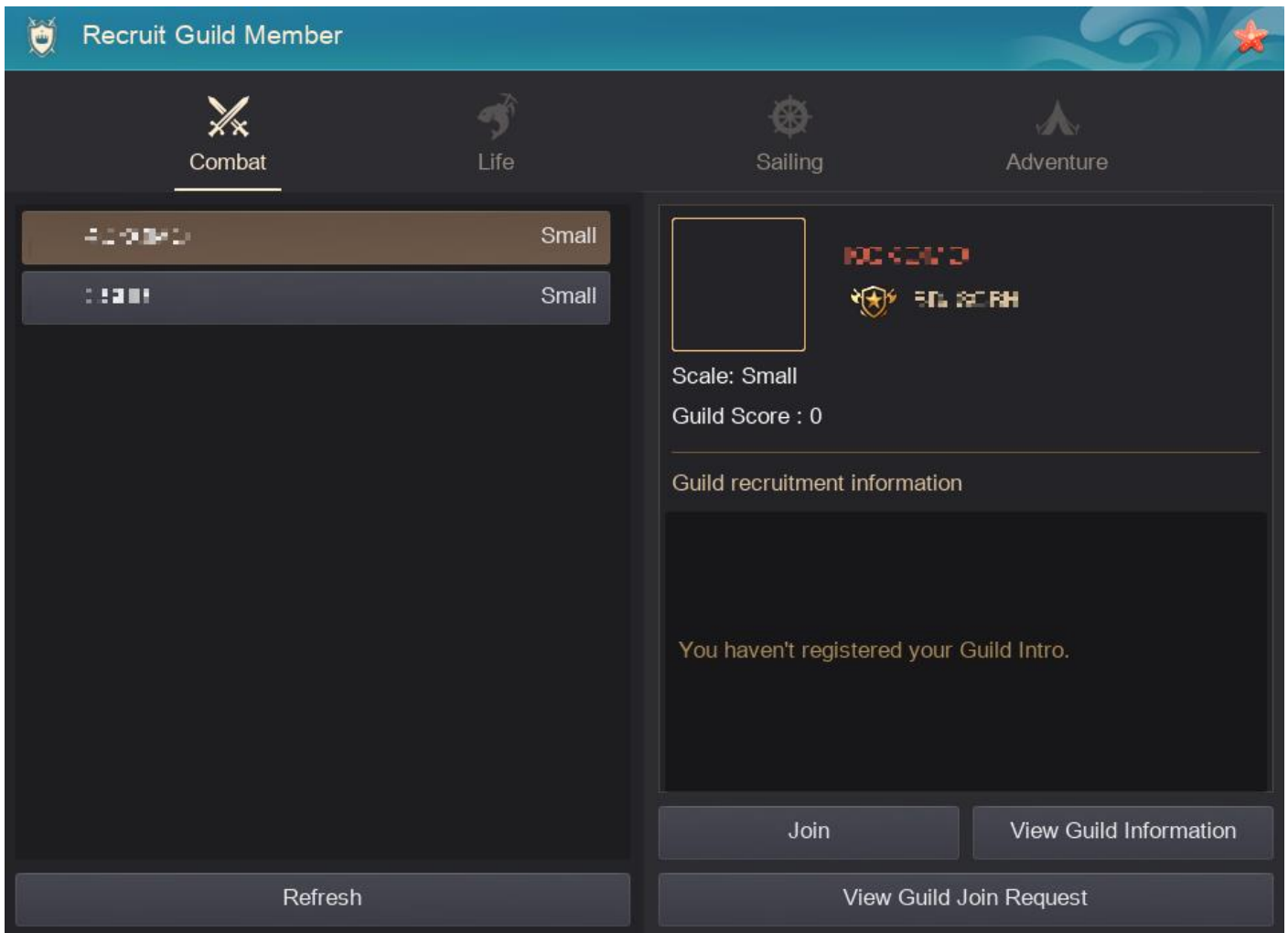
- Changed some of the awkward text.

- Changed the Manage Skill UI to not open during Courser Training in Gamepad UI mode.
- Changed the Navigation UI to match the Elvia server theme when used in the Elvia servers.



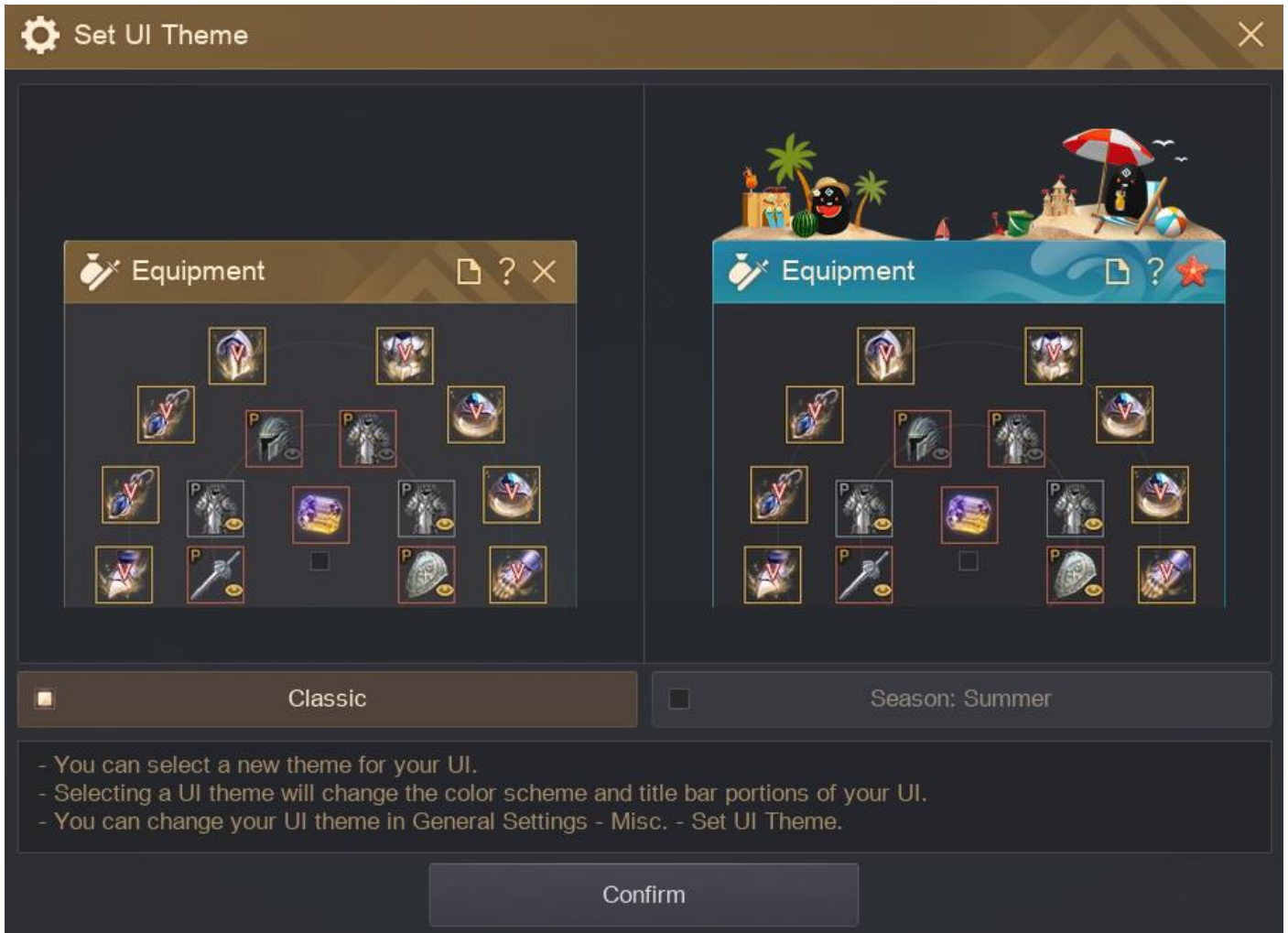
- Changed the Guild recruitment information section of the Recruit Guild Member window to display what's written in the guild's Guild Description.

- However, if the guild does not have a Guild Description, then the text "You haven't registered your Guild Introduction." will be displayed.

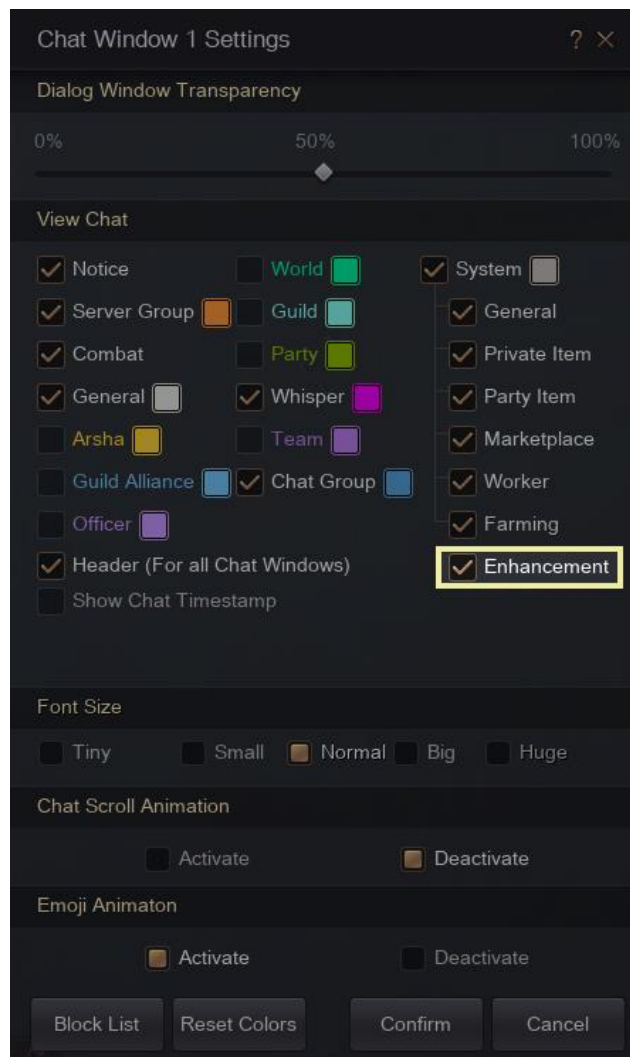


- Changed the description about how to exit from Red Battlefield to mention the (New) menu instead of the ESC menu.
- Fixed the issue where the warning message displayed when using the Navigate function through the Quest UI and others did not line up properly in the Elvia server when the resolution setting was not set to its default setting.
- Changed the Tag Characters and Fairy menu icons in the top left corner of the game screen to only be displayed when they can be used.
 - Tag Character: Displayed when there is a Lv. 56 or higher character in the family.
 - Fairy: Displayed when on a Lv. 53 or higher character or the family owns a Fairy.
- Fixed the typo on the Season Sever banner displayed in the Select Server screen.
- Fixed the issue where the scroll on the ship skill window would reset whenever a ship skill was used.
- Fixed the issue where the scroll on the ship skill window would reset whenever a character grabbed hold/let go of the ship's wheel.
- Added a window to appear to allow Adventurers that have their UI theme set to Classic to recommend and change their UI theme setting to the Summer Season theme.
 - You can select the Summer Season theme to use the cool UI. However, if you choose to close the window, it will not appear again.

- Afterwards, you can go to Menu (ESC) -> Settings (F10) -> [Settings] -> General Settings -> Misc. -> Set Theme to change the UI theme.



● Made a separate category for Enhancement messages in the Chat settings to make it possible to turn these messages on/off.



- Changed the default settings when the system message and chat window UI are added for the first time when a character reaches Lv. 7 to not display Enhancement system messages.
- Changed the item name text in the Central Market that's too long for the UI due to the font size to be displayed with a "..."
- Changed the Sticker UI version of the Barter UI to not close when a Stable or Wharf UI is opened afterwards then pressed ESC to close a window.
- Changed the line break of the message displayed when the duration of the Value Pack will expire before the item is listed due to the waiting time on the Central Market.
- Added descriptions about energy and contribution points when engaging in dialogue with NPCs that require energy or contribution points.
- Fixed the family name displayed when new Adventurers interact with NPCs to display the new Adventurer family name in the dialogue.
- Once a new Adventurer chooses their family name, their new family name will be displayed in the dialogues.
- Changed the system message announcing the enhancement success/failure of other Adventurers to display from TET (IV) attempts instead of TRI (III).

- However, TRI (III) attempts will still be displayed for accessory enhancements like before.
- The system messages displayed in the chat window will still show TRI (III) gear attempts.
- Enhancement failure message will still be displayed from TET (IV) and higher like before.
- Changed the World Map (M) so the navigation path that was displayed when pressing the Previous Node button is removed after investing Contribution Points in a node.
- Changed the system message announcing the enhancement success/failure of other Adventurers to not be displayed in the screen where you talk to Black Spirit and other NPCs. However, your own enhancement success/failure will still be displayed like before.
- Adjusted the UI to display more of the congratulatory message that appears when leveling up a life skill level.
- Fixed the issue where the UI where you select where to move the item did not disappear after moving the item from the Mount Inventory to the Storage when the Storage and Mount Inventory UI were opened together.
- Fixed the issue where abnormal stat numbers were displayed when checking Ship Info after getting off the ship.
- Added an effect to show on the NPC Finder icon in the top right corner of the screen to appear when in a safe zone.
- Changed the mount inventory window of the Guild Galley to open even when the vessel is taken out of the wharf.
- Added a function where you can search for items you have in your Inventory, Pearl Inventory, Family Inventory, and Central Market Warehouse.
 - The rest of the items in the Inventory, Pearl Inventory, Family Inventory, and Central Market Warehouse will go dark to clearly show the item that was searched for.
 - When using the Inventory Search function, an X button will appear where you can click to reset the search.
 - A description will be displayed for the search reset button.

Inventory

Inventory | Pearl Inventory | Storage

Enter a search term. Auto Arrange 26/100

	+15	+15	+15				
	1						
				1	50	50	300
100	200						

32.7 / 506 LT

Inventory Balance 154,614,064 Deposit

Warehouse

Purchase | Sell

Enter a search term.

1	6	5	250	1			

47.1 / 6,686 VT

Withdraw Warehouse Balance 0

Inventory

Inventory | Pearl | Family

Enter a search term. Auto Arrange 26/100

	+15	+15	+15				
		200					
5	100						

32.7 / 506 LT +

12,020 0
154,614,064 L 3,000

Totem | Alchemy | Produce | Palette

- Added more detailed information about the current character to the Inventory window (I) and View My Stats window (P).
 - First, open the View My Stats window (P), or you can open it by clicking on the button "View My Stats" on the Inventory window (I). Then click on the "Battle Stats" button displayed on the bottom right section of the window to see the detailed stats.
 - Damage Reduction and Evasion will be displayed in detail (split into Melee/Ranged/Magic).

Type	Character (Base)	Character (Additional)	Gear (Base)	Gear (Additional)	Gear (Bonus)	Others	Final Stats
AP	53	2	279	0	154	0	488
Awakening Weapon AP	53	2	281	0	154	0	490
Accuracy	383	4	337	0	0	0	724
Accuracy	+0%	+0%	+0%	+0%	+0%	+0%	+0%
Melee Evasion	311	4	168	360	0	0	843
Melee Evasion	+0%	+0%	+0%	+0%	+0%	+0%	+0%
Melee Damage Reduction	35	2	199	126	0	0	362
Ranged Evasion	304	4	168	360	0	0	836
Ranged Evasion	+0%	+0%	+0%	+0%	+0%	+0%	+0%
Ranged Damage Reduction	35	2	199	126	0	0	362
Magic Evasion	304	4	168	360	0	0	836
Magic Evasion	+0%	+0%	+0%	+0%	+0%	+0%	+0%
Magic Damage Reduction	35	2	199	126	0	0	362
Damage Reduction Rate	+0%	+0%	+0%	+0%	+24%	+0%	+24%
Extra AP Against Monsters		109	Monster Damage Reduction	45	Stun/Stiffness/Freezing		20%
Extra Damage to Kamasylvian Monsters	25	Monster Damage Reduction	0%	Grapple			20%
Extra Damage to Demihuman	25			Knockdown/Bound			20%
Extra Damage to Humans	25			Knockback/Floating			20%

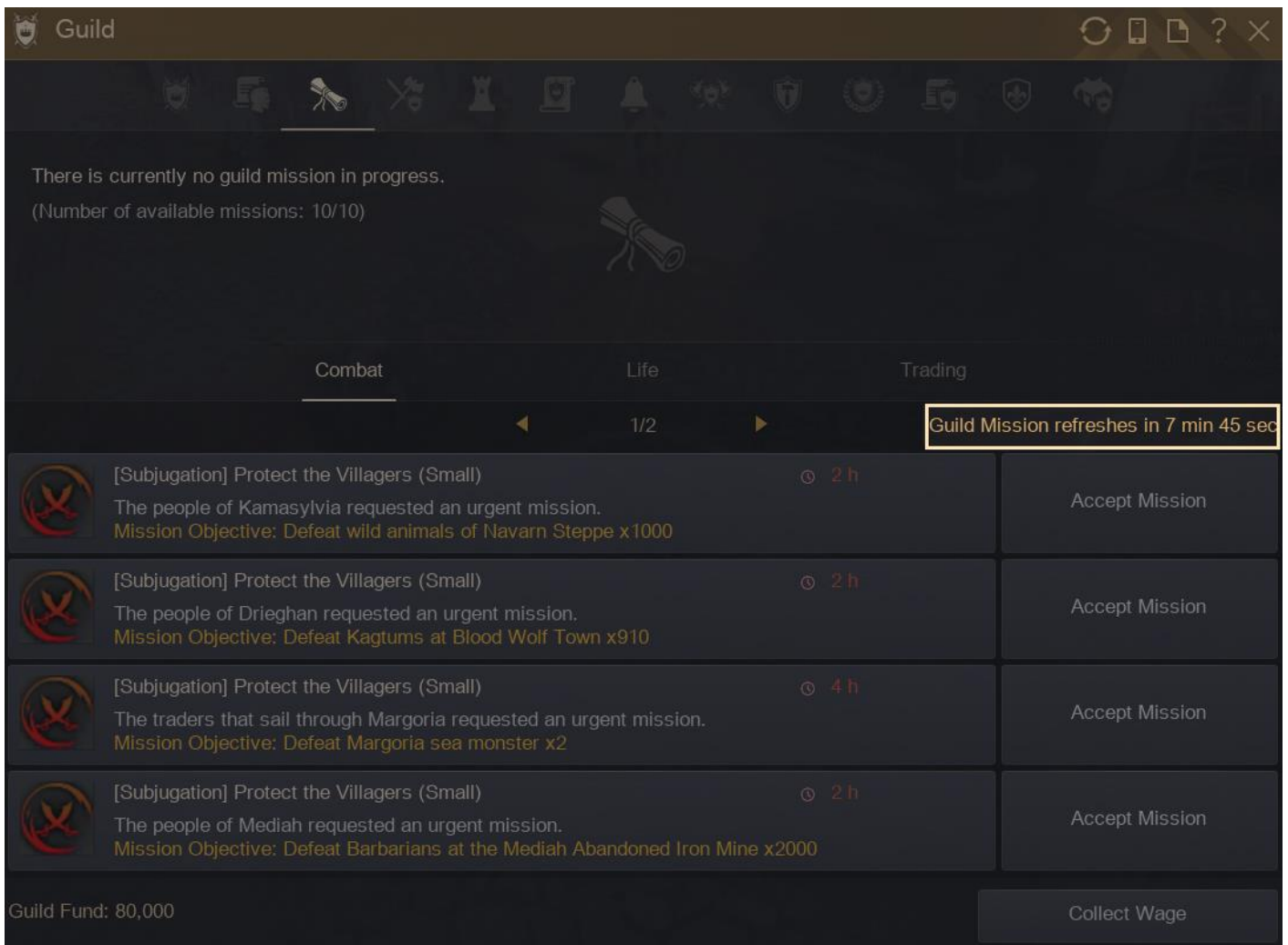
- Character (Base): Basic stats without added effects and gear.
 - Character (Additional): Stats added from completed Adventure Logs and leveling.
 - Gear (Base): Stats added from equipped gear.
 - Gear (Additional): Stats added from certain gear. Gear description displays value in parentheses.
 - Gear (Bonus): Bonus stats added each time your character and gear total pass a certain threshold.
 - Added Effects: Stats from food, elixirs, magic crystals, skill effects, etc.

- Changed the Transfusion UI to switch between the tabs on the right depending on whether or not an item is selected.
 - When a gear item is selected, the tab will be changed to the Crystal tab.
 - While on the Crystal tab, RMB on the selected gear to remove it.
 - When the gear is removed while on the Crystal tab, the tab returns to the Equipment tab.
- Changed the Recently Used menu to display the Black Spirit's Adventure when you select the Black Spirit's Adventure Dice alert UI on the bottom right of the screen, to make it easier to look for it again.
- Changed to skip a character you cannot access when you go to the next character in the View Equipment/Inventory window.
- Fixed the issue where some of the rewards would not appear on the Completed Quest window when there were a lot of different types of basic rewards.
- Added a function where the quantity of skills are displayed in the mount skill information that appears on the right of the screen at a Stable.
- Fixed the issue where you couldn't transport items from the World Map (M) window with your Mount Inventory open.
- Changed the Storage window to display a + button on the last slot in the Storage of each village when you open it on the World Map (M) window. You can see a Storage Expansion guide and purchase a Storage Expansion item by clicking on the button the same way you do when you use the Storage through a Storage Keeper NPC.
 - Added a simple description of how to rent a house with Contribution EXP on the message that appears on the pop-up UI when you click on the + button on the last slot of Storage.
- Added an effect where a guide and a description are displayed when you hover your mouse over a crew member who gets ill.
- Added a text bubble alert that appears when a new alert appears on the menu on the bottom right of the screen.
 - Alerts will be gone after 20 sec if you don't check it, and you will get an alert for the following menus:

Alerts

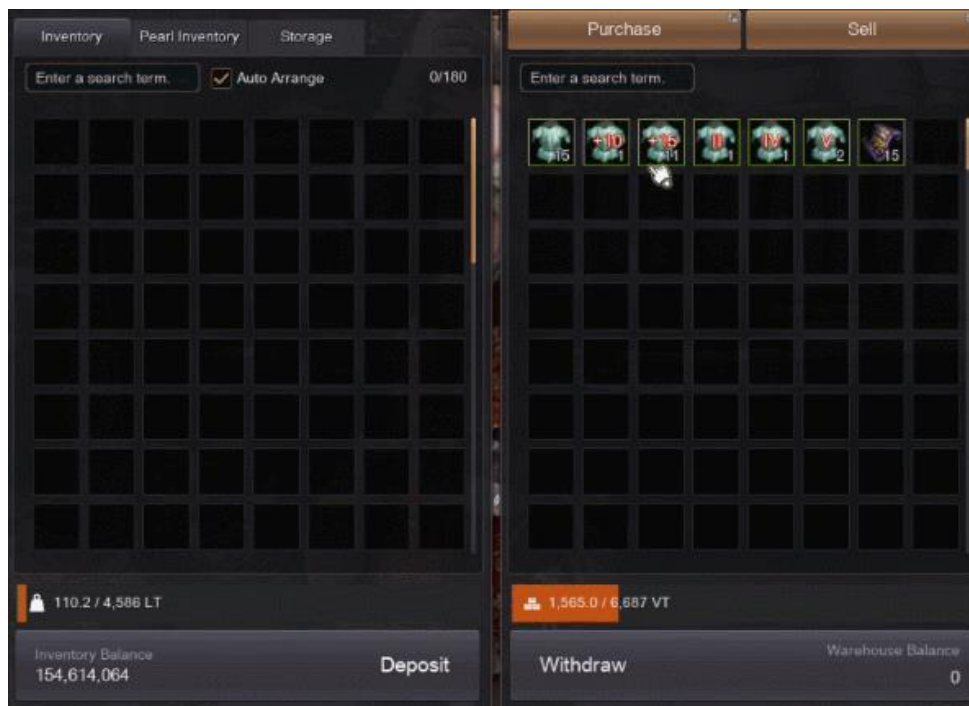
Black Spirit's Safe Dark Rift Better Equipment Title Challenge	General Knowledge Story Knowledge Skill Coupon Letter
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- You will now be able to see the hotkeys when hovering your mouse over the alert menu icons on the bottom right of the screen.
- Changed the content of the tooltip displayed when you hover your mouse over the alert menu icons on the bottom right of the screen to show a normal menu that is not limited to a certain type of situation.
- Added an effect to the Pearl Inventory tab which activates when an item received from quests or the Black Spirit Safe has been added to the Pearl inventory.
- You can now right-click the Caphras Stone in your inventory to open up the Caphras Stone Enhancement UI.
- Changed the Interaction UI to be displayed when you go near the Dream Horse with your season character.
 - You can use the View Mount Inventory and Show Gear menus on the Interaction UI
 - However, you cannot ride a Dream Horse with your season character.
 - A system message that says, "Season characters cannot ride Dream Horses" appears when you try to ride a Dream Horse.
- Added a new display of how much time is left until the quests reset on the questline that appears on the guild mission tab on the Guild (G) window.

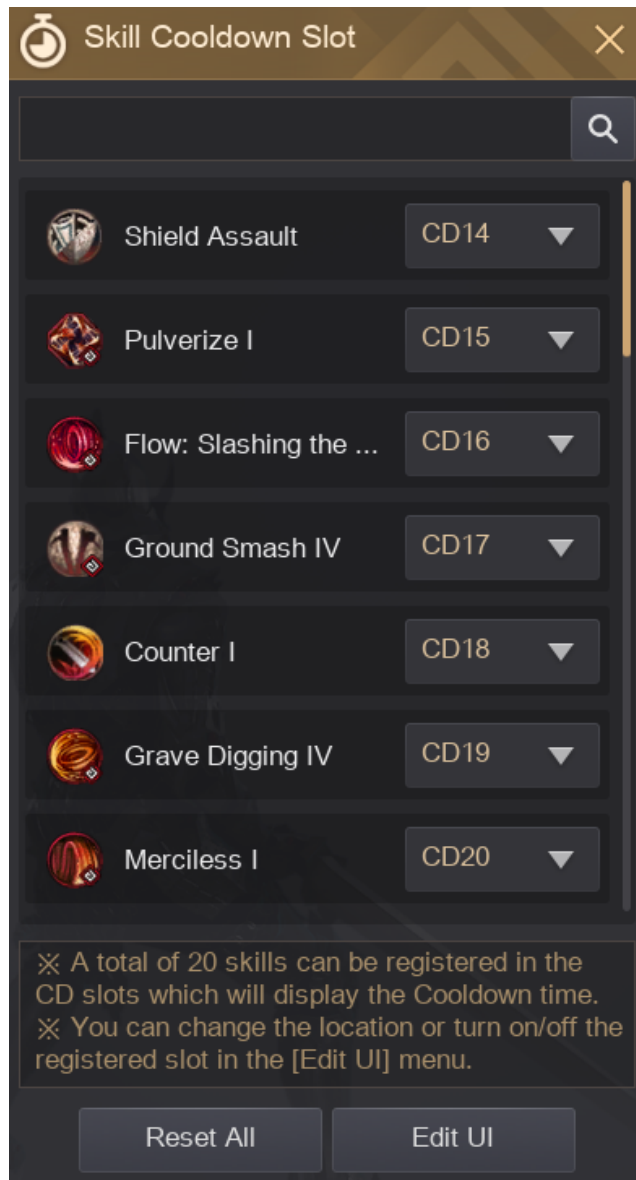


- Fixed the issue where the message providing information on the wagon mount appeared beyond the Gamepad UI.

- Readjusted the image proportion of some letter items to look more natural.
 - Removed the effect on the Find NPC widget when in the safe zone.
 - Added the settings for the custom HP bar to the game settings you can go to by pressing (New) Menu ESC, then Settings (F10)
 - Added a description about how the days and nights work in the Black Desert world that appears when you hover your mouse over the game schedule category on the upper right of the screen.
 - Changed the notification widget that appears on the bottom right of the screen when your Inventory is full or when you exceed the weight limit to disappear when you empty your Inventory, decrease the weight, or click on the widget.
 - Improved moving items through the Central Market Directors and Storage Keepers to be able to move 20 non-stackable items at a time.
- However, only gear of the same enhancement level can be moved together. As for PEN (V) gear, only one of them can be moved at a time like before.
- Added the same function to Head Storage Maids/Butlers.



- Added and changed the search function for each of the following: Inventory, Pearl Inventory, Family Inventory, and Central Market Warehouse.
- Changed the effect that appears on the searched item to be maintained even when the item is moved to a different slot.
- Added a function in which the Skill (K) window opens when you click on the skill points icon in the upper left of the screen.
 - Added a function in which you can set up to 20 slots to display the amount of cooldown remaining at the Skill (K) window.



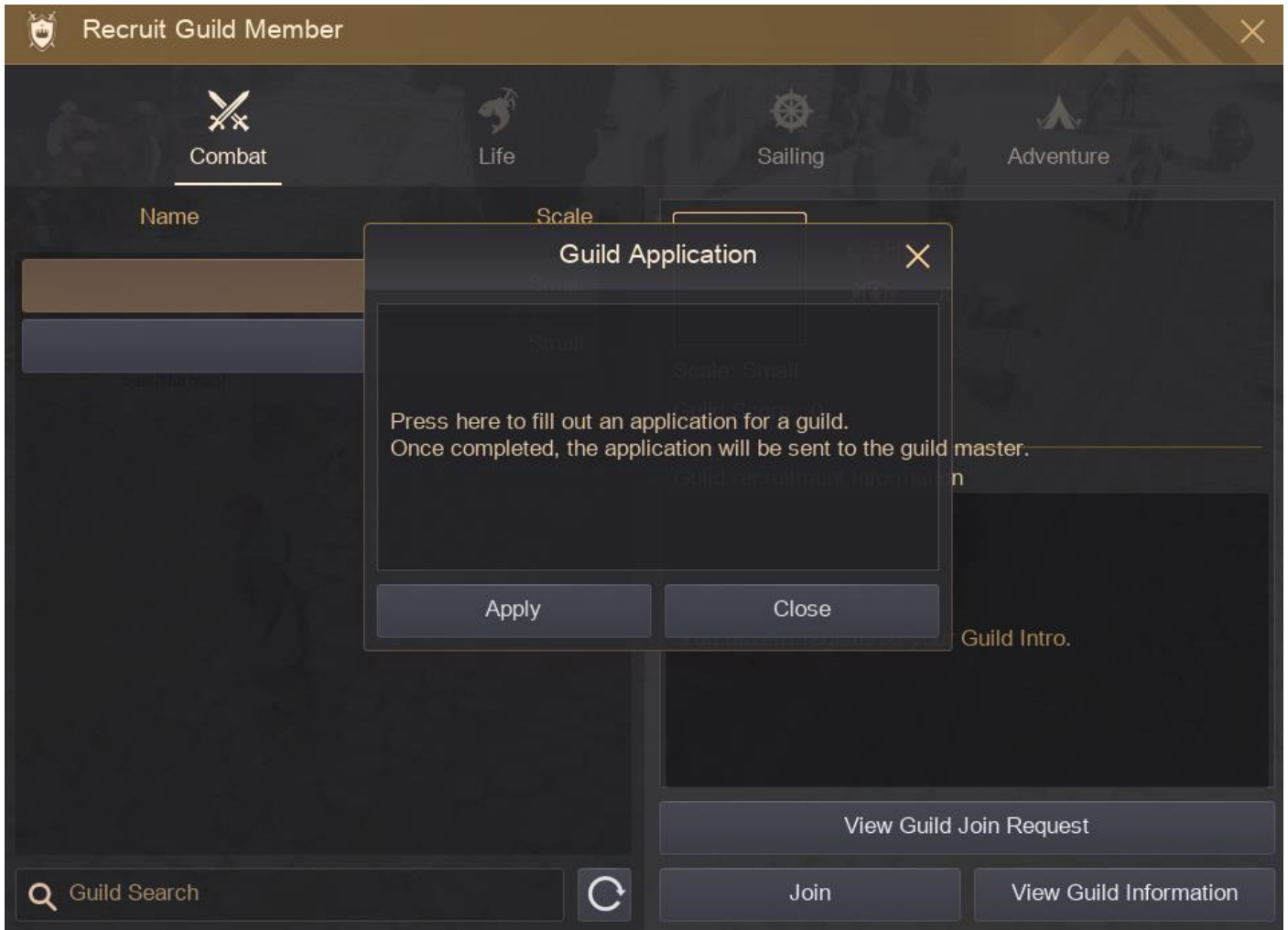
- Added a feature that causes buttons for the NPC Pathfind function to appear on the left side of the Minimap when you enter a village.

- You can click on the following UI to fold and unfold.

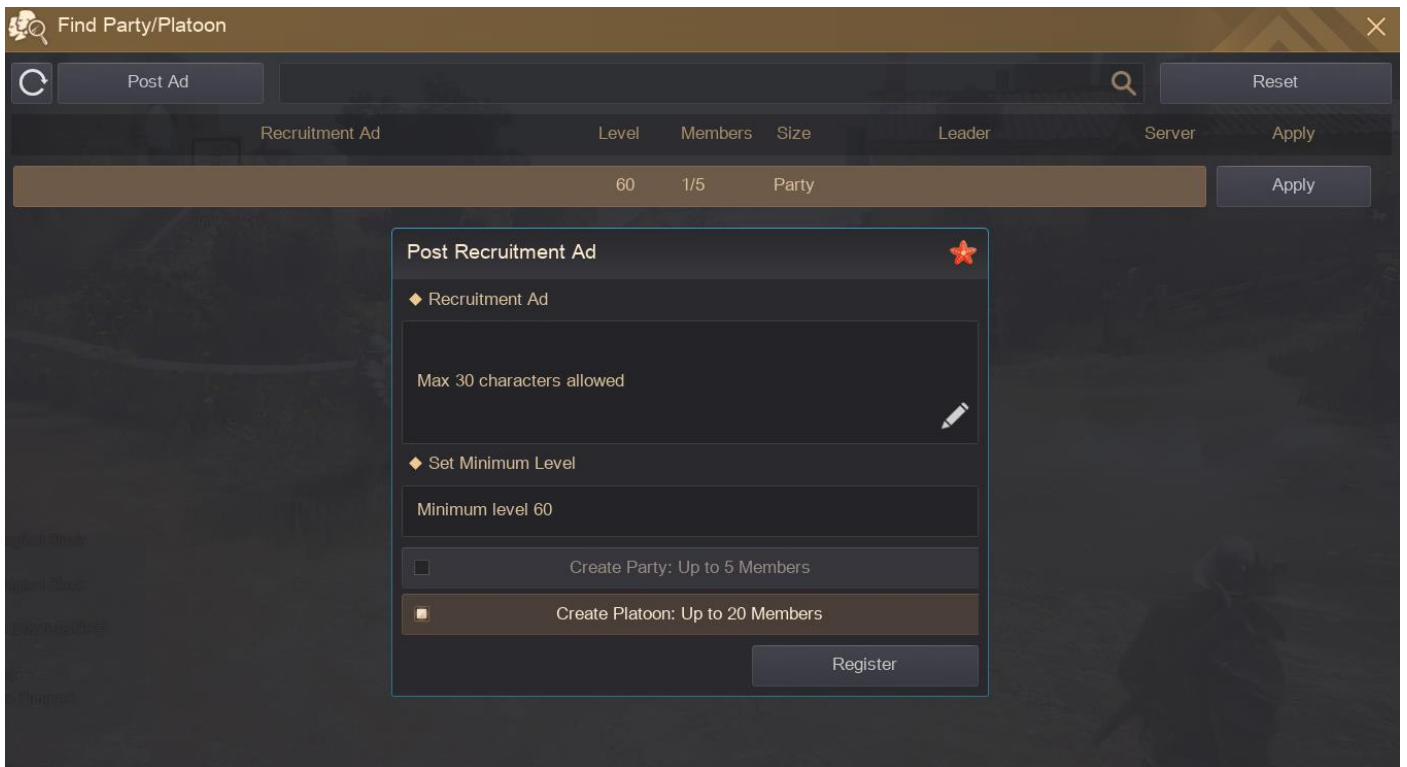


- Improved the Guild Recruitment window.
 - Changed the Guild Recruitment window to list up to 30 random guilds.
 - Added the Sort and Search functions on the Guild Recruitment window.
 - Changed to allow the applicant to write a message when asking to join a recruiting guild.
 - The Guild Master can now send invites to applicants to join the guild regardless of if they are online, offline, or on a different server.

- When invited to join a guild, you'll join as an Apprentice guild member with a 15-day contract period, that has a deposit of 30,000 Silver, and a 15,000 Silver cancellation penalty. When your contract as an Apprentice ends, you will be able to become an official Guild Member.



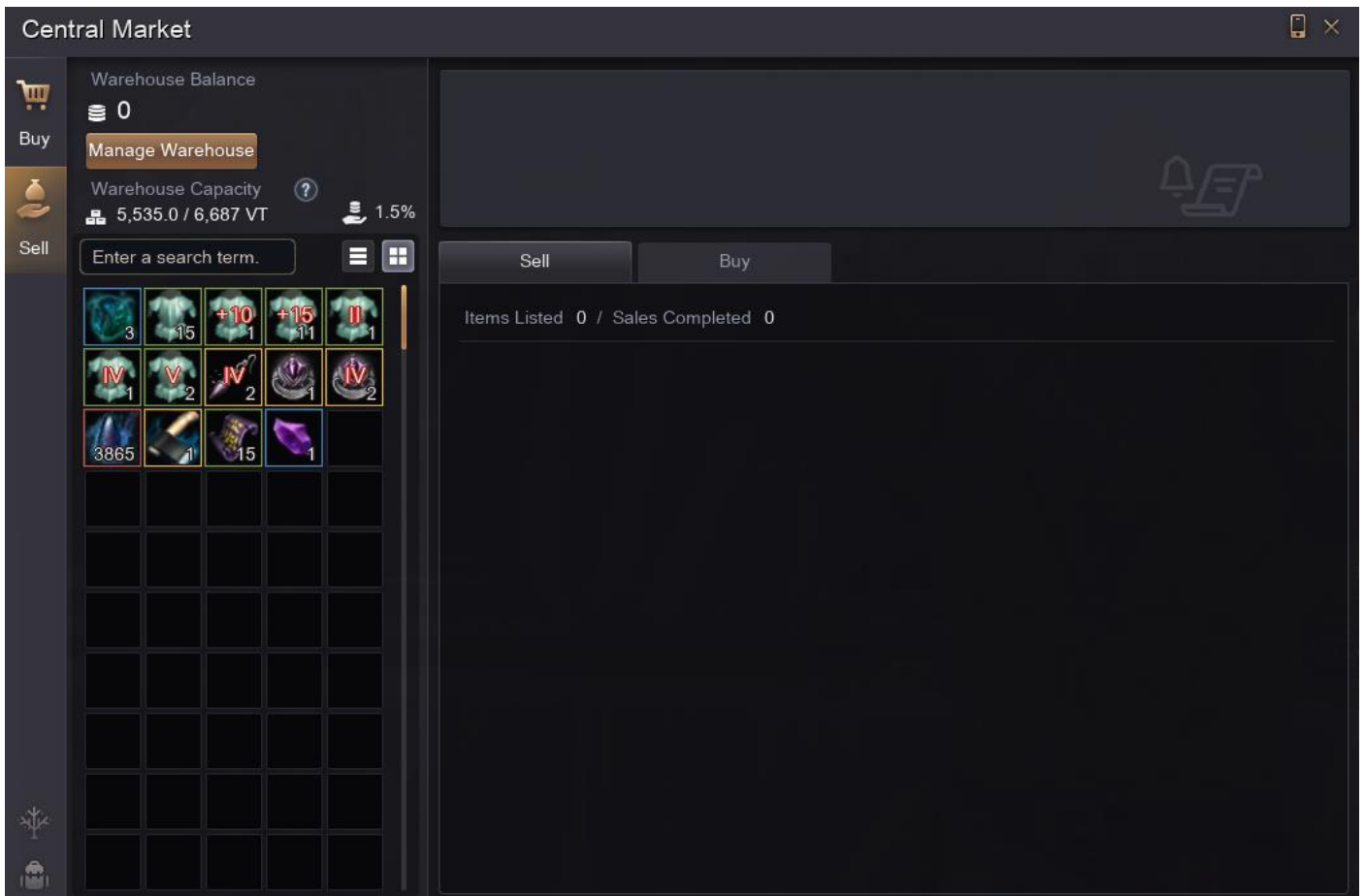
- Changed the End Game window to add a line break if the item name is long.
 - Changed the location of the View Details button in the selection products that appeared awkward for regions where gifting is not available.
 - Changed the Recruit Guild Member window to refresh each time the Combat, Life, Sailing, Adventure tabs are clicked.
 - Fixed the issue where text overlapped in the Guild Invitation description.
 - Fixed the issue where the buttons to the left of the minimap would deactivate when resetting all settings in the Edit UI window.
 - Fixed the issue where the NPC Finder would not appear when the function buttons were hidden in Edit UI mode then changed to display in a safe zone.
 - Fixed the issue where the minimap would overlap with the Find NPC UI when changing the minimap mode.
 - Added a function button to recruit party members in the top left portion of the screen on the season server.
 - Added the ability to choose the type (party/platoon) when writing an ad through the recruitment UI.
- Accordingly, you can now see the desired type in the party recruitment UI list.



- Changed the recruitment ad link that can be shared after writing and registering a recruitment ad for a party in the chat window to now connect you to the party recruitment UI once clicked on so you can respond to the linked ad immediately.

[[GM]Florin] : [I love Adventurers!] (Lv. 1 or higher, 1/20)

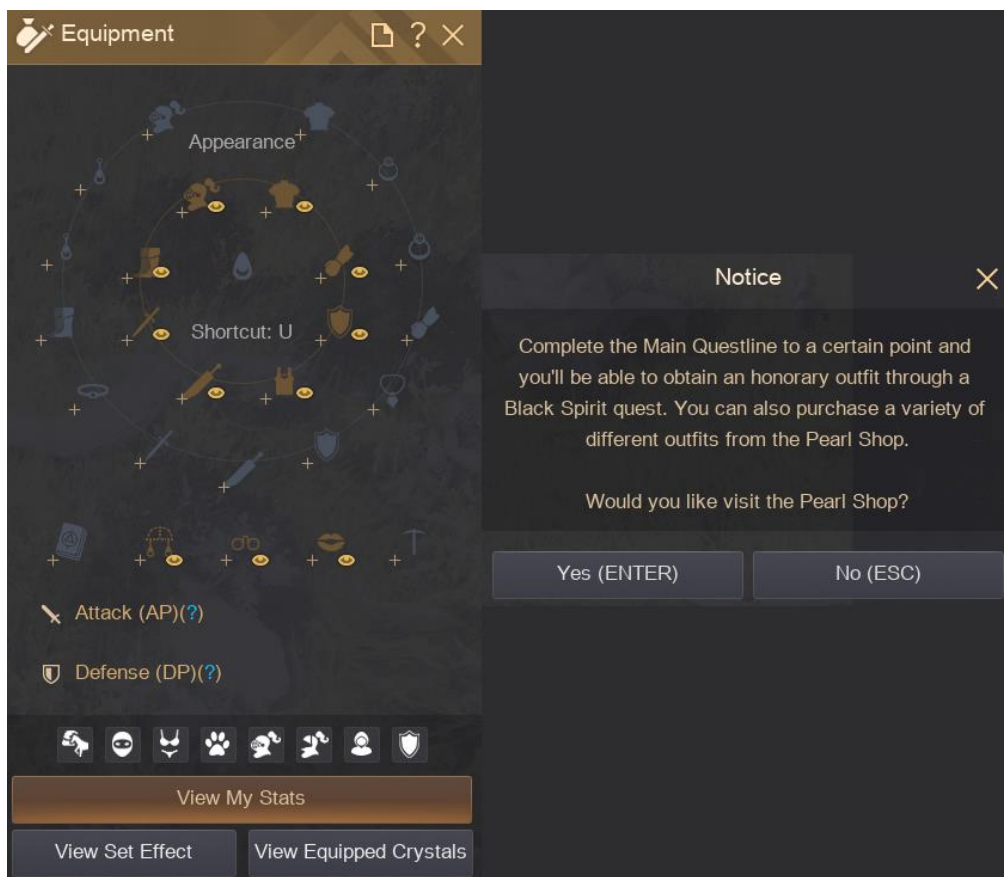
- Added a search function to search through all items held in your warehouse via the Sell tab in the Central Market.



- Talking with NPCs - Improved exchanging with NPCs to now allow you to select and exchange multiple items that do not stack at once. However, this does not apply to certain items that need to be exchanged with caution.

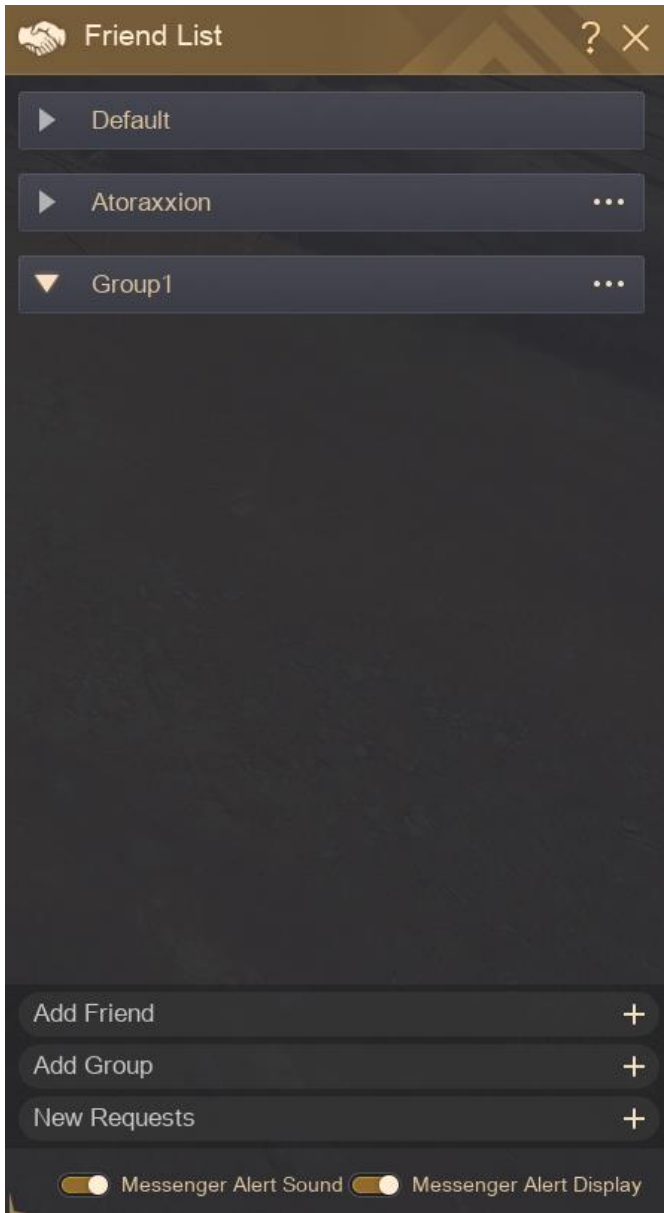


- Added a guidance notification on how to obtain gear that can be equipped to the following slot when you click an empty equipment slot on the Equipment UI.



- Added a message that tells you that you can quickly adjust the height of the chandelier while in Place Mode for your residence by using the CTRL + mouse wheel.
- Fixed the issue where the simplified Find NPC UI and another UI could overlap.
- Changed the simplified Find NPC feature to only appear for new/returning adventurers.
- Changed the butler/maid Group Command button to simply appear.
- Fixed the issue where the background of the region near Serendia Shrine would appear abnormally.
- Fixed the issue where the resurrection motion for a character that died in the Serendia Shrine region would appear abnormally.
- Fixed the issue where some of the records would intermittently be omitted from the log of the Guild (G) window.
- Improved the dialog of the Collapsed Soldiers that appear in the main quest of the Calpheon region, "The Fallen."
- Fixed some of the typos found in a main quest of the Kamasylyvia region, "New Business."
- Fixed the issue where an abnormal UI would appear when checking the Mount Registration window while having the Mythical Awakening window open.
- Fixed the issue where the text box's message would overlap with the Dark Rift text box when clicking on an icon on another menu in the bottom right, with the text box's message still in the bottom right of the screen.
- Fixed the issue where the system message wouldn't appear on the screen in some servers when the maintenance fee was deducted every 24 hours due to a unilateral declaration of war.
- Fixed the issue where equipping the Outlaws of Margoria outfit on some classes would appear abnormally for certain movements.
- Sorceress, Sage, Ranger, Nova, Valkyrie, Corsair, Kunoichi
- Improved the quality of the holes on the [Female Classes] Outlaws of Margoria outfit.
- Fixed the issue where many Pirate Scarecrows would appear in the sea in front of Port Epheria.
- Fixed the issue where the quest [Event] Be a Server for a Day would reappear on the Quest (O) - New window even after completing the quest.
- Increased the chance of successfully making [Event] Terrmian Sunrise to 10 times the current chance.
- Changed the dialog that appears upon accepting the quest, [Event] Quench Your Thirst, to have a more natural flow.
- Reduced the duration of Cute Raccoons appearing for the [Event] A Raccoon In Its Element quest by approx. -50%.
- Increased the number of Cute Raccoons that spawn by the Terrmian Coast.
- Reduced the duration of Souvenir Boxes appearing for the [Event] Delivering a Bit of Happiness quest by approx. -50%.
- Increased the number of Souvenir Boxes that spawn for the [Event] Delivering a Bit of Happiness quest.
- Fixed the issue where the character would appear dark when opening the Knowledge window at the Terrmian Beach.
- Fixed the issue where Heidel 7-4, 1F > Furniture Workshop Lv. 3 wouldn't appear on the screen.
- Fixed the issue where a button you cannot use would appear on the My Stats window in a console control environment when you use the Gamepad UI.
- Fixed the issue where you could not receive an item with an expiration date in the mailbox when using the Gamepad UI.

- Changed and improved the following content for the Friend and 1:1 Chat UI:
 - Changed to allow the deletion of groups from the Friend UI.
 - Added a menu to whisper to friends from the Friend UI.
 - Added a function where you can have a 1:1 chat directly from the Friend window when you select Friend List from the Friend UI.
 - You can press a button on the upper right of the Friend window to separate the 1:1 Chat window while chatting 1:1.
 - You can minimize the separated 1:1 Chat window to change it into a small widget.
 - You can preview a part of a new message on the small widget.
 - Changes were made to be able to see your friend's game connection more intuitively.
 - Improved the 1:1 Chat log that would reset when you logged in again to remain when you relog in.
- * However, a maximum of 100 chat logs are saved.



- Changed the item icon to display a P mark on paid items in bundles that offer a variety of items to choose from.
- Fixed the issue where the text would stray away from the UI when checking the Node Info on the World Map.
- Changed the text color to make it easier to see which section your Fame is at on the tooltip displayed when you hover your mouse over the Fame List in the My Info UI.
- Improved the basic skills set in your quick slots after creating a character to remain usable even as you level a skill up.
- Changed the number of quests currently in progress to be displayed on the Quest button in the notification section on the bottom right.

- Added different sound effects to be played when receiving Silver from looting, selling items to NPC vendors, and collecting sales in the Central Market.

- The sounds played are differentiated by the different amounts of Silver collected, listed below:

Sound effect for obtaining different amounts of Silver
More than 1,000,000 Silver - 10,000,000 Silver or less
More than 10,000,000 Silver - 50,000,000 Silver or less
More than 50,000,000 Silver - 200,000,000 Silver or less
More than 200,000,000 Silver - 500,000,000 Silver or less
More than 500,000,000 Silver

- Added a line for the Enhancement category under System Messages in the Chat Window Settings.
- Fixed the issue where the Recently Used list would be displayed when opening the ESC menu while using the Gamepad UI.
- Fixed the confirmation window that appeared when selecting an Elvia server in the Select Server screen to be usable with a game pad via the Gamepad UI.
- Changed the background of the key guide on the bottom of the View My Stats UI to fit the window size when using the Gamepad UI.
- Fixed the issue where the guidance description would not appear on the ill sailors when checking the list of sailors through the Wharf Manager on the Gamepad UI.
- Changed the following items to be exchangeable all at once when exchanging through an NPC by talking (W):
 - Cooking & Alchemy byproducts
 - Golden Seals
 - Tuvala Ore for Tuvala Gear
 - [Season] Rift's Thorn for enhancement bundles
 - Rough Lustrous Gem
 - Leather obtained from Hunting



- Improved the Guild Mission tab in the Guild (G) window to display the remaining time to re-accept a guild mission after its completion.

- Added the Search Equipment/Inventory function where you can see the equipment/inventory of other characters.
- Go to End Game > Search Equipped Gear/Inventory and select the () button to search.



- Fixed the issue where pressing a certain key would make the My Stable window disappear on the World Map (M) for the Gamepad UI.

Resolved Issues

- Fixed issue with graphical anomalies in certain areas of Taphtar Plain.
- Fixed issue in Old Moon Grand Prix where navigations disappear due to pet skills that detect hostility of other adventurers.
- Fixed issue with broken meshes occurring in [Maehwa] Shudad Horn Bow.
- Fixed issue with [Wizard] Desert Camouflage having graphical anomalies when equipped on a younger body-type.
- Fixed issue where parts of the eye would turn black when equipping [Mystic] Banha Helmet.
- Fixed issue where mesh became transparent on shoulder portions when equipping [Wizard] Treant Camouflage.
- Fixed issue where mesh became transparent when equipping [Dark Knight] Rosa Cassius Outfit and [Dark Knight] Loranne Bikini.
- Fixed issue where underwear would go through certain main weapon outfits when equipping [Sorceress] Queen Heart Underwear.
- Fixed issue where Pila Fe Outlaw Hat would appear abnormal when the face shape of [Berserker] is changed.
- Fixed issue with Button UI anomalies when dying in a Siege War.

- Fixed issue with Red Battlefield Score Status UI so that the description 'Preparing'linebreaks when it becomes too long to fit in.
 - Fixed issue where there was a lack of image when putting your cursor over the Choose Succession button in the Skill window.
 - Fixed descriptions to be more accurate for Eye of Desolation, Weakened Eye of Desolation, and Remnants of the Rift when pressing RMB on the item to check Region or NPC Location.
 - Fixed issue with reconnecting when a character dies while equipping a Fallen God's armor and having karma lower than 0.
 - Fixed issue where the War Hero icons would align abnormally in the War Hero status window.
 - Fixed issue where the game would terminate on certain occasions.
 - Fixed issue with Focus Fire attacking an abnormal location when Photo Mode is on.
 - Fixed issues that occurred when you change the UI window size in the ESC menu while Edit Menu is on.
 - Fixed issues with [Shai] Noel Hat so that it can be dyed.
- Fixed issue with graphical anomalies in certain locations of Northwestern Calpheon.
- Fixed issue with graphical anomalies in certain locations of Terrmian coastline.
 - Fixed issue with graphical anomalies in certain locations of Shakatu's Villa.
 - Fixed issue with interference in character movement near CaduilForest.
 - Fixed issue where adventurers could pass through the pillars of Epheria Sentry Post.
 - Adventurers are now led to a high-resolution in-game video clip when pressing LMB on the gameplay video clip button at the bottom of the screen while creating a new character.
 - Fixed issue where the Giant Mudsters, when spawned twice consecutively as a Field Boss, would appear in locations before the change rather than appearing in the changed locations (Southern plains near the Swamp Fogans habitat, Triangle Head Lizard habitat).
 - Fixed issue where the character's left fingers would overlap with the weapon when equipping [Guardian] Glorious Shudad.
 - Fixed issue where portions of the mesh would be exposed abnormally when equipping [Berserker] Mountain Guardian Spirit while Body Shape is max size.
 - Fixed issue where the instrument would not be visible when summoning Shai to perform music.
 - Fixed issue where the instrument would not be visible to other adventurers when playing as Shai to perform music.
 - Fixed issue with adventurers not being able to receive [Event] Black Spirit's Illusion quest.
 - Fixed issue with inappropriate background music being played at the Altar of Blood.
 - Fixed issue where Console Gamepad Dingbat font could not be expressed in Gamepad Settings.

- Fixed issue in Black Spirit's Adventure where sounds could not be heard when moving on a square.
- Fixed the issue where saved pet commands came up differently from previously saved commands.
- Fixed the issue where the Puturum from Rift's Echo would continue to follow you.
- Fixed the issue where the tooltip appeared at an awkward location during Go to Target.
- Fixed the issue where the following outfits would look abnormal in certain situations

-[Wizard] Corvicanus Outfit

- Fixed the issue where structures at certain points would appear unnatural in the following regions

- Kisleev Crag

- Fixed the issue of occasional errors occurring when clicking on Family Name in the Chat Window.
- Fixed the issue of "within 24 hours" showing up as "within 0 days" in mail.
- Fixed the issue of the Marketplace Sell window to appear abnormal after using the Old Moon Trade Pass.
- Fixed the issue of the window to enter Silver displaying when using the Transport function.
- Fixed the issue of the Caphras Extraction window appearing unnatural after equipping an item enhanced with Caphras Stones.
- Fixed the issue where the Black Spirit continued to repeat its animations of failing an enhancement when failing to enhance with Caphras Stones due to lack of durability.
- Changed mass processing so you will produce the maximum amount possible even if you don't have all the materials needed to succeed in mass processing a certain amount.
- Fixed the issue where the Boss Alert wouldn't display even when a World Boss had appeared.
- Fixed the issue of being able to select the Family Inventory tab when using a Storage Maid while the Family Inventory window was still open.
- Fixed the issue of monster icons appearing reddish-orange on the minimap.
- Fixed the issue where the client would crash when you got hit by a Troll Catapult monster.
- Fixed an issue where the number of points recovered and item drop amount was not displayed in the Agris Fever tooltip.
- Changed the game to no longer take screenshots if shut down due to an abnormal error.
- Fixed the issue of [Event] Big Black Feather's item description displaying the incorrect exchangeable item list.
- Fixed the issue of being unable to pass through a certain region in Caduil Forest and being relocated by Escape instead.
- Fixed the issue of an incompatible character alert showing after accepting the [Event] Queek? No Fish... for the Festivities?! quest.
- Fixed the issue of characters getting stuck on wooden fences that were installed during Conquest Wars.
- [Maehwa] Flow: Moonlight Dash - Fixed the issue of Petal Bloom's skill add-on being applied to this skill.
- Fixed the issue with the top portion of the ESC menu randomly changing the sequence of menu items displayed.

- Changed nodes to now display the required CP for Node Investment when hovering the mouse over a node on the World Map.
- Fixed the issue of the LMB/RMB tooltips overlapping with the node icon when hovering the mouse over a node on the World Map.
- Fixed the issue of the UI appearing abnormal when using "Go to Target" with the Track Target feature.
- Updated the mounted silhouettes of certain outfits.
- Fixed the issue of the Black Spirit appearing unnatural when it's summoned during Horseback Combat.
- Fixed the issue with your aiming reticle appearing awkward after summoning and dismissing the Black Spirit during Horseback Combat.
- Fixed the issue of no sound after adjusting the Velocity in the Composition Note.
- Fixed the issue of irregular colors displayed in the Composition Note after emptying the Velocity slot on the top right of the window.
- Fixed the issue of the "Falling Leaves" skill being mislabeled as "Autumn Blaze" in the Indonesian Language Settings.
- Changed the Guild Skill UI layout.
- Fixed the issue where the Pet Command information wouldn't load previously saved settings.
- Fixed the issue where you couldn't connect to a chat group after it was optimized.
- [Shai] Fixed the issue where using Misty Haze, Delusive Light, Summer Rain, Time to Shine!, Shout to the Sky, Sun, Moon, Stars, or Do it Better! after using We're Gonna Win! would only apply the skill's effects to 1 target.
- Fixed the issue where Guild Emblems disappeared in the Node War information on the World Map (M) with the Gamepad UI toggled on.
- Fixed the issue where the Dark Rift UI appeared when viewing the Node War information on the World Map (M) with the Gamepad UI toggled on.
- Fixed the issue where the loading page image appeared stretched-out in certain resolutions.
- Fixed the issue where items that are no longer on sale wouldn't appear in the Pearl Shop search results.
- Fixed the issue where text would bleed out of the Boss Notification UI.
- Changed the Pearl Shop so that you can view search results for all categories.
- Fixed the issue where the cooldown for the "[Event] A Toast to the Flavors of Life" item would reset after using a skill preset.
- Changed "[Event] A Toast to the Flavors of Life" so that its cooldown will reset even when you're not logged into the game.
- Fixed the issue with songs composed with 2 or more instruments not playing smoothly for certain durations.

- Added a message stating “You will reconnect once you confirm your Family Name.” when trying to create a Family through the changed Family Creation.
- Fixed an issue where the Family Name creation window would appear behind the Guild Creation window when you try to create a Guild without creating a Family name.
- Fixed an issue where the Family Creation window would not appear when you pressed the “Apply to Join” button in the Recruit Guild Member (G) window without creating a Family name.
- Fixed an issue where the server change cooldown times would not be displayed in the server selection window.
- Fixed the issue where the O'draxxia Drawers did not stick to a wall when being installed in a residence.
- Fixed the issue where there was a typo in the quest from Adonna Rioblanc.
- Fixed the issue where it was awkward for characters to move in certain parts of the Scarlet Sand Chamber.
- Fixed the issue where the item description for Golden Smoked Fish Steak was identical to the item description of Top Grade Lean Meat Salad.
- Fixed the issue where the Succession button in the Skills window would be greyed out after Sage completed Succession.
- Fixed the issue where the Raise Hair function would deactivate in the customization screen.
- Fixed the issue where you could climb on top of the Indomitable Flag.
- Fixed the issue where Indomitable Flags planted in certain locations could not be hit.
- Fixed the issue where the [Dark Knight] Jolly Winter Dream outfit had a different level of transparency compared to other classes.
- Fixed the issue where there was a typo in the quest description of "[Basics of Life] Learning About Gathering!" found on the Quest List window - Suggested.
- Fixed the issue where the [Female Classes] Rosa De Sharon would be dyed abnormally.
- Fixed the issue where the following outfits would appear abnormal in certain situations:
- [Sage] Karki Suit, [Sage] Splat Fisher's Hat
- Fixed the issue where abnormal structures were found at specific locations in the following region:
- Sausan Garrison, Mediah
- Fixed the issue where regular processing didn't start when the materials used were not of the same stack used for mass processing.
- Added a unit symbol to mark discounted prices on items in the Pearl Shop when you use a coupon.
- Fixed the issue where enhancement levels were not listed in the challenges.
- Fixed the issue where the item [Sage] Eyes of the Wise would appear abnormal.
- Fixed the issue of awkward text in the character/family/guild name change windows.
- Adjusted the appearance of the Wooden Fence used in Conquest Wars to match their actual size.

- Fixed the issue of the Quest Summary page for [Crow's Nest] Power of the Coin mentioning the wrong NPC location to re-obtain a quest item.
- Fixed the issue where contents of the Change Family Name window would appear abnormally.
- Fixed the issue where the Arrange function in Guild Storage would work in reverse.
- Fixed the Mount inventory window to close first when you pressed ESC while the Mount Inventory and Storage UI were both open.
- Added to the Black Spirit's dialog lines on how to complete the quest "[Enhancement] Even Further and Beyond.
- Fixed the issue where the button to view the Pearl outfit-exclusive Special Actions wouldn't appear in the Pearl Shop.
- Fixed the issue where the Special Action for wearing a Pearl outfit wouldn't show.
- Fixed the issue where items not available for rental in the Guild Gear Rental Storage appeared to be available.
- Changed to make it impossible to rent gear if you have no available slots in your Inventory.
- Fixed the issue where characters moved abnormally around the spot where Adonna Rioblanc used to be after completing the quest "Opposer of Fate."
- Fixed the issue where the sound of Sage's cheers could not be heard after he ate food.
- Fixed the issue where Sages Lv. 59 or below could not enter the following hunting grounds.
 - Aakman, Hystria, Kratuga, Sycraia (Abyssal Zone)
 - However, Sages Lv. 59 or below will need the same materials as other classes to enter the hunting grounds listed above.
- Changed the names of Mountain Goats to Mountain Sheep/Lamb.
- Some item names and their descriptions were changed in accordance with the changes made.
- Fixed the issue where the defending guild could revive at the inner gate/outer gate after dying outside the Node War area during a Node War.
 - Fixed the issue where dyed outfits of certain classes would sometimes not show the correct dye.
 - Fixed the issue where searching for "All" in the Pearl Shop would display blanks in the results.
 - Fixed the issue where the camera angle would appear abnormal when summoning the Black Spirit while on horseback.
 - Fixed the issue where the notice displayed when making a purchase from the Pearl Shop would cover the Outfit Slot icons.
 - Fixed the issue where the zoom function would not work when selecting Sage outfits other than the main weapon and sub-weapon in the Pearl Shop (F3).
 - [Shai] Fixed the issue where equipping certain underwear with the Spring Blossom outfit caused Shai's ankles to appear abnormal.
 - Fixed the issue where Storage Maid would be summoned multiple times when using Storage Maid repeatedly for a short amount of time with a Quick Hotkey.

- Fixed the issue where you couldn't close Guild Storage and History for Guild Storage windows by pressing ESC.
- Changed the main quest boss Hexe Marie to no longer take damage during her animation for encountering an enemy.
- Fixed the issue where adventurers participating in guild war could not fight back against an enemy under Guild Protection that boarded a ship and used forced PvP to attack them.
- Fixed the Knowledge (Ecology) target function so that it will be saved after reloading Settings Archives and changing characters.
- Changed tracking feature so that when tracking monsters on a category level, only the selected monsters will now be highlighted on the minimap.
- Fixed the issue where effects would not be displayed when equipping Tet (IV) and PEN (V) [Nova] Blackstar Sting
- Fixed the issue where the conquering Guild Master's Family Name would overlap in Territory Information when it went above a certain length.
- Fixed the issue where the following outfits would look awkward when equipped in certain situations:
- [Nova] Spring Blossom Outfit, [Lahn] Cartian Outfit, [Mystic] Rakshande Armor, [Ranger] Pieris Helmet
- Fixed the issue where the products in the Pearl Shop search results couldn't be added to the Set Creator.
- Fixed the issue where Trade life skill EXP did not get properly transferred when using the Trading EXP Transfer Coupon.
- Fixed the issue where the number of products did not increase according to the character's life skill grade (Beginner, Apprentice, Skilled, Professional, Artisan, Master, Guru) when using Processing (L) > Chopping with Elder Tree Plank to make Elder Tree Plywood.
- Fixed the issue where the number of products did not increase according to the character's life skill grade when using Processing (L) > Chopping with Palm Plank to make Palm Plywood.
- Fixed the issue where the number of products did not increase according to the character's life skill grade when using Processing (L) > Heating with Elder Tree/Palm Plywood to make Sturdy Elder Tree/Palm Plywood.
- Fixed the issue where Adventurers who had completed the "[Event] Popular Love Boat" quest during the previous event period wouldn't be able to interact with the "flowers" given to Anya.
- [Shai] Fixed the issue where equipping certain underwear with the Spring Blossom outfit caused Shai's ankles to appear abnormal.
- Changed the Start button on the first screen so that it cannot be pressed repeatedly.
- Fixed the issue where prices that shouldn't change would change when items of a certain category on pre-order for maximum or minimum prices would be sold.
- Fixed the issue where the key guide displayed for the Cow-Milking minigame would be different while in the old Gamepad mode.
- Changed the Compose/Score window so that using the Reset button will also reset volume.

- Changed Ibedor's Scroll so that Ulutuka, the monster summoned when the item is used, doesn't stray too far from where it was summoned.
- Changed the UI to now always display the "better gear" regardless of the equipment you had originally equipped when the duration of the Elvia Realm exclusive gear ends.
- Fixed the issue where you would be able to summon maids in dungeons during "Ritual" quests.
- Fixed the issue where a Guild/Alliance notice being written in the Guild (G) window would be reset when a guild member logs in.
- Fixed the issue where Guild names not in use would be sporadically unavailable.
- Fixed the issue where Adventurers couldn't obtain Shining Medal of Honor after participating in a conquest war because signup wouldn't be reset.
- Fixed the issue where the following outfits would look awkward when equipped in certain situations:
 - [Ranger] Atanis Armor, [Striker] Syahzar Helmet, [Sage] Willow Breeze Robe, [Archer] Karki Suit
- Fixed the issue where the key guide to view the Warehouse would overlap with other UIs in certain situations while in Gamepad mode.
- Fixed the issue where players with Karma or Naval Fame below 0 would be invisible when Hide Other Characters is enabled.
- Fixed the tooltip descriptions for [Archer] Corvicanus Outfit to match each other.
- Changed the Spring Blossom Headpiece so that you can see the headpiece in the banner for Shai in the Pearl Shop.
- Fixed the issue where Guild History would not be displayed in Gamepad mode.
- Fixed the issue where Jorjua, an O'draxxia material vendor, was not selling Aal's Tear.
- Fixed the issue where the skirts and cape for Nova and Sage, respectively, would flutter excessively.
- Fixed the issue where the Chat UI would be unavailable when spamming the Chat window with a certain string of characters.
- Fixed the issue where the camera would appear abnormal when summoning the Black Spirit while on horseback.
- Fixed the issue where the Imperial Horse Delivery button would be displayed during Courser Training in Grána.
- Fixed the issue where closing the Equipment window after using the repair function in your campsite wouldn't reopen the campsite menu.
- Fixed the issue where the key guide for Mount Information would be based off the keyboard and mouse controls even when using the Gamepad Mode.
- Fixed the issue where the Warehouse window would stay open when using Warehouse.
- Changed Family Inventory so that dragging an item from Family Inventory to another inventory will reset the item's info.

- Fixed the issue where the scroll for Guild Storage and Guild Inventory would be reset when guild items are retrieved/deposited or when a guild member logs in.
- Fixed the issue where the free Black Spirit's Dice for Black Spirit's Adventure would be unavailable at certain times of the day.
- Fixed the issue where the message "This name is unavailable" would show when attempting to check names while registering previously deleted Character/Guild names.
- Fixed a typo in the NPC dialog for the Altinova daily quest "[Repeat] Managing The Arena."
- Fixed the issue where structures would look unnatural in certain parts of the following regions:
 - Lake Flondor, Lemoria Guard Post, Valencia's Ivory Wasteland.
- Changed Processing to be usable in the Inventory window when using the Gamepad UI.
- Changed the icon for Tungrad Necklace shown in the Yona's Fragment entry in Crafting Notes (F2).
- Fixed the issue where the item tooltip text would overlap for Caphras Enhancements over Lv. 5.
- Fixed the issue where the Canape Dagger's blade would face a different direction for Witch's combat stance.
- Changed the Notification settings window to no longer open if you get a Boss Notification while talking to an NPC when using the Gamepad UI.
- Changed the item description for [Event] Charred Rock Fragment to look more natural.
- Fixed the issue where the "Similar or identical products may be released in the future" text in some item descriptions would not show properly.
- Fixed the issue where the Guild Crafting window would display products that weren't crafted.
- Fixed the graphical issues that would sometimes occur when equipping the following outfits:
 - [Mystic] Khamsin Clothes, [Striker] Karki Suit, [Archer] Karki Suit
- Fixed the issue during [Sage Awakening] Shattered Trust where using Realm of Anguish would sometimes make the quest monster disappear.
- Fixed the issue where incorrect installations would appear on the Installation List for wars.
- Fixed the issue where certain areas near Tunkuta would register as desert terrain.
- Fixed the issue where Navigation did not work as intended when selecting the Forgotten Mountain node as your destination.
- Fixed the issue where Krogdalo's Horse Gear set effects wouldn't activate as intended when using the horse's Roar skill after using items such as Command to Gather and Archaeologist's Map to teleport while mounted.
- Fixed the issue where using the View Inventory function for other characters would incorrectly display the bound status of items.

- Fixed the issue where the key guide for the Warehouse was displayed along with the key guides for Storage, Transport, Maid Storage, and Guild Storage when using the Gamepad UI.
- Fixed the issue where the key guide for checking name duplicates in the Guild/Clan creation window was overlapping with other UI when using the Gamepad UI.
- Fixed the graphical issues with the regions near Duvencrune and the capital city of O'dyllita on the World Map.
- Fixed the issue where you couldn't upgrade your Clan to a Guild if attempted from a town where you did not first create your Clan.
- Fixed the issue where you couldn't create an alliance with more than 5 guilds.
- Fixed the issue where the key guide to change the Black Spirit's appearance wouldn't disappear if you selected a different menu when using the Gamepad UI.
- Fixed an issue where items that cannot be placed in Guild Storage are not marked in red when using the Guild Storage.
- [Archer] Fixed the skill guide to correctly display the “C” key as the hotkey for the Greatbow of Light skill.
- Fixed the graphical issues with the backgrounds of the following regions:
 - Central Neutral Zone
 - Rumbling Land
- Fixed the issues where the following outfits appeared abnormal in certain situations when equipped:
 - [Kunoichi] White Wildcat Armor, [Mystic] Crayodel Soldier Uniform, [Sorceress] Bern Armor"
- Fixed the issue with the Gamepad UI where the Recently Successful Alchemy/Cooking windows wouldn't open while using Alchemy/Cooking.
- Fixed the issue with the Gamepad UI where the Change Family Name window's image would change depending on the size of the window.
- Fixed the issue where your character would repeat the falling animation in certain areas of Gyfin Rhasia Temple.
- Fixed the issue where monsters would get stuck at a certain boulder in the Northern Plain of Serendia.
- Fixed the issue where joining a new guild after leaving an old one caused Voice Chat or Chat Groups to be unavailable.
- Fixed the issue where your character couldn't move in certain areas of the Cron Islands.
- Fixed the issue where opening a Box item in your Inventory or Pearl Inventory would cause the game to check your remaining Pearl Inventory slots and not send the item to your normal inventory, even though the item is supposed to go into your normal Inventory.
- Fixed the Targeting function to now distinguish between night and day monsters in the Sherekhan Necropolis.
- Fixed the issue where the Campsite menu wouldn't open after closing the equipment window when using the Repair window at a Campsite.
- Changed the Family Inventory to now allow the Navigate function by right-clicking an item.
- Fixed the issue where some of the terrain in O'dyllita appeared abnormal in the World Map (M).

- Fixed the issue where longer text length would cause the text about entering the Elvia Realm servers and navigating to Elvia Realm zones to break the UI.
- Fixed the issue where sound effects for the Origenus Kyve wouldn't play upon entering the Protokea for the Sage Awakening questline.
- Fixed the issue when 2 different text boxes are opened, closing the text box opened last would cause the key guide for the text box that was opened first to not be displayed for the Gamepad UI.
- Fixed the issue with the Guild Window (G) where opening the window when your Guild was at war would cause a UI error.
- Fixed the issue where using the numpad on a keyboard to move items from the Central Market Warehouse to your Inventory (I) would cause a UI error.
- Fixed an issue where NPCs would be in abnormal locations in the Northwestern Calpheon Outpost.
- Fixed the mini-map for the Glish Ruins in Serendia so that it appears as intended.
- Fixed the issue where monsters would become stuck in certain areas in Bradie Fortress.
- Fixed the issue where Nova's class icon appeared as Sorceress's class icon in the Final Battle's Set Participant Number settings window.
- Fixed the mini-map so that the locations of missions, party members, and platoon members will now be accurately displayed.
- Fixed the issue on the World Map (M) where the Barter UI and the Fish Drying Yard UI would overlap when viewing the Baeza Island Node.
- Fixed the issue where the camera angles could not be changed in certain situations when using the Gamepad UI.
- Fixed the issue with the following outfits where equipping them would cause graphical issues:
- [Archer] Derictus Helmet, [Archer] Corvicanus Robe, [Guardian] Spring Blossom Clothes, [Lahn] Lollipop Sticker
- Fixed the issue with [Sage] La Orzeca Armor and Helmet where the effects were not being properly displayed.
- Fixed the issue with the My Stable UI where a horse's information did not appear when selecting a Stable with a long region name.
- Fixed the issue with the Gamepad UI where the item tooltips where the hotkeys for locking/unlocking items and viewing crafting information appeared as the keyboard and mouse hotkeys.
- Fixed the issue with PEN: Blackstar Sting where its graphical effects were not appearing properly.
- Fixed the issue where Sage could not open the Elvia Awakening weapon boxes obtained through one of the quests in Elvia Realm.
- Fixed the issue where an incorrect system message appeared when using the Celestial Horse Calling Horn while a Wagon has already been summoned.

- Fixed the issue where firing ship cannons from certain locations would cause the cannons to shoot abnormally.
- Fixed the issue where Adventurers with negative Naval Fame would be considered Hostile on land.
- Fixed the issue with the Gamepad UI where the Control Guide would appear only in English when installing a Camp for the first time.
- Fixed the issue where the geography of Lerao Island appeared abnormally when viewing it using the mini-map.
- Fixed an issue with the Gamepad UI where selecting another Guild member in the Guild Member List caused the “Deposit” button to appear.
- Fixed the issue with the Gamepad UI where the location of the Control Guide for the Deposit UI in the Guild (G) Window was appearing in the incorrect place.
- Fixed an issue with the Gamepad UI where using a Premium Horse Appearance Change Coupon to change your horse’s appearance would cause an unrelated Control Guide to appear in the Skill List.
- Fixed the issue where an abnormal message was displayed when checking a Stable without any mounts from the World Map (M).
- Fixed the notification that appeared when an installation that was installed in a certain location while a Node War was in progress was being attacked to display the region's name correctly.
- Fixed the issue where parts of the background in the following region appeared abnormal:
- Fountain of Origin (Duvencrone)
- Fixed the issue where the topography of the Abandoned Iron Mine Node region appeared abnormal in the World Map (M) window.
- Fixed the issue where clicking the Title notification would open both your My Information (P) window to the Title tab and your Challenges (Y) window.
- Fixed the issue where unnecessary key guides would appear even after toggling off the Skill Demo option in the Skills (K) window for the Gamepad UI mode.
- Fixed the issue where the key guide for the "list of recent successes" would appear even when selecting Cooking/Alchemy items for which you didn't have the knowledge when using the Gamepad UI mode.
- Fixed the issue where an abnormal message would display in certain situations when using a Steel gathering tool.
- Fixed the issue where the ingredients used to complete Mass Processing would display abnormally in the Processing Progress UI upon completion under certain situations.
- Fixed the issue where you couldn't hit a protected guild member riding at the ship's wheel of the opposing guild during a Guild War.
- Fixed the issue where gear of mounts did not lose durability.
- Fixed the issue where viewing Learned Only in the Alchemy window would sometimes create a UI error.
- Fixed the issue where checking the market price trend's tooltip in the Central Market would sometimes create a UI error.
- Fixed the issue where a guild that had received a declaration of war using Forced PvP (Alt+C) to attack the enemy's guild's galley would decrease their Naval Fame.

- Fixed the issue where the Mount Information UI would display abnormally when interacting with a Stable Keeper or Wharf Manager.
- Fixed the issue where the backgrounds of the following regions appeared abnormal:
 - Lerao Island, Windy Peak of Gervish Mountains
- Fixed the issue where the tooltip for skill descriptions would remain displayed on the screen in certain situations for Gamepad UI mode.
- Fixed the issue where the loading visual for entering an Elvia Realm server would be aligned to the bottom portion of the screen.
- Fixed the typo in Settings > Interface Settings > Gamepad where it used to show Invert Horizontally/Vertically.
- Fixed the issue where an abnormal message was displayed when remote collecting a guild mount in the World Map (M) while in Gamepad mode.
- Fixed the issue where the number of slots in the Mount Equipment/Inventory UI appeared abnormal when checking in/taking out a mount from the stable.
- Fixed the Old Moon Camping Anvil to take the appropriate amount for repair fees.
- Fixed the issue where upgrading an Enhanced Flame Tower/Big Hwacha that is built while overlapping another annex building during Node/Conquest War caused the Enhanced Flame Tower/Big Hwacha to disappear.
- Fixed the issue where the dye would not be applied to the item "[2nd Anniversary] Lollipop Sticker" when equipped on certain face types of Lahn.
- Fixed the issue where the Trace of Blood button appeared when talking to an Old Moon Manager NPC.
- Fixed the issue where you could steer the large ship of a party/platoon member that was in the same Guild Alliance.
- Fixed the item "[Warrior] Epheria Marine Classic Set" to give the items listed in its descriptions.
- Fixed the issue where the equipment slot icon would still show on the mount's View Inventory in the stable even if it has an item equipped.
- Fixed the issue where the mount's equipment would not display for guild when on the mount's View Inventory in the stable.
- Fixed the mount's View Inventory in the stable to show the mount's equipment durability properly.
- Fixed the Manage Sailors window in Gamepad mode to not display unnecessary tooltips.
- Fixed the issue where the number of inventory slots appeared abnormal in the mount's View Inventory for guild mounts that were just registered.
- Fixed the issue where the backgrounds of the following regions appeared abnormal:
 - Lerao Island, Windy Peak of Gervish Mountains

- Fixed the issue where guild members of only certain guild ranks could demolish annexes such as a Hwacha/Flame Tower in Savage Rift.
- Fixed the issue where the tooltip for skill descriptions would remain displayed on the screen in certain situations for Gamepad UI mode.
- Fixed the issue where the loading visual for entering an Elvia Realm server would be aligned to the bottom portion of the screen.
- Fixed the typo in Settings > Interface Settings > Gamepad where it used to show Invert Horizontally/Vertically.
- Fixed the issue where an abnormal message was displayed when remote collecting a guild mount in the World Map (M) while in Gamepad mode.
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- Fixed the issue where the mount's equipment would not display for guild when on the mount's View Inventory in the stable.
- Fixed the mount's View Inventory in the stable to show the mount's equipment durability properly.
- Fixed the Manage Sailors window in Gamepad mode to not display unnecessary tooltips.
- Fixed the issue where the number of inventory slots appeared abnormal in the mount's View Inventory for guild mounts that were just registered.
- Changed Ibedor's Scroll to now proceed independently from other scrolls when multiple parties activate the scroll at the same time.
- Fixed the issue where the topography of Padix Island appeared awkward on the World Map (M).
- Fixed the issue where part of the background in the following region appeared awkward:

- Tariff

- Fixed the issue where ships would get stuck in certain parts of Ginburrey Island.
- Fixed the description text for coupons in the Pearl Shop to no longer bleed out of the UI.
- Improved the optimization of Black Spirit's Adventure.
- Fixed the issue where the quest reward icon would either not appear or display the incorrect icon while proceeding with the "[Elvia Co-op] Kzarka: Barrier of Infestation III" quest.
- Improved the Ranking UI to refresh guild names better.
- Fixed the issue where a daily pearl shop deal would sometimes appear without the discount on days it is not supposed to appear.
- Added the ability to now scroll with your gamepad while using the mount's View Inventory function in Gamepad UI mode.
- Fixed the issue where detailed information of certain items wouldn't be displayed while using the mount's View Inventory function in Gamepad UI mode.
- Fixed the mouse-only close button to no longer display while using the mount's View Inventory function in Gamepad UI mode.
- Fixed the issue where certain inputs would cause both the View Inventory and Change Skill windows to appear at the same time while using the mount's View Inventory function in Gamepad UI mode.
- Fixed the issue where the detailed information wouldn't refresh while scrolling through the mount's View Inventory window in Gamepad UI mode.
- Fixed the issue where hovering your mouse over abbreviated text of a Pearl Shop coupon's details on where it can be used wouldn't display the detailed information.
- Fixed the message displayed when attempting to call a guild elephant from outside the possible range while with a Celestial Horse Calling Horn in your inventory to read less awkward.
- Fixed the issue where attempting to move an item to the Central Market warehouse after deactivating Item Copy would display an abnormal message and prevent the item from being moved.
- Fixed the scroll of the Inventory UI of mounts that are checked-in.
- Changed the key guide for the Show/Hide Mount Inventory in the Load Cargo window to not be displayed while moving items.
- Fixed the issue where an unselected mount's View Inventory window would appear in the Stable UI.
- Fixed issue where the key guide for Forest Path Wagon would appear when it is in a different town/city in Gamepad UI mode.
- Fixed issue where the key guide for Forest Path Wagon could be opened when it is in a different town/city in Gamepad UI mode.

- Fixed the issue where the Mount Information window wouldn't open from the Ring Menu while aboard a ship for the Gamepad UI mode.
- Fixed the issue where part of the background in the following region appeared awkward:
 - Lerao Island
- Unified the descriptions of Secret Books for Succession and Awakening.
- Fixed the issue where the incorrect key guide would display when clicking the Skill Preset with your mouse after toggling the Skill Demo off in the Skills (K) window for Gamepad UI mode.
- Fixed the tooltip to now correctly display when hovering your mouse over the Courser icon of skills you can learn in the Change Horse Appearance UI for Premium Horses.
- Fixed the issue where skippable text would display while images were loading.
- Fixed the issue where the order of your characters in the Select Character screen would be irregular when you had previously deleted a character.
- Fixed the issue where the lower button in the Barter UI appeared in an awkward location.
- Fixed the issue where the stats displayed in the lower part of the View Character's Inventory window would overlap with other gear icons for Gamepad UI mode.
- Fixed the issue where you couldn't open your inventory while aboard an Epheria Cog in Gamepad UI mode.
- Fixed the issue where the Hadum loading cutscene when connecting to Elvia Realm servers wouldn't display.
- Fixed the issue where you couldn't play Black Spirit's Adventure with your gamepad.
- Fixed the issue where attempting to purchase certain Pearl Shop products which your current character can't equip wouldn't display the alert warning that the product couldn't be equipped by your current character.
- Fixed the issue where certain circumstances could allow you to view the mount information of other Adventurers in Gamepad UI mode.
- Fixed the issue where the About Mount Skill Change Rates window would overlap with the Manage Skill window.
- Fixed the issue where attempting to purchase a selectable item within a Pearl Shop product would incorrectly display that it wasn't available even though your current character could use the item.
- Fixed the issue where your character appeared to be underwater when entering Pujiya Canyon from certain points.
- Fixed the issue where you could use Gathering in certain parts of Grána without any visibly gatherable materials.
- Fixed the issue where the alert for hiring sailors wouldn't display after toggling off General Settings - Alerts - Zone Change.
- Fixed the issue where you couldn't proceed with the Nouvermon quest with the Guest from the Mountain of Eternal Winter after having socketed your Nouverikant Outfit with Black Spirit's Claw.

- Fixed the issue where your Mythical Arduanatt would sometimes fall from the sky from using Wings of Swiftness during Wings of Wind/Wings of Freedom while mounted in the air.
 - Fixed the issue where the Trainer's Flute couldn't be used on Weita Island.
 - Fixed the issue where the Effector values in the top left side of the Composition Note would not be brought in when opening a saved song in the Music Album.
 - Fixed the issue where the background in the Kislev Crag area appeared abnormal.
 - Fixed the areas where characters couldn't move in Crescent Mountains.
 - Fixed the issue where the window displayed when using a weapon exchange coupon would show the same item information even after it was closed and opened again.
 - Fixed the issue where the icon of the item used before the Equipment Tailoring Coupon would remain.
 - Changed the minimap where it used to not show the name of the region that your character is in when resetting all the settings.
 - Fixed the issue where the weapon exchange UI would be covered by the Inventory window.
 - Fixed the awkward position of the lower button for Special Barter.
 - Fixed the issue where an abnormal message was displayed when attempting to purchase a Volatile Price Item from the Central Market.
 - Fixed the issue where some of Corsair's underwear appeared abnormally on the screen.
 - Fixed the issue where Adventurers could not receive the item "Iridescent Tide Shell" again from Binnapsi after completing the first objective of the quest "[Corsair Succession] A Letter from the Crow."
 - Fixed the issue where you couldn't exchange Destructive Illusion x15 for Mass of Pure Magic x1 through O'Arma in Star's End.
 - Fixed the issue where you couldn't exchange Shattered Star Fragment x30 for Skill EXP +5% for 10 minutes through Manmehan Nesser in Star's End.
 - Fixed the issue where you couldn't close the window when changing your Family Name/Guild Name/Character Name/New Adventurer's Family Name with certain gamepad inputs for Gamepad UI mode.
 - Fixed the issue with the Black Spirit's Claw contained in the "New Class Pack: Corsair Edition."
- The [Event] Black Spirit's Claw formerly contained in the "New Class Pack: Corsair Edition" has now been changed to just Black Spirit's Claw, as well as those in the inventory of Adventurers who've already purchased and opened the pack.
- Adventurers who fulfill the following conditions before the maintenance will now automatically accept the [Special Growth] Birth of a Prestigious Family quest after reconnecting to the game. (If you fulfill two of the conditions below, you will automatically accept the [Special Growth] Birth of a Prestigious Family quest.)
- Completed the [Pet] Bareeds' Junaid and The Sage of Velia quests

- Have not started or completed the Embarking on an Adventure quest

* If you wish to go through the original main questline instead of the [Special Growth] Birth of a Prestigious Family questline, you can forfeit the questline and complete the Embarking on an Adventure quest.

* Reconnecting to the game before you accept or complete the Embarking on an Adventure quest will make you automatically accept the [Special Growth] Birth of a Prestigious Family. You can forfeit this quest to begin the original main questline.

- Fixed an issue where certain progress bar (gauge) UI elements would appear abnormal in certain circumstances.
- Fixed an issue with Processing (L) - Simple Cooking where only 3 slots for ingredients were available instead of 4 causing you to be unable to cook Cron Meals.
- Fixed the issue where parts of the camp could not be equipped in certain situations.
- Fixed the issue where an abnormal message was displayed when trying to exchange horses in certain situations.
- Fixed the issue where the Knowledge categories in the Knowledge (H) window would appear abnormal in certain situations.
- Fixed the issue where you could not check the Mount Inventory in the Stable of a horse that was taken out.
- Fixed the issue where parts of accessories would show when wearing the [Shai] Coco Hat.
- Fixed the issue where the sheath for the [Ranger] Stella Dagger would not be displayed in certain situations.
- Fixed the issue where the dyes would disappear when equipping her awakening weapon after equipping the [Nova] Garnier Troupe Garb.
- Changed the description that appears on the Node Investment Benefit icon to match the actual effect.
- Changed key guide UI that appears when interacting with a ladder to match the length of the text.
- Fixed the issue where the Storage window would close when using Transport while performing processing continuously on a material.
- Fixed the issue where the Shai's hair looked abnormal when adjusting the hair length with the [Shai] Coco Hat equipped.
- Fixed the Node Manager UI to appear normal even when talking to NPCs of uninvested nodes.
- Fixed Node-related UI in the World Map for Gamepad UI mode.
- Fixed the Shai's Talent stat's font size to no longer be affected by adjusting the Font from General Settings - Quality of Life.
- Fixed the issue where the NPC and UI required to go to the next stage in the Altar of Blood did not appear after defeating a boss.
- Fixed the issue where the item description of the [Shai] Coco Gloves is missing the Amity +10% effect
- Fixed the issue where the Mount Inventory would open again when it was closed while using the Guild Storage.
- Fixed the issue where the Kini Hair Ornament for Nova and Corsair appeared different from the other classes.

- Fixed the issue where you couldn't use the menu due to the tooltip covering some Nodes on the world map when you adjust the interface scaling on Gamepad Settings to a value bigger than the default.
- Fixed the issue where the ship equipment slots appeared abnormally upon re-entry after equipping gear on big ships.
- Fixed the issue where skill tooltips were displayed even after refreshing the Central Stable on the world map when using the Gamepad UI window.
- Fixed the issue where the EVENT, UPDATE, HOT, NEW tags disappeared more quickly than the time set on the New Menu.
- Fixed the issue where the [Nova] Sweet Coco Pack mislabeled the Bikini items as for the Witch class.
- Fixed the issue where certain furniture would not be visible when installed in a residence.
- Fixed the issue where items would move to the locked slots when using the Auto-Arrange function on your Family Inventory.
- Fixed the issue where the color of the Exchange Pet button would appear abnormally after applying the Summer Season UI theme.
- Fixed the issue on the Recruit Guild Member window where the guild intro and icons were not displayed immediately.
- Fixed the issue where proceeding with the Black Spirit quests would cause the game to have issues if the character has completed all of the main quests.
- Fixed an issue where trying to retrieve/withdraw items (such as retrieving/withdrawing furniture in a residence) while having 255 or more Storage slots filled with items caused the game to unexpectedly shut down.
- Fixed some of the unnatural backgrounds in the following regions:
 - Blue Maned Lion's Manor
 - Oquilla Coast
- Fixed the issue where you could not search in the Installation List UI when planting crops in the garden.
- Fixed the issue where an abnormal message appeared in certain situations where the fairy couldn't be summoned/unsummoned.
- Fixed the issue where the sound of pets taken out remains after using the Pet Exchange function.
- Fixed the issue where the loot Item Count information was not refreshing as intended.
- Fixed the issue where you could interact with another Adventurer's campsite.
- Fixed the Black Spirit to no longer offer items from expired events when talking (W) to the Black Spirit (/).
- Fixed the issue where equipping the following items wouldn't reduce your Stamina consumption while swimming:
 - Splat Fisher's Clothes, Da-Dum Da-Dum Diving Suit, Coco and El Pento Clothes
- Fixed the issue where your character would not move in Spectator Mode at Atoraxxion: Vahmalkea, Vaha's Cradle.
- Fixed the issue where Tranan Underfoe wouldn't return in certain situations after getting off work during the simplified main questline.

